Usenet Newsgroup Archive: comp.sys.atari.st

1994-07 - 1994-09

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Date span: 1994-07-01 through 1994-09-30

Source text: comp.sys.atari.st.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 4,422

Message records with no readable body available in the source text: 9

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. New A.A. Files...

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 00:40:17 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2uvolh$pv3@golem.wcc.govt.nz>
Source record: 184355

```
New files that people were after....

The later MKM_21 is now on A.A..

Also Speedo meter.....

-rw-r--r-- molin 6400 Jun 26 02:40 ./Utilities/speedom.zip

-rw-r--r-- boydm 91008 Jun 29 10:28 ./Utilities/Mouse/mkm21.zip
```

2. Re: Atari Financial Report

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 01:21:51 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <2uvr3f$qg3@acmex.gatech.edu>
Source record: 184450

In article <Cs61wC.Mx@hpbbrd.bbn.hp.com> clausb@hpbbrd.bbn.hp.com
(Claus Brod) writes:

>The other thing they forgot was system software. In the timeframe
>from 1985 to 1989, TOS essentially stood still. (TOS 1.02 was no
>major step in my eyes, just a few bug fixes and blitter support.)
>In 1985, TOS was a technological leader; only the MacOS could
>rival the graphical user interface. In 1989, when TOS 1.04 was
>released, Mac software had leapfrogged software on the ST, and
>the PC world was catching up.

Not to mention that over the same period PC and Mac models were coming
out based on 32 bit processors and VGA graphics pretty much became the
standard. So how does Atari respond? They introduce the STE with the
same graphics modes and processor as the 1985 ST model. The Falcon is
what the STe SHOULD have been (less the DSP and 8 bit sound
instead of 16 bit, although those would have been very innovative
options for the time :-). Atari basically snoozed during the 80s and
let all the competition blow them away. Of course, this still might
have made no difference with the state of Atari computers today.

--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

3. Looking for Vermont Atari Users Group address/ph/etc

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 01:43:26 UTC
From: rjh@hjy001.UUCP
Message-ID: <1230166@hjy001.UUCP>
Source record: 184349

```
Hi folks,

I'm looking for the address/phone number/contact for the
Vermont Atari Users Group. If anyone has the info, please
E-mail it to me as I do not receive this newsgroup.

Tnx,

Rich
--
==============================================================================
! Rich Hearn UUCP: decwrl,sun,uunet!uvm-gen.uucp!hjy001!rjh !
! Org: A Step In The Right Direction Internet: hjy001!rjh@sadye.emba.uvm.edu !
! "How can we know our best speaks well?" | Snail Mail: RFD 1 Box 1396 !
! answered the Sensei; "Time will tell." | Moretown, VT 05660 USA!
==============================================================================
```

4. Re: CD-ROM Music player

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 01:49:37 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Jul01.014937.139201@zeus.aix.calpoly.edu>
Source record: 184352

In article <2ucipe$gbs@darkstar.ucsc.edu>,
Rowland Baker <sccoe@ucscb.UCSC.EDU> wrote:
>
>This is cool...I'm sitting here, using the 'net, listening to Enigma on my
>shiny new triple-speed NEC CD-ROM with my Falcon. But I had to hook the drive
>directly out to my stereo system (i.e. my Falcon gets no sound). I remember
>hearing mention of a desk accesory or something (a la DeskTRacker) that will
>play songs from the CD-drive (hooked up via SCSI) through the Falcon's sound
>system. That would save a lot of wire-swapping. Could anybody tell me where I
>could find it? TIA!

Hmm. Instead of using the SCSI bus to read the CDROM (the audio
tracks) and play those out of the Falcon, why don't you get some line-level
leads and feed it into the audio-in ports of the falcon? Then use something
simple to play whatever is on the in-ports out through the out ports. I
think I remember AFM (Audio Fun Machine) used to do this, with the advantage
that since all the sound information stays on the DSP bus, you don't slow down
the rest of the system (Reading from the SCSI port requires that the info pass
down the bus used by CPU, video, etc.). I'm not sure, but depending on the
CD-ROM player, the output may or may not be amplified - if it is an amplified
signal, you will need those line-level cables (with the 100 or so ohm
resistors).

Since I don't actually own a falcon, let alone a CD-ROM, this info
may be slightly incorrect. If so, someone please jump down my throat and
keep this guy from blowing up his computer, his speakers, and the wall next
to the computer. :)

-MikeB

5. Re: ST Dealers in SF Bay area

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 04:09:41 UTC
From: jhauser@pine.CS.Berkeley.EDU
Message-ID: <2v04u5$1om@agate.berkeley.edu>
Source record: 184354

In article <2unhdp$25v@agate.berkeley.edu>,
Douglas Frank Tarico <dtarico@OCF.Berkeley.EDU> wrote:
>Bay area dealers that I know of are:
> [...]
>Winners' Circle Systems, in Berkeley

They are getting out of the Atari business, I'm afraid. Last time I was
there I saw no Atari hardware for sale, and I overheard the receptionist
to say they have a few software titles remaining.

Ironically, they still support the Amiga, apparently.

Three Strikes and We're Broke.
John Hauser---jhauser@cs.berkeley.edu

6. Re: Connecting a VGA Monitor to a 520 ?

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 04:39:36 UTC
From: jhauser@pine.CS.Berkeley.EDU
Message-ID: <2v06m8$21i@agate.berkeley.edu>
Source record: 184356

In article <2uu9pf$4dh@kelly.teleport.com>,
Steve Johnson <steve-j@teleport.com> wrote:
>In article <2usm4b$49d@barnacle.iol.ie>, E. J. Wright <ejwright@iol.ie> wrote:
>
>>Hi all I hope this isn't a FAQ but does anyone have a diagram to show how
>>a PC VGA monitor can be connected to an atari 520.
>
>Standard VGA/SVGA monitors cannot be used on the ST. You
>have to buy a special 'multiscan' monitor that will
>support the STs video output.

Some VGA monitors will work as Atari monochrome monitors. I know, 'cause
mine does.

O.K., to tell the truth, it doesn't like the 35 kHz scan rate very much,
but it does manage to display a useable image just the same. I don't know
whether abusing a VGA monitor like this will shorten it's life; that
might be something to be concerned about. (Can anyone answer that one?)
Fortunately, I use a SC1224 most of the time, anyway, so I don't worry about
using my VGA occasionally.

Repeal prohibition.
John Hauser---jhauser@cs.berkeley.edu

7. Re: Neodesk 3

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 05:05:17 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2v086d$sdm@golem.wcc.govt.nz>
Source record: 184359

```
--->
Why is it that my desktop always boots up in blue, even if i use
XCONTROL.ACC to set it otherwise??

As soon as i use XCONTROL.ACC, the colours think they are green etc. and
when i move the slider, the colour immediately shifts from blue to
green.
<---

That's what NEOCNTRL.ACC is for. Use that to set the colors which will
save into the NEODESK.CFG file, and then you can use the XCONTROL to
save the colours as the system palette.

I hope you don't want to change it from blue to Green?! yecch! :)
```

8. Re: GIF's

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 05:23:40 UTC
From: hoga0006@gold.tc.umn.edu
Message-ID: <Cs8xno.A6@news.cis.umn.edu>
Source record: 184358

>RSR>Photochrome 4.0 does not allow one to display or process at a Mega
>RSR>STE's full speed, and does not do a good job in reducing most
>RSR>pictures to display on the STE's screen without a great deal of
>RSR>distortion.
>
>There's a little bug in PhotoChrome 4.0. With a small patch (replace the
>long-integer '$00020010' by '$00010010' with a monitor like ST-Tools)
>PhotoChrome will recognize a MSTE and run at full speed!

I'd like to know where one can find this patch, or find out how to do it?
I'd be interested, but I haven't any idea where to look for a patch for this.

Thanks,

joseph

9. Desktop colours

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 06:14:58 UTC
From: Eric.March@f1.n100.z60.wlink.nl
Message-ID: <773080259.AA01656@wtrlnd.wlink.nl>
Source record: 184388

I rarely use GEM desktop. (I prefer NEODesk, which has the standard colours, but my main desktop colour is black, and I have my own Degas PI2 on it) But when I do I generally stick to the normal colour scheme ... I'm not much for changing colours, especially when I've been using it like this for so long... :-)

```
___________ ______ ______ ___________________________________
___<___ ___// __ // ____/ ___ Tail of ________ Eric March _____
_______/ / / <_/ // <___ __
```

10. Pure C (1.1) question

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 06:30:19 UTC
From: petep@info.isbiel.ch
Message-ID: <2v0d5r$npg@vega.info.isbiel.ch>
Source record: 184360
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
i tried to use the setmatherr() function from math.h. this function is described as
followd:

void setmatherr(int (*errfunc)(struct exception *e));

i wrote a little test program ...

int myerr(struct exception *e)
{

/* do soemthing */

}

void main(void)
{
int a,b,c;
setmatherr(myerr);

a=b=0;
c=a/b; /* division by 0 ==>error! */
}

... when excecuting c=a/b the program jumps in myerr(), but *e contains nothing.
that means e is not allocated. what did i do wrong?
```

11. Re: Problem with TOSFS

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 06:36:20 UTC
From: petep@info.isbiel.ch
Message-ID: <2v0dh4$npg@vega.info.isbiel.ch>
Source record: 184361
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article 94Jun30105831@issan.informatik.uni-dortmund.de,
schwab@ls5.informatik.uni-dortmund.de (Andreas Schwab) writes:

> In article <2utu8l$77n@vega.info.isbiel.ch>, petep@info.isbiel.ch (Patrick Peter)
writes:
>
> |> i renamed a file on a normal tos partition, i don't know why, but there went
> |> something wrong. the file should be called edi_vort.doc, but i got edi_vort..do.
> |> how can i delete or rename this file? under gem it's not visible (because of
> |> the ..) only when i type ls in the tcsh it's showed.
> |> i tried rm edi_vort..do, but it didn't work.
>
> Try this in tcsh:
>
> rm edi_vort.\*
>
> This should pass the asterisk down to GEMDOS where it will match ".do".
> Make sure that you don't have other files beginning with "edi_vort".

it didn't work, i got the following message:

rm: edi_vort.*: bad request

any other idea?
```

12. Re: STARBALL

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 07:09:38 UTC
From: diehl@io.org
Message-ID: <2v0ffi$p5d@ionews.io.org>
Source record: 184362
Cross-posted to: comp.sys.atari.st,rec.games.video.atari

> Is anyone else failing to get any sound from STARBALL? It's
> still fun to play, but I get no sound at all. The docs say
> it has incredible sound, so I'd KINDA like to hear it! <grin>

It has sound, but I wouldn't quite call it "incredible" since it's all chip generated, and fairly A-Typical of the sort of chip sound you'd hear in a half decent commercial game. I'd have prefered digital sound myself...

___________ ______ ______ ___________________________________
___<___ ___// __ // ____/ ___ Tail of ________ Eric March _____
_______/ / / <_/ // <___ ___ The Comet ______ diehl@io.org _____
_______<_/ <_____/<_____/ ___ Productions ____ "ANSI? FANSI!" _____

13. Re: 3D stereogram things

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 07:11:12 UTC
From: diehl@io.org
Message-ID: <2v0fig$p7o@ionews.io.org>
Source record: 184363

> Does anyone know if there's a program for the ST that lets you create
> those 3D stereograms? A mate of mine says he /thinks/ there is, but
> he's not sure. An ftp site and directory would be useful,

There is. It's called STIS (STereoscopic Imaging System) and it works rather
well. I _think_ it's available on a.a.u.e.

```
____________ ______ ______ ___________________________________
___<___ ___// __ // ____/ ___ Tail of ________ Eric March _____
_______/ / / <_/ // <___ ___ The Comet ______ diehl@io.org _____
_______<_/ <_____/<_____/ ___ Productions ____ "ANSI? FANSI!" _____
```

14. Re: Desktop colours

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 07:14:58 UTC
From: diehl@io.org
Message-ID: <2v0fpi$pci@ionews.io.org>
Source record: 184364
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

I rarely use GEM desktop. (I prefer NEODesk, which has the standard colours, but my main desktop colour is black, and I have my own Degas PI2 on it) But when I do I generally stick to the normal colour scheme ... I'm not much for changing colours, especially when I've been using it like this for so long... :-)

___________ ______ ______ ___________________________________
___<___ ___// __ // ____/ ___ Tail of ________ Eric March _____
_______/ / / <_/ // <___ ___ The Comet ______ diehl@io.org _____
_______<_/ <_____/<_____/ ___ Productions ____ "ANSI? FANSI!" _____

15. Re: Desktop colours

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 08:18:16 UTC
From: sys1@exnet.com
Message-ID: <Cs95qI.7y@exnet.com>
Source record: 184365
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

light blue background, pale yellow borders, golden sliders with different patterns inside and out, scarlet gadgets.

16. Re: help! Starball locks up

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 08:21:17 UTC
From: robertde@htsa.aha.nl
Message-ID: <1994Jul1.082117.9619@htsa.aha.nl>
Source record: 184370

In article <2uqgpm$sju@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:
>In article <Cs24tJ.8Mx@freenet.carleton.ca>, ai066@FreeNet.Carleton.CA (Mark Montreuil)
writes:
>>
>>
>>In a previous article, MPARKHUR@UCSVAX.UCS.UMASS.EDU (Mike Parkhurst) says:
>>
>>>I just downloaded starball, and it looks great, but....
>>>
>>>It locks up!!
>
>>I have the same thing happen on my Mega STe, 4 megs ram, at every
>>different speed setting (cache, no cache), and at 50 and 60 hz, with a
>>bare boot system! This is driving me bonkers! I'm running under TOS 2.05.
>
>

I had 4 bombs while loading but after placing it in an auto folder all
works fine.

Robert Demming. (robertde@htsa.aha.nl)

17. TOS history?

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 09:28:26 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9407011619.AA00142@montp.cirad.fr>
Source record: 184366
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
CEO file contents:
Hi,

Is there a history file about different TOS versions ? I'd like to know what
major changes were made from TOS 1.0 through to the latest 4.x.

More precisely what can a STE user get when upgrading to TOS 2.06 ?

Bye,
Nick.

\_)|||(_/ I'm a poor lonesome cowboy...
.o'o. Nick Bales - Montpellier (FRANCE) : Bales_N@montp.cirad.fr
( - )
\u/ <ADVERTISEMENT SPACE FOR RENT>
```

18. GEM Window aspect

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 09:28:26 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9407011613.AA00140@montp.cirad.fr>
Source record: 184367

CEO file contents:
Hi,

Is there a way to change the aspect of GEM windows on a TOS 1.62 STE. I've downloaded Deskmorf and Wincolor.cpx from a.a and neither seems to work.

Am I forgetting something ? Or is this a problem related to a different AES version ?

Bye,
Nick.

_)|||(_/ I'm a poor lonesome cowboy...
.o'o. Nick Bales - Montpellier (FRANCE) : Bales_N@montp.cirad.fr
(-)
\u/ <ADVERTISEMENT SPACE FOR RENT>

19. Text formats

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 09:42:00 UTC
From: stein.arne.jensen@p10.secom.ct.se
Message-ID: <2e13f3dc@p10.secom.ct.se>
Source record: 184390

Help needed on the Wordplus and RTF textfile formats, specially the WordPlus
file header:

```
.06600000304000013200000006008000
.11
.21
.F0110030001
.9[.................................................]0110
```

What does it mean??

One of our members is working on program for converting between ASCII, ProText,
RTF and Wordplus text-files.

Anyone who can help?

STein Arne Jensen / Atari Users Of Norway
Mail: c/o S.A.Jensen, 3630 R0DBERG, NORWAY
Tel: (+47) 3274 1473 Fax: (+47) 3274 1700
Internet: stein_arne_jensen@p10.secom.ct.se

20. Re: Problem with TOSFS

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 09:58:42 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9407011645.AA00142@montp.cirad.fr>
Source record: 184369

CEO file contents:
Hi Patrick,

Just a thought. Perhaps you could try to use a disk editor to change the filename in the directory and FAT back to something that could be understood by the FS (ie : .do => doc).

I've never tried this on a HD (I haven't got one) but it could be an idea.

No idea how this happened anyway.

Hope this (very little) helps.

Bye,
Nick.

_)|||(_/ I'm a poor lonesome cowboy...
.o'o. Nick Bales - Montpellier (FRANCE) : Bales_N@montp.cirad.fr
(-)
\u/ <ADVERTISEMENT SPACE FOR RENT>

21. Who uses Metados with a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 10:17:42 UTC
From: chris-m@pz-oekosys.uni-kiel.d400.de
Message-ID: <chris-m.78.000A4BCF@pz-oekosys.uni-kiel.d400.de>
Source record: 184372

Hi!

Who could help me and give me hints to connect a CD-ROM (Apple Power Cd) to my Falcon via Metados? (I'm not much interested in spending money into that combination but I would like to get some sw/pd-progs to make it running.)

Has anybody yet done this?

Together with Winrec 1.8? comes a CD-Player for a CD-Rom which could play Audio-CD's via SCSI but in the readme-file is mentioned that you need another BOS for the Falcon. Is such a driver available as sw/pd or do I have to pay some money for a useable driver?

ThanX,
Christian

****
* Christian Mittendorf * Phone: +49 - (0)431 - 338838 ||| *
* Manrade 41 * eMail: christian_mittendorf@ki.maus.de / | \ *
* 24106 Kiel-Germany * chris-m@pz-oekosys.uni-kiel.d400.de ATARI F030 *
****

22. Re: TOS history?

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 10:30:38 UTC
From: s002893@YPSERV.rz.fhtw-berlin.de
Message-ID: <2v0r8e$5qr@RW320B49.rz.fhtw-berlin.de>
Source record: 184371
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <9407011619.AA00142@montp.cirad.fr>, Bales_N@CIRAD.fr writes:
> More precisely what can a STE user get when upgrading to TOS 2.06 ?

for example:
He gets some new bugs in the floppy disc routines. This bugs exist in TOS2.06, 3.06, 4.00/4.01/4.02/4.04.

Patch program: FLOP_FIX.PRG (archive FLOP_FIX.LZH, only German docs).

Greetings, HS

23. Re: DeskJet 520 compatibility?

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 11:15:07 UTC
From: steve-j@teleport.com
Message-ID: <2v0trr$54i@elaine.teleport.com>
Source record: 184373

In article <1994Jun30.101035.25306@dal1>, John Cordes <cordes@ac.dal.ca> wrote:

> Does anyone happen to know if older HP DeskJet 500 drivers (say for
>WordPerfect, Calamus and LaTeX) would work Ok on the new HP 520 ink jet
>printer?

Yes, they SHOULD work perfectly!

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

24. STE User's manual

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 11:43:18 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9407011840.AA00094@montp.cirad.fr>
Source record: 184374

CEO file contents:
Hi,

Does anyone happen to know if there's a way to get a new user's manual for the STE. I've been moving around these last years and lost it so an FTP site where I could download it would be great. I don't believe so... :(

Has anybody ever tried getting a new one from Atari ?

Thanx,
Nick.

_)|||(_/ I'm a poor lonesome cowboy...
.o'o. Nick Bales - Montpellier (FRANCE) : Bales_N@montp.cirad.fr
(-)
\u/ <ADVERTISEMENT SPACE FOR RENT>

25. Re: Mint patches & rlogin & mintos problems

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 11:53:40 UTC
From: benni@phil15.uni-sb.de
Message-ID: <2v1044$2e3@coli-gate.coli.uni-sb.de>
Source record: 184375

In article <Cs23w1.Fqv@si.hhs.nl>, Baljeu <v892307@gijsen.si.hhs.nl> wrote:

>After applying the new mint patches (mint-1.10-1.10h1-diffs.gz) I noticed
>Init (mintos) doesn't work too well on the serial ports. The user only gets
>a "login:" message, and then nothing happens.

You need mint-1.10-1.10h2-diffs.gz; that solves your problem.
^
--
Benjamin Lorenz, <NEW>Johannisstr. 15, D-66111 Saarbruecken<NEW>
Phone: +49 681 <NEW>35334<NEW>, E-mail: benni@phil15.uni-sb.de

26. Re: Mint patches & rlogin & mintos problems

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 11:58:31 UTC
From: v892307@gomperts.si.hhs.nl
Message-ID: <Cs9FxJ.B98@si.hhs.nl>
Source record: 184377

In article <2uolt4$li2@zeus.rbi.informatik.uni-frankfurt.de>,
roemer@hera.rbi.informatik.uni-frankfurt.de (Kay Roemer) writes:
|> In <Cs23w1.Fqv@si.hhs.nl> v892307@gijsen.si.hhs.nl (Baljeu) writes:
|> >After applying the new mint patches (mint-1.10-1.10h1-diffs.gz) I noticed
|> >Init (mintos) doesn't work too well on the serial ports.
|> This is fixed in mint-1.10-1.10h[234]-diffs.gz.
Got it. Thanks!

|> If someone goes ahead and makes select() work in the mide devices then
|> the new hardware independent driver in Mint-Net 0.51 will work with midi,
|> too.
0.51?! I am getting slow :) I'll see what I can do. I hope it isn't too
difficult (for me, that is).

Best regards,
Ronald

--
==============================+==
Ronald Baljeu | Your computer account is overdrawn.
E-Mail: v892307@si.hhs.nl | Please reauthorize.
==============================+==

27. Re: zip and lzh

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 12:11:23 UTC
From: c.mother@tbag.tscs.com
Message-ID: <c.mother.0mwa@tbag.tscs.com>
Source record: 184339

Hello Tim, There is a bug in ST-Zip 2.5 that wont let you extract the first file of the archive if you highlight it. The best thing you can do is get ST-Zip 2.6 which I have. If you want to call me voice and get it then fine. Or you can get it from any Online service, FTP it or the Local BBS's.

Clifton Mothershed!

28. Re: NVDI questions

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 12:15:30 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <Cs9Gpv.H4s@newcastle.ac.uk>
Source record: 184306
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1994Jun30.175848.14870@jet.uk>, djs@jet.uk (David Stevenson) writes:
>>3) Compatibility issues. Does it work with the following programs...
>From my experience, it is more compatible than Quick ST and Warp 9. Out
>of the list you gave, I know from personal experience that it is OK with
>PageStream 2.2b, STzip, Arc, Lharc. The only program I have that does not
>get on with NVDI is the driver for the Tabby graphics tablet.

Perhaps you need a driver update for your Tabby - NVDI 2.5 works fine with
my Tabby.....

Craig
Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4105928
Stevenage,England.|| Snail-mail: 12 Ashvale Avenue, Kibblesworth, Gateshead,
|| Tyne & Wear, NE11 0XT, England.
-----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

29. Re: MiNT Questions!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 12:28:06 UTC
From: v892307@gomperts.si.hhs.nl
Message-ID: <Cs9HAv.BJ1@si.hhs.nl>
Source record: 184383

```
In article <2uphun$k6s@nasim.cube.net>, knarf@nasim.cube.net (Frank Bartels) writes:
|> Baljeu (v892307@gijsen.si.hhs.nl) wrote:
|>
|> > I noticed by the way that rlogind doesn't copy the environment. I had to
|> > fix that and recompile it. When I login using the original version UNIXMODE
|> > is gone, so it can't find absolute paths like /usr/bin. The shell can't
|> > find the user's home directory so it doesn't start as a login shell.
|> > The program "who" complains it can't find /etc/utmp and so on :-(
|>
|> Ups? Sounds like the silly GNU library. Are you *always* working on
|> drive u:? Usually rlogin must not copy the whole environment, because
|> rlogin starts a login-shell on the other host, which has to setup the
|> environment itself (via /etc/profile and .profile (Bourne Shell) or
|> /etc/csh.login and .login (C-Shell)).
|>
Drive U: is my root / (always), but you're right of course. The rlogind
receives the username and the terminaltype. Then a new environment is created
which only holds TERM. The login-shell should do the rest.

This is still a problem though. The login-program starts the shell, but
with UNIXMODE gone this shell can't find the homedirectory and /etc/*
so it can't start as a login-shell (even if argv[0][0] == '-').

I wonder how this problem should be solved.

|> Bye,
|> Knarf

Bye,
Ronald

--
==============================+=============================================
Ronald Baljeu | Your computer account is overdrawn.
E-Mail: v892307@si.hhs.nl | Please reauthorize.
==============================+=============================================
```

30. Re: MiNT Answers/More Questions

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 12:38:27 UTC
From: benni@phil15.uni-sb.de
Message-ID: <2v12o3$48l@coli-gate.coli.uni-sb.de>
Source record: 184376

In article <2up99n$bva@bmerha64.bnr.ca>, Troy Carpenter <troyc@bnr.ca> wrote:

>2. Where do I get the latest version of the lynx program. Why is this not
> on atari.archive yet?

I have successfully compiled a gopher client and will upload it next
week...

Benni

--
Benjamin Lorenz, <NEW>Johannisstr. 15, D-66111 Saarbruecken<NEW>
Phone: +49 681 <NEW>35334<NEW>, E-mail: benni@phil15.uni-sb.de

31. Re: MiNT Questions!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 13:07:34 UTC
From: v892307@gomperts.si.hhs.nl
Message-ID: <Cs9J4n.Bxw@si.hhs.nl>
Source record: 184384

```
In article <2ur6ri$dqf@zeus.rbi.informatik.uni-frankfurt.de>,
roemer@hera.rbi.informatik.uni-frankfurt.de (Kay Roemer) writes:
|> In <2uphun$k6s@nasim.cube.net> knarf@nasim.cube.net (Frank Bartels) writes:
|>
|> >Baljeu (v892307@gijsen.si.hhs.nl) wrote:
|>
|> >> I noticed by the way that rlogind doesn't copy the environment. I had to
|> >> fix that and recompile it. When I login using the original version UNIXMODE
|> >> is gone, so it can't find absolute paths like /usr/bin. The shell can't
|> >> find the user's home directory so it doesn't start as a login shell.
|> >> The program "who" complains it can't find /etc/utmp and so on :-(
|>
|> >Ups? Sounds like the silly GNU library. Are you *always* working on
|> >drive u:? Usually rlogin must not copy the whole environment, because
|> >rlogin starts a login-shell on the other host, which has to setup the
|> >environment itself (via /etc/profile and .profile (Bourne Shell) or
|> >/etc/csh.login and .login (C-Shell)).
|>
|> Indeed, rlogin copies only TERM to the remote rlogind -- but that is ok.
|> What seems to be the problem is that rlogind doesn't copy IT'S OWN envi-
|> ronment to the child.

You're right, but after looking at the sources I don't think rlogind
*should* copy its own environment.

|> Where do you set your UNIXMODE environment variable -- in mint.cnf?
|> If not try setting UNIXMODE there. Then all processes which don't
|> destroy their own environment will inherit UNIXMODE -- including rlogind
|> and its childs.

Well, basically what happens is this:

char *env[2];

extern char **environ;

setup_term(fd)
int fd;
{
env[0] = term;
env[1] = 0;
environ = env;
}

After that the old environment is gone (of course) including UNIXMODE,
no matter where UNIXMODE is set. The new environment only holds TERM.
```

Rlogind reads its value from the rlogin-client (not shown above).

Without UNIXMODE the shells can't find the home directories and /etc/*,
like /etc/profile and /etc/login.csh. I don't know for sure how this
problem should be solved. I figure UNIXMODE must be saved and put into
the new environment.

Any other ideas?

Bye,
Ronald

--
==============================+==
Ronald Baljeu | Your computer account is overdrawn.
E-Mail: v892307@si.hhs.nl | Please reauthorize.
==============================+==

32. Re: 520STFM for sale

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 14:00:24 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9407011317.AA00511@ilmen.lanl.gov>
Source record: 184378

Re: 520STFM for sale

I'm sorry, but my younger son has expressed an interest in this machine strictly for playing games and such. Being the devoted father that I am, I'm giving into the pressure and have decided not to sell it. Obviously, I should have checked with him first. Gee whiz, Dad! :)

Sorry for any inconvenience,

-Hutch- @ Fair Dinkum Tech

33. New username

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 14:07:44 UTC
From: larserik@oslonett.no
Message-ID: <2v17vg$ccl@hasle.oslonett.no>
Source record: 184385

```
Just an info to those who send mail to me...
I've changed my name again (username that is :-)
New e-mailadress is: larserik@oslonett.no
(changed from my last name to my first name)

Lars-Erik 0sterud Phone: +47 67131571 Fax & ABK-BBS: +47 67132659
Atari Developer Pager: +47 96634222 Email: larserik@oslonett.no
SysOp ABK-BBS
```

34. Re: GEM Window aspect

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 14:09:56 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2v183k$ika@percy.cs.bham.ac.uk>
Source record: 184379

Bales_N@CIRAD.fr writes:
>CEO file contents:
>Hi,
>
>Is there a way to change the aspect of GEM windows on a TOS 1.62 STE. I've
>downloaded Deskmorf and Wincolor.cpx from a.a and neither seems to work.
>
>Am I forgetting something ? Or is this a problem related to a different AES
>version ?

You need at least TOS 2.06 (ie a later AES version). However, if you
install a copy of GEMRAM and WINX (2.2), they will allow the use of
wincolor.cpx (and other nifty stuff, too).

You should find them both at atari.archive.
--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

35. Re: TOS history?

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 14:12:56 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <2v1898$nd6@msuinfo.cl.msu.edu>
Source record: 184380
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2v0r8e$5qr@RW320B49.rz.fhtw-berlin.de>, s002893@YPSERV.rz.
fhtw-berlin.de (Harun Scheutzow) writes:
>In article <9407011619.AA00142@montp.cirad.fr>, Bales_N@CIRAD.fr writes:
>> More precisely what can a STE user get when upgrading to TOS 2.06 ?
>
>for example:
>He gets some new bugs in the floppy disc routines. This bugs exist in
>TOS2.06, 3.06, 4.00/4.01/4.02/4.04.

Would these bugs be what causes my MSTE to occasionally fail to recognize the internal floppy when booting up? To be more explicit, once in a while I'll boot up and any attempt to access drive A returns a "drive does not exist" error, and within Selectric the drive selector menu doesn't display A or B. Restarting (warm or cold reboot) fixes the problem.

>
>Patch program: FLOP_FIX.PRG (archive FLOP_FIX.LZH, only German docs).

Where is this available? Any FTP sites? Genie or Compuserve?

>
>Greetings, HS

Thanks,
Tom Hopper
hopper_t@msupa.pa.msu.edu

36. Re: need to convert .IMG to GIF, TIP etc..

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 14:13:45 UTC
From: incp@automatix.rz.tu-clausthal.de
Message-ID: <1994Jul1.141345.27411@solaris.rz.tu-clausthal.de>
Source record: 184387

Hallvard Tanger&#65533;s (hallvart@ifi.uio.no) wrote:

```
: Is there a program that converts .IMG images to GIF, TIFF and other
: formats that are usable in MS-DOS/UNIX?

: And don't tell me GEMview, 'cause I have it, and when i tried to save the
: files, I only got a choice between 3 (X)IMG formats.
You might have it, but you _haven't_ registered, so it only saves .IMG
format.
Don't jugde a program by its unregistered version.

bye,
Chris (a registered GEMView user)
--
+----------------------------------+--------------------------------------+
| Christian Perle | So, if you feel a little glum |
| Schulstr. 13 | to Hergest Ridge you should come |
| 38678 Clausthal-Zellerfeld +----------------------Mike-Oldfield----+
| Germany | ComputerGuitarKitesBicyclesBeerPizza |
+----------------------------------+--------------------------------------+
```

37. Re: DeskJet 520 compatibility?

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 14:16:45 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <2v18gd$nd6@msuinfo.cl.msu.edu>
Source record: 184381

In article <2v0trr$54i@elaine.teleport.com>, steve-j@teleport.com (Steve Johnson) writes:
>In article <1994Jun30.101035.25306@dal1>, John Cordes <cordes@ac.dal.ca> wrote:
>
>> Does anyone happen to know if older HP DeskJet 500 drivers (say for
>>WordPerfect, Calamus and LaTeX) would work Ok on the new HP 520 ink jet
>>printer?
>
>Yes, they SHOULD work perfectly!

Well, not quite *perfectly*. It is my understanding that older drivers will not print text at 600x300 dpi, as the 520 is capable of. This won't affect graphics, since they are still at 300x300. Of course, I could be wrong... I don't know much about the custom drivers for the programs you mention.

Tom Hopper
hopper_t@msupa.pa.msu.edu

38. Re: Atari Financial Report

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 14:30:13 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jul1.143013.912@boojum.lanl.gov>
Source record: 184382

In article fau@news.cs.tu-berlin.de, thommy@cs.tu-berlin.de (Thomas Bahls) writes:
>
> There was a Word Perfect for the /|\s, but it flopped as it could
> not compete with Tempus Word & friends.
> As I remember they had to sell it for less than DM 139 (about 80
> $), but the sales kept desasterous so WP went back to the PC
> market.

Well, the actual reason Word Perfect cited for dropping the Atari version is quite simply, poor sales. At the time there was also a rumor going around that they dropped it because a WP employee found Atari WP on a pirate BBS just shortly after its release but I think that's hokum (not that it wasn't pirated, but that they would drop it solely because of that).

A company like WP has huge overhead expenses and if they release a product they must maintain and support it as well as their other products. The Atari market was just too small to maintain enough sales to keep up the momentum and an acceptable profit margin. And remember, the Atari market was considerably _larger_ then than it is now.

Awww, I never liked WP anyway. :)

-Hutch- @ Fair Dinkum Tech

39. SM124 monitor -$40 Inc. shipping

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 15:05:42 UTC
From: SAW151@psuvm.psu.edu
Message-ID: <94182.110542SAW151@psuvm.psu.edu>
Source record: 184386

```
Atari Sm124 monitor $40-includes shipping in US only...
-please contact e-mail.

==========================================================================
Scott Weiland - SAW151@PSUVM.PSU.EDU
Computer Engineering; Penn State University
"If you choose not to decide... you still have made a choice.."-Rush
==========================================================================
```

40. 1040ST, color monitor, goodies for sale

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 18:35:51 UTC
From: bordeaux@allegro.cs.tufts.edu
Message-ID: <Cs9yBr.DMt@news.tufts.edu>
Source record: 184391

I have an Atari 1040 st with color montor for sale. Included with this system is the IMG scanner that can be hooked onto any dot matrix printer. I also have a good deal of software, including, but not limited to:

GFA Basic 3.0
Shadow of the Beast
Sim City
Music Studio
Double Dragon
Blood Money
Karate Kid
GFL Football/GBA Basketball
Bard's Tale
Wizard's Crown
and many others including a good deal of PD stuff...

I also have a couple of joysticks and a lot of STart magazines from the early 90's. I will sell these components for $200 or best reasonable offer.

Along with this, I also have a Yamaha PSR-50 MIDI keyboard with the necessary MIDI cables and Dr. T's sequencing software. I will include these items along with the above listed equipment for $300 or best reasonable offer. Deals are possible for various pieces of equipment, but I would prefer to sell everything at the same time. Mail me for a more complete description of the items available and possible payment methods. Thanks.

bordeaux@allegro.cs.tufts.edu

wheatie

41. Re: Heimdall

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 18:36:26 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.9Tr3ONwAt4E@semprini.waterloo-rdp.on.ca>
Source record: 184350

In <Cs2576.8tx@freenet.carleton.ca>, Mark Montreuil writes:
>
>
> Is there any way to get Heimdall running from your HArd Disk? It looks
> like a great game, but I don't know if I'm up to all the disk swapping.
> The manula only mentions running from floppies. Was there ever a HD
> installable version produced? What about a patch? Thanks!

If the disks just have files on them, try copying the files to the root
of one of your partitions; if you run it, and it still tries to access
your floppy disk, you should install the Dabblefeature ACC.

Dabblefeature lets you reassign partitions. For example, I have Ultima
V installed on my K: partition. Ultima V is silly and just ties to
access A:... using Dabblefeature, I can redirect accesses on A: to my K:
partition and run Ultima V with no annoying delays. It still _thinks_
its running off of A:, but when it requests a new floppy in A:, I just
hit enter, because it's still there on my K: drive.

I think Dabblefeature is on atari.archive; it does some other things,
but I only use this feature... ;-)

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

42. Re: Dorfman Report..

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 18:36:51 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Jul1.133651.29335@cobra.uni.edu>
Source record: 184392

In article <2uu201$h86@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
> Well I cut this out from [rec.games.video.atari]
>
>
> ---
> Dan Dorfman on the Dorfman report on CNBC said at 1:25 pm today that the
> Jag is a flop.
>
> The Dorfman report had a segment on Atari corp. called Hot air:mangement hype.
> Dorfman states that the Jag is a flop and has not lived upto Atari' sales
> forecasting. He predicts that Atari will have zero earnings in 1994 and that
> the stock also could reach zero too. He also state that Atari may not be in
> business much longer
>
> The figures shown in the report.
>
> Atari had sales of $28 million in 1993. Dorfman stated that an earlier
> statement by Sam Tramiel said Atari would have 200 million in sales in 1994 and
> that 500,000 Jags would be sold in 1994. He said that Atari would not come
> close to these figures. He saids that Atari management hyped the Jag and over
> stated the success of the Jag earlier. He received a call from Sam Tramiel
> stating that Atari will reach those figures in 1995. Dorfman is not buying
> that bull.
> ---
>
> Well HUTCH time to get out your Gum Boots, may be you should buy
> a Acorn Risc PC, less Risc than a Jag or Atari...:-), or may
> be you should write a book on how to live with a dying Atari..:-)..
>

You could of give me credit for writing the above.
>
>
>
>
>
>
> Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
> r.sheppard5@genie.geis.com
>
> GEnie - r.sheppard5

-Peter

43. Re: test

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 19:07:58 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg._W8YsobwuiE@semprini.waterloo-rdp.on.ca>
Source record: 184252

In <2udqj8$ljm@golem.wcc.govt.nz>, Roger Sheppard. writes:
> In article <1994Jun22.211752.15998@boojum.lanl.gov>, hutch@ilmen.lanl.gov (Hutch)
writes:
> >Just trying to get my reply-to address reset properly. This should work now.
> >_____________________________ John "HUTCH" Hutchinson ____________________________
>
> I don't think its correct...
>
> From: hutch@ilmen.lanl.gov (Hutch)
>
> Should there be some thing after gov...???

Nope; .gov, .com, .edu, .mil, etc with no country-code is for the
'states... They get special treatment (presumably because that's where
ARPAnet originated in the pre-Usenet days).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

44. Re: UK: hard drive recommendations?

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 19:13:18 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.s7lmYpJmrNk@semprini.waterloo-rdp.on.ca>
Source record: 184251

In <1994Jun27.155556.17907@boojum.lanl.gov>, Hutch writes:
> In article qh2@golem.wcc.govt.nz, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
> >
> >They have called it a Risk PC, to help it sell, but I think its just
> >a Acorn Archimedes and has its own OS, and a very nice GUI...
>
>
> Actually, Roger, that's 'RISC' (Reduced Instruction Set Computing) but in
> retrospect, I think your nomenclature or 'Risk' is more appropriate. :)

I don't know; they certainly sound more interesting than PCs or Macs.
It's a pity that they don't run something standard like UNIX and that
people are making such a big deal about being able to drop a '486 card
into it... ick.

Does anyone have any SPECint '92/SPECfp '92 for the Acorn RiscPC? I
mean, really, about the only thing keeping me from throwing in the towel
to buy a klone to run Linux on is the fact that the '486 *sucks*rocks*
at floating-point, and I want a system that can raytrace at reasonable
speeds. Hey, if I have to put up with crappy hardware architecture, at
least I could get pretty pictures quick, eh? :-)

Linux for the PowerMac should prove interesting; I wonder how hellish
it'd be to use X with a one-button mouse though...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

45. Re: Search a VIRTUAL DISK-RAM MEMORY : HELP !

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 20:29:59 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2v1uc7$6at@golem.wcc.govt.nz>
Source record: 184396

```
] I'm currently searching an util that permit to expand the memory of
] my MEGA ST by this way :
]
] have virtual memory as a file on hard disk

It can, and has, been done on an XT (8088 @ 8Mhz), So I'd be surprised
if say, a 1040STE couldn't handle it, but there are no PD programs around
that will do it! :(
```

46. Re: GEM Window aspect

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 20:35:24 UTC
From: hallvart@ifi.uio.no
Message-ID: <2v1umc$4cr@baugi.ifi.uio.no>
Source record: 184393

> You need at least TOS 2.06 (ie a later AES version). However, if you
> install a copy of GEMRAM and WINX (2.2), they will allow the use of
> wincolor.cpx (and other nifty stuff, too).
>
> You should find them both at atari.archive.
> --
> --Chris
>
> X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
> Cix: chrisridd@cix

What is WINX 2.2 and GEMRAM for??

Hallvard, Oslo, Norway

47. Re: SpeedoGDOS v5.0 Announcement

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 21:05:38 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <2v20f2$s5a@charm.magnus.acs.ohio-state.edu>
Source record: 184394

>: Calamus fonts don't have any hinting information which is needed to get a go
>od quality output on 'normal' devices, e.g. the screen or a 300 dpi printer.
>Have you seen a 300 dpi print of a Calamus document? It looks awful! Calamus
>fonts are very good for high resolution output but not for devices an average
>user has got at home (OK, some people are rich enough and buy a 600 dpi
>laser...)

This is absolutely 100% *FALSE*!! I've been using Calamus (& now SL) for years,
first on a "360" dpi 24pin, then a 300dpi inkjet, and now a 300dpi LaserJetIII.
In all cases the output is *absolutely beautiful*, positively the best 300dpi
output you will see anywhere! It is far superior to PostScript (and, from what
I've seen, still superior to PS Level 2) or TrueType output. On the HPIII I
frequently have 8.5x11 camera-ready blown up to 11x17 (for use as large flyers
etc...) at print time and it *still looks fantastic*. Sure, this partially due
to the HP's RET, but most of it is due to Calamus...

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"To my mind the most frightening book ever published is Lewis F. Richardson's
'Statistics of Deadly Quarrels'. You've probably never heard of it even though
its relevance to the mess you're in is at least as great as that of Darwin's
'On the Origin of Species,' which you learned about in fourth grade. And that's
because it's so completely terrifying only those 'experts' who are adequately
armoured with preconceived contrary ideas which will enable them to disregard
Richardson's work completely ever get to study it."
- Chad C. Mulligan

48. Re: Atari Financial Report

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 21:50:05 UTC
From: abarbiero@delphi.com
Message-ID: <Bw8TB+t.abarbiero@delphi.com>
Source record: 184397

Hutch <hutch@ilmen.lanl.gov> writes:

>quite simply, poor sales. At the time there was also a rumor going around
>that they dropped it because a WP employee found Atari WP on a pirate BBS
>just shortly after its release but I think that's hokum (not that it wasn't
>pirated, but that they would drop it solely because of that).
>
>A company like WP has huge overhead expenses and if they release a product
>they must maintain and support it as well as their other products. The
>Atari market was just too small to maintain enough sales to keep up the
>momentum and an acceptable profit margin. And remember, the Atari market
>was considerably _larger_ then than it is now.

That and Atari people expect BETTER than Word (IM)Perfect...

Most of the programs that have been cited as 'not selling enough' on
the Atari also suffered from not being good enough! This is mostly
with 'ports to the Atari. The stuff I have reviewed in the past five
years has either been developed for the Atari and good, or ported and
mediocre. Too bad the Atari marketplace wasn't large enough to
support more original software.

Andreas@AEO

49. Re: Dorfman Report..

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 22:02:27 UTC
From: abarbiero@delphi.com
Message-ID: <Jy+QJyr.abarbiero@delphi.com>
Source record: 184395

I saw the Dorfman report, and I can tell you that a 30 second spot on TV is never any replacement for being at CES. These sorts of reports come out all the time for many companies and appeal only to the 30 second attention span of the Wall Street crowd. I worked on Wall Street for a summer in college and wondered how that many greedy, myopic people could work in such small proximity without it being declared a 'brain-free' zone.

Then again, the purposfull deflation of a stock to make a killing on the options market has been known to be done on purpose too.

We used to say that a companies stock price proves nothing but the value of the paper it is written on. TV reporters are all so knowledgeable too.

Atari has some cool things in the works, Wolfenstien 3D is for rent at Blockbuster, Brutal Sports is coming soon, and we can expect two third party games this month.

All this may not be enough to make the Jaguar #1, but then again with the Japanese can any American company be #1 when it comes to consumer electronics???

Andreas@AEO

50. NVDI

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 22:03:51 UTC
From: erichall@io.org
Message-ID: <2v23s7$5gp@ionews.io.org>
Source record: 184399

To say I'm not impressed is an understatement! After all the posts I read claiming NVDI to be the next best thing to a hard drive I simply had to have it. Well..... the results of GEMBENCH are included below and they don't lie (do they Ofir :-). I ran the tests only after a couple of weeks of not noticing any difference at all in any screen displays in any application whatsoever.

Now, initially I thought it was simply my ineptness at installing it, or perhaps a conflict with another Auto prog or Acc, but I've tried this every which way but loose (bare system, no other progs or accs, etc.) and still no luck. Then, I figured the difference on a blittered, 16 MHz Mega STE was maybe so small as not to be noticable, so I tried it on my poor old Mega ST 2 (Tos 1.02, no blitter) and the results were no better. There was visually no perceptible speed up in anything, and again GEMBENCH showed a marginal decrease in performance, rather than an increase in anything at all.

So, where have I gone wrong? Obviously, this is one fine product by the testimony of all other NVDI owners I've seen posted, so it can't be the software, but it sure doesn't seem to want to work for me! Any ideas? Will someone please tell me what an idiot I am and explain what I've overlooked.

BTW Ofir, this is the first time I've used GEMBENCH since the day I picked it up, BUT I promise to register it, _IF_ someone solves my problem and I can use GEMBENCH to prove that NVDI really does speed things up.

```
GEM Bench v3.25 Ofir Gal 10.9.93
========================================
Mega STE TOS 2.05, MiNT not present
Blitter Enabled, NVDI not present
Video Mode = 640 * 200 * 4 Colours
FPU not present
Run and Malloc from STRAM
Reference = MSTE + Blitter

GEMBENCH Stats WITHOUT NVDI WITH NVDI 2.50 present
======================================== ====================
GEM Dialog Box: 4.955 92% 5.185 88%
VDI Text: 5.340 93% 5.355 93%
VDI Text Effects: 10.540 116% 10.565 116%
VDI Small Text: 6.070 90% 6.090 90%
VDI Graphics: 10.500 135% 10.530 135%
GEM Window: 1.560 84% 1.620 81%
Integer Division: 8.925 99% 8.935 99%
Float Math: 6.055 99% 6.055 99%
RAM Access: 3.185 98% 3.185 98%
```

```
ROM Access: 3.175 99% 3.185 98%
Blitting: 1.350 128% 1.370 127%
VDI Scroll: 4.205 95% 4.215 94%
Justified Text: 5.115 95% 5.145 94%
VDI Enquire: 1.775 93% 1.875 88%
========================================== ================
Average: 101% 100%
Graphics: 102% 100%
CPU: 98% 98%
```

51. Falcon Warrantee Fix

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 22:17:39 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2v24m3$lib@mother.usf.edu>
Source record: 184400

What's this about a Falcon warrantee fix for timing problems? How do I get it done?

The changes of my local dealer being able to (or being willing to) do it are slim to none. Knowing Atari, I'd have to send it back to them, let them butcher it, and wait a year or two before I get it back.

Time to buy Diamond Back 3, eh?

52. Re: Atari Financial Report

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 22:18:27 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jul1.221827.8556@boojum.lanl.gov>
Source record: 184398

In article abarbiero@delphi.com, abarbiero@delphi.com () writes:
>
>Most of the programs that have been cited as 'not selling enough' on
>the Atari also suffered from not being good enough! This is mostly
>with 'ports to the Atari. The stuff I have reviewed in the past five
>years has either been developed for the Atari and good, or ported and
>mediocre. Too bad the Atari marketplace wasn't large enough to
>support more original software.

Good point, Andreas. Just because our market may be smaller does not
mean we have or will accept lower standards. I think some of the
larger companies like Word 'Im'Perfect :) learned that the hard way.
If their product does not sell I think the knee-jerk reaction is to
blame it on the small market and/or rampant piracy when all along it
may have been garbage under the shrink wrap to begin with.

-Hutch- @ Fair Dinkum Tech

53. ATARI ST FTP SITES LIST

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 22:28:12 UTC
From: hallvart@ifi.uio.no
Message-ID: <2v259s$5bd@baugi.ifi.uio.no>
Source record: 184301

```
Not many edits/additions this time unfortunately......

This is an update of my FTP list for the Atari ST series computers, if you
know of any other sites that aren't on the list, or you have suggestions for
improvement etc. contact me on: hallvart@ifi.uio.no

Last edit: 18-June-1994
Additions/changes since last list: 1

Compiled by: Hallvard Tangeraas, Oslo, Norway (hallvart@ifi.uio.no)

()==========================()
// ____/__ __/ ____/ //\\
// / / / _/ // ()
// __/ / ____/ // //
// / / / // //
// _/ _/ _/ Archives // //
// // //
()==========================() //
\\ \\//
()==========================()

(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!

A T A R I S T F T P S I T E S :
-------------------------------------
USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
email server.............atari@atari.archive.umich.edu
cs.bu.edu.................(128.197.2.1)......./PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/ and /pub/atari/
ftp.std.com...............(192.74.137.7)....../pub/atari/
f.ms.uky.edu..............(128.163.128.6)...../pub2/atari/

CANADA:
-------
aupair.cs.athabascau.ca...(131.232.10.8)....../atari/

CZECH REPUBLIC:
---------------
ftp.dcs.muni.cz.....(147.251.48.3)........../pub/archives/atari/

NETHERLANDS:
------------
ftp.cs.ruu.nl.......(131.211.80.17)........./pub/ATARI-ST/
```

email server.......mail-server@cs.ruu.nl
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)......../pub/atari/
ftp.icce.rug.nl.....(129.125.14.129)......../pub/erikjan/Atari

FINLAND:
----
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

FRANCE:
----
ftp.cnam.fr.........(163.173.128.6)......../pub/Atari/

GERMANY:
----
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
email server.............mail-server@ftp.tu-clausthal.de
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
ftp.uni-paderborn.de......(131.234.2.32)....../atari/
ftp.cs.tu-berlin.de.......(130.149.17.7)....../pub/atari/
email server.............mail-server@cs.tu-berlin.de
pascal.math.fu-berlin.de..(130.133.4.50)....../pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)..... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/
email server.............archive-server@Germany.eu.net
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
email server.............ftpmail@ftp.uni-stuttgart.de
ftp.informatik.tu-muenchen.de...(131.159.0.198)..../pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.225.3)....../pub/atari/
wowbagger.pc-labor.uni-bremen.de...(134.102.228.9)......../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)........./pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/
platforms/atari/
email servere..........ftp-mailer@ftp.informatik.tu-muenchen.de
ftp.hrz.uni-kassel.de....(141.51.12.12)..../pub/machines/atari/
ftp.ira.uka.de...........(129.13.10.90)..../pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)...../pub/atari/
nibelung.worms.fh-rpl.de..(143.93.16.3)..../atari/
rzserv3.rz.tu-bs.de......(134.169.9.31)..../pub/atari/
email server............archive-server@ibr.cs.tu-bs.de
ftp.coli.uni-sb.de.......(134.96.68.1)...../pub/atari

UK:
---
micros.hensa.ac.uk (148.88.8.84) .... /micros/atari/
email server......archive-server@micros.hensa.ac.uk

SWITZERLAND:
----
ftp.isbiel.ch.....(147.87.2.27)...../atari/

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy
------------------- or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or
(128.193.4.2) or (128.255.21.233) or (128.255.40.200)
nic.switch.ch (130.59.1.40)...../mirror/atari/
- (umich.edu, USA)
archive.wustl.edu (128.252.135.4)...../mirrors/archive.umich.edu/atari/
- (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)...../packages/atari/umich/
PS!!! 155.198.1.40 is more reliable!!! - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)...../packages/atari/uni-paderborn
PS!!! 155.198.1.40 is more reliable!!! - (uni-paderborn, GERMANY)

- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

DOWNLOADING FILES, Instructions: [CR]= carriage return/return/enter
----
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR]
OR use the (IP) number address, NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once.
i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having
to reply "y" for each file when asked "get {filename}?".
12) quit [CR] to end FTP session and go back to UNIX
13) close [CR] to close the FTP site you're currently on, so that another
site can be opened without having to set bin, hash, prompt etc. again.

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on
which the programs were intended, or in UNIX ....
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after
uncompressing .Z and/or .uu.
Use the appropriate decomompression program for this.
- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities

- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys,
xlinksys etc...) (ALL files with "sys" in their names)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh,
xlba.lzh etc...) (ALL files ending with ".lzh")
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to
another computer (use an other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:
- mdir [CR] to show disk-directory/space left.
- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)
- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for
"low density")
- mcopy a:{filename on disk} {copy filename} [CR] to get a file from
disk to computer. i.e. "mcopy a:dlist.txt dlist.txt"
- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

Compiled by Hallvard Tangeraas, Oslo, Norway
(hallvart@ifi.uio.no) (c) 2-July-1994

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with all data intact.

54. Re: SpeedoGDOS v5.0 Announcement

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 22:30:59 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2v25f3$lib@mother.usf.edu>
Source record: 184303

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
: In <2un1oq$k4n@mother.usf.edu>, Timothy Miller writes:
: > My only questions about this new SpeedoGDOS are the following:
: >
: > 1) Does it actually run at a respectable speed now?

: Very few things run at a respectable speed on an 8Mhz 68000 (MicroEMACS
: does, Ultima V does, POV-Ray sure doesn't)...

By 'respectable', I meant, 'not crawl'. Like, faster than 4.x. Like, can fill a screen with text in less than, say, 5 seconds like Atari Works does.

: > 2) Why the *^&^*&^ doesn't it support Calamus fonts?

: Calamus fonts don't support hinting, and they're even more non-standard
: than Speedo fonts... After listening to all the complaints about
: Speedo, would _you_ want to support another one-vendor-only font
: "standard"?

Actually, the professional font foundaries produce many of the Calamus fonts, I think. The Calamus fonts are of the highest quality, just as good, if not better, than the competitors. Plus, there are countless PD Calamus fonts. We have 4 megs of them. I'm told that hints aren't used on the printer, which makes sense for sizes large enough that you can read on a 300 DPI printer, and they're not THAT bad looking on the screen.

It is my understanding that hints are just to make repairs to slight imperfections in the way the characters turn out at very low resolutions (like on the screen). Well, perhaps I'm wrong, but I figure that someone could write a font driver that didn't suffer from these drawbacks... like take a slightly different approach to how the characters are imaged on the screen.

And what exactly to hints specify? Extra bezier curves? Individual points? Bitmaps?

: > 3) If there is a FPU installed, does it detect it and use it, or is that
: > pointless because of the design?

: I sure hope it does (no that I have an FPU in my ST, but TT and Falcon
: owners with them would certainly benefit from the extra boost)...

Maybe Compo will answer this question for us.

55. Re: Desktop colours

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 22:32:29 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2v25ht$4nj@darkstar.UCSC.EDU>
Source record: 184302
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Maybe we could upload little pictures of a small portion fo the desktop with a small window open? I am curious as to how other people like their GEM.

~Chris

56. Re: SpeedoGDOS v5.0 Announcement

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 22:41:13 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2v2629$lib@mother.usf.edu>
Source record: 184304

Panjandrum (dhbutler@magnus.acs.ohio-state.edu) wrote:
: >: Calamus fonts don't have any hinting information which is needed to get a go
: >od quality output on 'normal' devices, e.g. the screen or a 300 dpi printer.
: >Have you seen a 300 dpi print of a Calamus document? It looks awful! Calamus
: >fonts are very good for high resolution output but not for devices an average
: >user has got at home (OK, some people are rich enough and buy a 600 dpi
: >laser...)

: This is absolutely 100% *FALSE*!! I've been using Calamus (& now SL) for years,
: first on a "360" dpi 24pin, then a 300dpi inkjet, and now a 300dpi LaserJetIII.
: In all cases the output is *absolutely beautiful*, positively the best 300dpi
: output you will see anywhere! It is far superior to PostScript (and, from what
: I've seen, still superior to PS Level 2) or TrueType output. On the HPIII I
: frequently have 8.5x11 camera-ready blown up to 11x17 (for use as large flyers
: etc...) at print time and it *still looks fantastic*. Sure, this partially due
: to the HP's RET, but most of it is due to Calamus...

Thank you thank you. Finally someone with a head on his shoulders. Yes, the output we get from Calamus is absolutely the best I have ever seen. We're accustomed to pages printed at 1200 and 2400 DPI onto film, so we kinda gag when we see output from a 300 DPI lazer printer, but Calamus does a FAR better job than anything else I've seen at 300 DPI. 300 DPI is ALMOST tollerable when printing with Calamus. With anything else... ICK.

We did have problems outputting to an HP deskjet 500C, but then again I've never seen ANYTHING look good coming out of a 500C. At 300DPI, the line screen is HUGE, and Sean didn't want to take the time to adjust the colors so they'd come out optimally.

The output to an HP4 at 600DPI is excellent, but if the printer only has 2 megs of RAM, it's very slow because the data has to be very well compressed to fit into that space.

If you want to see 1200 DPI b/w and 2400 DPI color, check out the first issue of Processor Direct magazine. I'm no expert on layout, graphic design, or general desktop publishing (i'm technical editor), but I know what I see, I know what I like, and I like what I see.

57. Atari-Works/GDOS/Printing

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 23:28:56 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2v28ro$7fv@golem.wcc.govt.nz>
Source record: 184305

Is it possible to print anything with Atari-Works using standard GDOS (Or, at least, the one in NVDI v2.50), or is Speedo-GDOS or some specific printer fonts required, as it keeps saying "No printer fonts" when I try & print anything from it, which was annoying after sticking over 100 reasonably detailed entries into a database I wanted printed out for reference. I ended up saving it in DBF format and printing it from Microsoft Works on a PC. (Which was on a laser-printer as opposed to my grotty old Dot-Matrix, so it wasn't all bad! :)

58. Re: TOS history?

Newsgroup: comp.sys.atari.st
Date: 1994-07-01 23:42:40 UTC
From: charly@senator.ppc.sub.org
Message-ID: <EGBXDJUR88-UP@senator.ppc.sub.org>
Source record: 184336
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <9407011619.AA00142@montp.cirad.fr> Bales_N@CIRAD.fr wrote :

>Is there a history file about different TOS versions ?

Here is the ony and only existing history from ATARI:

Towns' Little Guide to TOS Revisions, version 1.0

Written by John Townsend, Atari Corporation

This is a small document that explains in very terse terms the
differences between the TOS revisions available for ST/MEGA/STE/
Mega STE/TT machines, what patches are needed for what revisions, the
formats they are available in, and any notes I can think of.

I hope this will clear up some of the confusion with the different
TOS versions. If you have any questions on this document, please
let me know here on GEnie. My GEnie Address is: TOWNS.

Special thanks to Leonard Tramiel, Allan Pratt, and Doug Wheeler
for their involement with this little Document. Thanks again!

Comments are welcome..

-- John Townsend
Atari Corp.

==========

ROM TOS (TOS 1.0)

The original ROM TOS, this version shipped in 520ST and 1040ST
machines. It is no longer shipping in any machines.

Formats: 2 chip ROMs, 6 chip ROMs

Machines: 520ST, 1040ST

Utilities: FOLDRXXX.PRG

FOLDRXXX.PRG will add more entries into your OS Pool.
In TOS 1.0 and TOS 1.02, the limit for the number of
directories that you can enter is around 40. With this
program you can extend that limit much higher. If you
are using a hard drive, this program is recommended
highly. It will work with all TOS versions and will
improve the performance of your system.

Notes: GET TOS 1.04 TODAY! TOS 1.04 is the latest version of TOS
for 520/1040/MEGA owners. It is MUCH faster, has faster,
better disk I/O, many other improvements.

MEGA TOS (TOS 1.02)

This is commonly referred to as MEGA TOS. This version of TOS fixes
some minor problems in TOS 1.0 and has support for the BLiTTER chip
and Real-Time Clock chip.

Formats: 2 chip ROMs, 6 chip ROMs

Machines: 520ST, 1040ST, Mega 2, Mega 4

Utilities: FOLDRXXX.PRG

FOLDRXXX.PRG is explained above.

Notes: See notes for TOS 1.0.. GET TOS 1.04 TODAY!

Rainbow TOS (TOS 1.04)

TOS 1.04 or Rainbow TOS, as it is commonly known is the latest
version of TOS available for 520/1040/MEGA owners. It has been
available as a dealer upgrade for awhile now. It has much more
robust Disk I/O, Autorunning of GEM programs at boot up,
a fix for the 40 folder limit, and much more. Most of all is
it much faster than previous versions of the Operating System.

Formats: 2 chip ROMs, 6 chip ROMs (available as Upgrade!)

Machines: Stacy

Utilities: TOS14FIX.PRG, POOLFIX3.PRG, CACHEXXX.PRG, FOLDRXXX.PRG

TOS14FIX.PRG solves some small problems in the AES (for
additional information, please see the documentation that
accompanies the TOS14FIX.PRG program).

POOLFIX3.PRG fixes a bug in GEMDOS. Documentation that
accompanies the POOLFIX3.PRG program explains (in detail)
the problem that it fixes.

CACHEXXX.PRG is a new program that adds GEMDOS buffers
to your system. The caching of data and disk directories
by GEMDOS (when this program is used) will result in
your system running much faster! This program is highly
recommended and requires TOS 1.04 or higher for full
benefits!

FOLDRXXX.PRG is explained above.

Notes: Please use the utilities available and if you haven't
upgraded to this version of TOS yet.. please consider
doing so. It's a very worthwhile upgrade.

There are some disk-based versions of _early_ developer
only releases of TOS 1.04 floating around on BBS systems
here in the United States and abroad. Please don't use
them! They are bad news! They have some very nasty bugs
and have been known to corrupt data!

STE TOS, Rev 1 (TOS 1.06)

TOS 1.06 is the TOS version that is shipped with the 1040STE and
520STE machines. It is essentially TOS 1.04 with support for the new
hardware that the STE has.

Formats: 2 chip ROMs

Machines: 520STE, 1040STE

Utilities: STE_FIX.PRG, POOLFIX3.PRG, CACHEXXX.PRG, FOLDRXXX.PRG

STE_FIX fixes the infamous Desktop Medium/Low resolution
bug. The problem is that there is a bug in the desktop
code in this version of TOS that prevents the user from
booting into Medium Resolution. The patch program STE_FIX
will solve the problem. Once it is executed in the AUTO
folder, the problem no longer exists.

FOLDRXXX.PRG, CACHEXXX.PRG, and POOLFIX3.PRG are
explained above.

Notes: This version is only available in 1040STE and 520STE
machines. It isn't available for upgrading. It won't
work in older machines.

STE TOS, Rev 2 (TOS 1.62)

This is a slightly revised revision of TOS 1.6. It fixes the POOLFIX
problem in GEMDOS and the problem in the Desktop that was present in
TOS 1.06.

Formats: 2 chip ROMs

Machines: 520STE, 1040STE

Utilities: CACHEXXX.PRG, FOLDRXXX.PRG

CACHEXXX.PRG and FOLDRXXX.PRG are explained above.

Notes: This version is only available in 1040ST and 520STE
machines. It isn't available for upgrading.

Mega STE TOS (TOS 2.05)

TOS 2.05 is the version of TOS currently shipping in the Mega STE.

Formats: 2 chip ROMs

Machines: Mega STE

Utilities: CACHEXXX.PRG, FOLDRXXX.PRG

CACHEXXX.PRG and FOLDRXXX.PRG are explained above.

Notes: This version is only available in the Mega STE. It isn't
available for upgrading.

TT TOS (TOS 3.01)

TOS 3.01 is the version of TOS that originally shipped in the TT030.

Formats: 4 chip ROMs

Machines: TT030

Utilities: CACHEXXX.PRG, FOLDRXXX.PRG

CACHEXXX.PRG and FOLDRXXX.PRG are explained above.

Notes: This version is only avaible in the TT030. It isn't
available for upgrading.

TT TOS (TOS 3.05)

TOS 3.05 is the latest version of TOS currently shipping in the
TT030.

Formats: 4 chip ROMs

Machines: TT030

Utilities: CACHEXXX.PRG, FOLDRXXX.PRG, SERPTCH1.PRG

CACHEXXX.PRG and FOLDRXXX.PRG are explained above.

Notes: This version is only avaible in the TT030. It isn't
available for upgrading.

==========

--

Karlheinz Sauther / ++49 7274-8565
An Fronte Karl 31 / charly@senator.ppc.sub.org
76726 Germersheim / Karlheinz_Sauther@LU.maus.de

59. Re: Search a VIRTUAL DISK-RAM MEMORY : HELP !

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 01:36:30 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2v2gau$mgl@mother.usf.edu>
Source record: 184307

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
:] I'm currently searching an util that permit to expand the memory of
:] my MEGA ST by this way :
:]
:] have virtual memory as a file on hard disk

: It can, and has, been done on an XT (8088 @ 8Mhz), So I'd be surprised
: if say, a 1040STE couldn't handle it, but there are no PD programs around
: that will do it! :(

The kind of virtual memory you're probably referring to is the kind where the application asks the OS for memory every time it needs to access it, so the OS can swap it to disk if necessary and allow another app to use that space. Whenever the app wants to access its allocated RAM, it asks the OS for the memory location, which may have changed, locks it, uses it, then unlocks it so the OS is free to swap it.

The 8088 has absolutely no facilities for virtual memory. It has no way of aliasing memory access so that access to a non-existent location is redirected to a real one or the OS is called to retreive it from disk. The 68000 doesn't have this either.

The first 680x0 to support virtual memory was the 68010, and the first iAPX processor to support it was the 80386.

Windows on the 286 did some swapping, but that was just segments of application code from the executable file on disk... this application code swapping method has been used since the beginning by the Mac's OS on the 68000. Hence the 32k size limit on code resources so PC-relative code could be moved anywhere in RAM and still run without modification. It's a wonder that the Mac with a facility for swapping code segments in and out of memory, it doesn't have dynamic memory allocation. Very odd.

I once thought about writing a virtual memory manager for the ST. I figured that I could trap accesses to memory past the 4 meg mark. The only problem is that I'd have to trap every single access, which would cause TREMENDOUS overhead, and may not be feasible since I'd really be trapping bus errors. Somehow, I'd have to figure out how to get the data to the right place and then return to the running program. The exception overhead alone would be tremendous, for each and every memory access, and then to figure out where the data should go to and come from would require my program to emulate the instruction that errored with the memory accesses redirected. It would be almost as bad as running the processor in trace mode. For that matter, you couldn't use it for screen RAM, you couldn't read or write to/from it with the disk, and any computations that used it would be extremely slow.

Now, with a little additional hardware, you COULD do it. Basically, a memory manager on an external chip that could be accessed like an I/O device and instructed to redirect memory accesses. When the CPU accessed a region of memory that didn't exist or was swapped out, the chip would have to cause a bus error, just like the GLU does on the ST with a memory location it doesn't like... there's no other way to tell the 68000 that the memory location is bad when you're telling it from the outside. But you still couldn't do DMA access to any of this memory, which means that the I/O routines in the OS would have to read/write to/from a buffer in un-swappable ram and then copy to the correct place (and the VM manager would handle the swapping).

So, basically, it's a mess. :)

60. Re: 3D stereogram things

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 01:54:02 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2v2hbq$mgl@mother.usf.edu>
Source record: 184308

Ben Willcox (ben@sound.demon.co.uk) wrote:
: Does anyone know if there's a program for the ST that lets you create
: those 3D stereograms? A mate of mine says he /thinks/ there is, but
: he's not sure. An ftp site and directory would be useful,
: Thanks,

AAAAAAAAAAAAARRRRRRRRGGGGGGGGHHHHHHH!!!! I HATE VI!

<ahem>

Anyhow, the program's called STIS, and it's written my a friend of mine named Phillip Oneal. I think you can get the program on GEnie.... and I'll see if I can get his mailing address. It's a nifty program that creates random-dot stereograms, and he figured out how to do it himself.

The only problem with it is that I ALWAYS see stereograms backward. He can see them both ways, and most people see them correctly, but me.... everything that's supposed to stick out sticks WAY in, and vice versa. He and I sat down and stared for quite some time and he tried to help me to figure out how to see it right, but I just couldn't. As a result, I'm blind to all these stereograms that I'm so facinated by. And I'm not just talking about STIS stereograms... i see them all backward.

61. Text formats

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 02:24:15 UTC
From: larserik@oslonett.no
Message-ID: <2v2j4f$d4p@hasle.oslonett.no>
Source record: 184309

In message #7, stein.arne.jensen@p10.sec writes:

> Help needed on the Wordplus and RTF textfile formats, specially the

The guys that made ST-Klubben in Norway had a text-viewer that could display 1st Word files, and ST News has this too, so I guess they can tell you more about the format (I don't know if any of them are reading this group now - they used to be active here before anyway).

Lars-Erik 0sterud Phone: +47 67131571 Fax & ABK-BBS: +47 67132659
Atari Developer Pager: +47 96634222 Email: larserik@oslonett.no
SysOp ABK-BBS

62. Atari Falcon for sale

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 03:54:05 UTC
From: zieg0008@gold.tc.umn.edu
Message-ID: <zieg0008.773121245@gold>
Source record: 184310

```
Atari Falcon with
4mb Ram
80mb internal hardrive
There is some problem with the internal drive, it works, but is a
little slow sometimes. It doesn't lose data.

350mb external SCSI hard drive
with 50pin SCSI-2 cable

14" SVGA Monitor
Non-Interlace
.28 dot pitch

All are best offer.

Please reply in mail.

--
No .sig available
```

63. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 04:06:03 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2v2p3b$av@terminator.rs.itd.umich.edu>
Source record: 184311
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- lenn 20020 Jun 25 08:53 ./Games/0index
-rw-r--r-- molin 69976 Jun 25 00:21 ./Games/Kids-games/deuce.zip
-rw-r--r-- molin 16560 Jun 25 00:14 ./Games/Kids-games/kidpiano.zip
-rw-r--r-- molin 24237 Jun 25 00:17 ./Games/Kids-games/kidshape.zip
-rw-r--r-- molin 115825 Jun 25 08:59 ./0ls-lR.Z
-rw-r--r-- molin 115451 Jun 25 09:01 ./0ls-lRc.Z
-rw-r--r-- molin 345426 Jun 25 08:58 ./0index
-rw-r--r-- molin 139953 Jun 25 08:58 ./0compind.Z
-rw-rw-r-- entropy 2790 Jun 26 02:34 ./Misc/0index
-rw-r--r-- boydm 4701 Jun 26 02:23 ./Misc/iaad.lzh
-rw-r--r-- boydm 116085 Jun 26 02:38 ./0ls-lR.Z
-rw-r--r-- boydm 115763 Jun 26 02:39 ./0ls-lRc.Z
-rw-r--r-- boydm 345491 Jun 26 02:37 ./0index
-rw-r--r-- boydm 139974 Jun 26 02:37 ./0compind.Z
-rw-r--r-- lenn 1548 Jun 27 17:34 ./Games/newbreed.txt
-rw-r--r-- molin 6400 Jun 26 02:40 ./Utilities/speedom.zip
-rw-r--r-- molin 115969 Jun 27 22:57 ./0ls-lR.Z
-rw-r--r-- weiner 7617 Jun 27 22:53 ./Telecomm/0index
-rw-r--r-- lenn 83200 Jun 27 18:42 ./Telecomm/taz_100.zip
-rw-r--r-- molin 115465 Jun 27 22:58 ./0ls-lRc.Z
-rw-r--r-- molin 95109 Jun 27 22:29 ./Magazines/Aeo/aeo_0309.zip
-rw-r--r-- molin 9397 Jun 27 22:29 ./Magazines/Aeo/aeo_news4.txt
-rw-r--r-- molin 346934 Jun 27 22:56 ./0index
-rw-r--r-- molin 140300 Jun 27 22:56 ./0compind.Z
-rw-r--r-- lenn 20093 Jun 28 18:51 ./Games/0index
-rw-r--r-- boydm 53468 Jun 28 01:21 ./Games/patience.lzh
-rw-rw-r-- entropy 2853 Jun 28 12:19 ./Misc/0index
-rw-r--r-- boydm 1598 Jun 28 12:21 ./Misc/4plradap.txt
-rw-rw-r-- entropy 26984 Jun 28 18:53 ./Utilities/0index
-rw-r--r-- lenn 56543 Jun 28 17:46 ./Magazines/Str/st1023.zip
-rw-r--r-- lenn 60447 Jun 28 17:46 ./Magazines/Str/st1024.zip
-rw-r--r-- lenn 66259 Jun 28 17:46 ./Magazines/Str/st1025.zip
-rw-r--r-- lenn 66830 Jun 28 17:46 ./Magazines/Str/st1026.zip
-rw-r--r-- baldrick 417552 Jun 28 03:43 ./Mint/Network/net-051.tgz
-rw-rw-r-- entropy 26972 Jun 29 10:33 ./Utilities/0index
-rw-r--r-- boydm 91008 Jun 29 10:28 ./Utilities/Mouse/mkm21.zip
-rw-r--r-- baldrick 115641 Jun 29 13:27 ./0ls-lR.Z
-rw-r--r-- baldrick 115219 Jun 29 13:28 ./0ls-lRc.Z
-rw-r--r-- baldrick 346998 Jun 29 13:25 ./0index
-rw-r--r-- baldrick 140349 Jun 29 13:25 ./0compind.Z
-rw-rw-r-- entropy 11484 Jun 30 00:36 ./Diskutils/0index
-rw-r--r-- entropy 13284 Jun 30 00:30 ./Graphics/0index
-rw-r--r-- molin 184586 Jun 30 00:10 ./Graphics/morpher.zip
```

```
-rw-rw-r-- entropy 26973 Jun 30 20:31 ./Utilities/0index
-rw-r--r-- lenn 220672 Jun 30 20:28 ./Utilities/Desktop/tera_139.lzh
-rw-r--r-- molin 115653 Jun 30 00:41 ./0ls-lR.Z
lrwxr-xr-x molin 23 Jun 30 00:31 ./Tt/morpher.zip -> ../Graphics/morpher.zip
-rw-r--r-- molin 115209 Jun 30 00:44 ./0ls-lRc.Z
lrwxr-xr-x molin 26 Jun 30 00:31 ./Falcon/Graphics/morpher.zip ->
../../Graphics/morpher.zip
-rw-r--r-- molin 140468 Jun 30 00:39 ./0compind.Z
-rw-r--r-- molin 347064 Jun 30 00:39 ./0index
-rw-r--r-- lenn 86751 Jul 1 20:17 ./Archivers/esscd61.lzh
-rw-rw-r-- entropy 3881 Jul 1 20:21 ./Archivers/0index
-rw-r--r-- molin 151445 Jun 30 22:14 ./Diskutils/db310pat.lzh
-rw-r--r-- molin 62974 Jun 30 04:09 ./Games/nibe.zip
-rw-r--r-- lenn 20121 Jul 1 21:39 ./Games/0index
-rw-rw-r-- entropy 26973 Jul 1 20:20 ./Utilities/0index
-rw-r--r-- lenn 189036 Jul 1 20:18 ./Utilities/mb45_bin.lzh
-rw-r--r-- molin 115963 Jul 1 21:43 ./0ls-lR.Z
-rw-r--r-- entropy 5643 Jul 1 21:36 ./Programming/0index
-rw-r--r-- molin 38997 Jul 1 05:26 ./Programming/fldlib.zip
-rw-r--r-- molin 115491 Jul 1 21:44 ./0ls-lRc.Z
-rw-r--r-- molin 5836 Jul 1 21:28 ./Falcon/0index
-rw-r--r-- molin 9137 Jun 28 13:12 ./Falcon/Programming/3d2objs.zip
-rw-r--r-- molin 106697 Jun 28 13:00 ./Falcon/Programming/3dxwatch.zip
-rw-r--r-- molin 14260 Jul 1 11:19 ./Falcon/Programming/dcjh_src.zip
-rw-r--r-- molin 347367 Jul 1 21:41 ./0index
-rw-r--r-- molin 140512 Jul 1 21:41 ./0compind.Z
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

64. The objc_add() Call - Help!

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 04:29:11 UTC
From: ess@tibalt.supernet.ab.ca
Message-ID: <2v2qen$r31@tibalt.supernet.ab.ca>
Source record: 184312
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I am hoping that someone can help me with this problem; I want to add items to an existing object tree. For example, I load the resource file into memory using rsrc_load() and then decide that I want to add twenty icons to the first tree. The objc_add() call is none too specific about how this is done. Could someone explain the process to me in detail? I would really appreciate it.

--Michel Forget
Electric Storm Software

65. Re: Dorfman Report..

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 04:47:39 UTC
From: shendrix@escape.widomaker.com
Message-ID: <1994Jul2.044739.8126@escape.widomaker.com>
Source record: 184317

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:

: Atari had sales of $28 million in 1993. Dorfman stated that an earlier
: statement by Sam Tramiel said Atari would have 200 million in sales in 1994 and
: that 500,000 Jags would be sold in 1994. He said that Atari would not come
: close to these figures. He saids that Atari management hyped the Jag and over
: stated the success of the Jag earlier. He received a call from Sam Tramiel
: stating that Atari will reach those figures in 1995. Dorfman is not buying
: that bull.

This is not including the coin-op games division which makes 3 figure
millions every year. I believe Warner still owns the biggest chunk of
that division.
--
csh
---
shendrix@escape.widomaker.com (UUCP) | Amd486/40 Linux system
shendrix@pcs.cnu.edu (Internet) | Christopher Newport University

66. anyone know about Script V3 ??

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 06:18:24 UTC
From: davecook@cougar.multiline.com.au
Message-ID: <2v30rg$cdq@cougar.multiline.com.au>
Source record: 184314

A friend was wondering whether any upgrades were available for Script to take it to version 3. He said that the orginal company is no longer trading, but heard about the upgrade availability.

Thanks

Dave Cook (davecook@cougar.multiline.com.au)

67. Re: need to convert .IMG to GIF, TIP etc..

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 06:38:00 UTC
From: Joerg_Spilker@daolin.fido.de
Message-ID: <2e1519df%fido.de@p42.f205.n6000.z242.fidonet.org>
Source record: 184273

Hi Hallvard,

do you have a registered version? There are many more supported formats for saving an image.

GEM-Image, Enhanced Simpley, ESM (True Color), GIF, IFF, BMP, TIFF, Targa, JPG.

Greetings, Joerg

68. Re: Eric Smith

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 07:23:12 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Zw-xpKg.lmcclure@delphi.com>
Source record: 184313

In a message dated 6-29-94, Timothy Miller said:

"You couldn't replace one of the processors or change the
I/O structure without EVERYTHING breaking. Without an OS,
the Jag's going to find itself backed into a corner."

Keep in mind the Jaguar is first and foremost, a game machine. The
only other "game machines" I know of the have an OS are the 3DO
machine, and Commodore's CD-32.

Traditionally, game programmers have always ended up hitting the
hardware...on any machine, whether there is an OS or not. So why
bother developing an OS for a game machine that many developers will
bypass at least in part, endangering any "OS compatible" hardware
upgrades you might have in mind?

If you look at history, game machines have been "disposable technology".
I suppose part of that is because people looking to buy a new machine
have already "played out" all the old games they have, or they simply
keep the old system as well (since the machine itself is typically a
fraction of what they have spent on firmware).

The only case I can think of where we saw built-in backward-compatibility
in a game machine was the Atari 7800's ability to use 2600 carts.
There were add-ons to use older carts (the 2600 add-on for the 5200,
the Sega Master system add-on for the Genesis), but no other built-in
backward compatibility.

69. Morpher

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 08:23:13 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2v385h$akh@golem.wcc.govt.nz>
Source record: 184316

Has anyone managed to get this demo of Lexicors 24-bit morphing package
to work? No matter how I try to get it working on this TOS 1.06,
STE (with 2meg), it just bombs before it even initialises!

~$100 is pretty steep for this type of program, especially as there are
PD/SW programs for the PC that do the same thing for nothing!

70. Re: NVDI

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 10:33:38 UTC
From: ki@cs.tu-berlin.de
Message-ID: <2v3fq2$jq9@news.cs.tu-berlin.de>
Source record: 184319

In article <2v23s7$5gp@ionews.io.org>, Eric Hall <erichall@io.org> wrote:

>Now, initially I thought it was simply my ineptness at installing it, or
>perhaps a conflict with another Auto prog or Acc, but I've tried this
>every which way but loose (bare system, no other progs or accs, etc.) and
>still no luck.

Is the PATH statement in the ASSIGN.SYS file correct and is the ASSIGN.SYS
file in the root directory ? Are all NVDIDRV*.SYS files in the GEMSYS-Path
as stated in the ASSIGN.SYS file ?

Did NVDI print its startup-messages when the system booted ?

You really should try it with a bare system, only NVDI in the auto-folder.
But there should be no problems when booting up a 'full system'.

There must be a fault in your installation, NVDI should at least do a
speedup of factor 2-3 to your system. (And you will even notice it without
GEMBENCH :-)

Greetings, Karsten

71. Re: Morpher

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 10:34:30 UTC
From: Lexicor@world.std.com
Message-ID: <CsB6pJ.MrJ@world.std.com>
Source record: 184318

In article <2v385h$akh@golem.wcc.govt.nz>,
Steve Wells <wells_s@ix.wcc.govt.nz> wrote:
>Has anyone managed to get this demo of Lexicors 24-bit morphing package
>to work? No matter how I try to get it working on this TOS 1.06,
>STE (with 2meg), it just bombs before it even initialises!

Steve,

the demo of Metamorphosis is an FPU Version only, I wasn't aware of
that until a few days ago where I renamed the file to morph882.zip. It means
that unless you have an FPU you can't run this particular demo...

I will upload the non-fpu versio as soon as it becomes available.

>
>~$100 is pretty steep for this type of program, especially as there are
>PD/SW programs for the PC that do the same thing for nothing!

The Special is for 79 U$D, also it is currently the only program of
it's kind (2D Morphing) to be available commercially (or PD?). And even
though there may be PD SW on a PC that does that kind of stuff, it is

1. for a PC :)
2. Not necessarily as good
3. There ARE also PC Programs that do the same thing for around the
same price or more.

I will let you and others know as soon as the non-fpu version becomes
available and you can check out the demo yourself.

Cheers

Yat @ Lexicor

72. Re: GFA Basic on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 11:06:39 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2v3hnv$51v@vishnu.jussieu.fr>
Source record: 184322

Using bios/xbios calls, you can do whatever you want with your Falcon,
even play digitized sounds. However, there's still no Falcon specific GFA Basic version, so you must work in ST-MID/LOW res, and be very clean...

MB.

73. Re: GFA Basic on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 11:14:08 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2v3i60$51v@vishnu.jussieu.fr>
Source record: 184321

The GFA-editor itself only runs in ST resolutions - eventhough someone
has coded a patch allowing it to be run from any Falcon rez, but I don't remember where
to find this patch - , but your GFA program may and can use any of the Falcon rez.

```
E.g.:
reserve -1
reserve 200000
old_res& = xbios(88,-1)
old_log_screen% = xbios(3)
old_phys_screen% = xbios(2)
new_rez& = $20+$8+$4
~xbios(5,l:0,l:0,w:3,w:new_rez&)

and, before exiting from your program :
~xbios(5,l:old_log_screen%,l:old_phys_screen%,w:3,w:old_rez&)
reserve -1
...
edit
```

MB.

74. Re: DeskJet 520 compatibility?

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 11:22:45 UTC
From: steve-j@teleport.com
Message-ID: <2v3im5$83n@elaine.teleport.com>
Source record: 184320

In article <2v18gd$nd6@msuinfo.cl.msu.edu>, <hopper_t@msupa.pa.msu.edu> wrote:

>>> Does anyone happen to know if older HP DeskJet 500 drivers (say for
>>>WordPerfect, Calamus and LaTeX) would work Ok on the new HP 520 ink jet
>>>printer?

>>Yes, they SHOULD work perfectly!

>Well, not quite *perfectly*. It is my understanding that older drivers
>will not print text at 600x300 dpi, as the 520 is capable of. This won't
>affect graphics, since they are still at 300x300. Of course, I could be
>wrong... I don't know much about the custom drivers for the programs you
>mention.

The DJ520 prints at 600x300 only for its INTERNAL fonts. ANY
graphics printing (including EXTERNAL fonts from a word
processor or DTP program) is still limited to 300x300.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

75. Re: Developer Details wanted

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 11:26:37 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2v3itd$51v@vishnu.jussieu.fr>
Source record: 184323

I became an Atari developper a year ago, and it cost me 2000FF, which is around 350-400 $. Now, I don't know if prices hace changed. Don't think you'll get a fantastic documentation. You'll get - except if they changed it - only upgrades between ST docs and STe/Falcon docs ! Which means you only get NEW system calls ! But it's quite cheap compared to the price of an Apple developper registration - I'm not an Apple dev ! -

MB.

76. Re: Silmarils

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 11:27:35 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2v3iv7$51v@vishnu.jussieu.fr>
Source record: 184325

Robinson Requiem should be out veeery soon - was programmed for the
end of June -. Ishar 3 pushed to september at best.

MB.

77. Re: SpeedoGDOS v5.0 Announcement

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 11:29:06 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2v3j22$51v@vishnu.jussieu.fr>
Source record: 184324

Does this offer apply also to developpers? Who got Speedo with the dev kit ?

MB.

78. New version of Octalyser STE

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 11:32:07 UTC
From: di3dah@fonda.adbutb.hks.se
Message-ID: <1994Jul2.113207.8751@gdunix.gd.chalmers.se>
Source record: 184327

```
Look out for the new version of the STE tracker Octalyser STE 0.96!

--
\|/
@ @
------------------oOO-(_)-OOo-----------------------------------------------

CD --- CODE/TBL, Octalyser Team
2:203/611.4@FidoNet 7:108/102@FujiNet 90:1100/108.4@NeST
```

79. Re: help! Starball locks up

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 11:32:31 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2v3j8f$51v@vishnu.jussieu.fr>
Source record: 184326

If you start it from HD, try with a floppy....

MB.

80. Script 3.5 printing problems

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 11:57:17 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <2v3kmt$51v@vishnu.jussieu.fr>
Source record: 184329

Hello. I bought Script 3.5 2 weeks ago, and I tried to print with it. I use a Falcon 4/65 TOS 4.02, a Canon BJ200, and, with the 'bubble' driver, with the 'ca360360' driver, or even with Speedo, I can get anything else than control codes. The text printing - not 'graphical' - works fine, but it's impossible to get something good with the graphical printing. Can somebody help me ? I'll do some deeper tests, and maybe it'll work....

Please answer to my account, as I don't have much time - except today - to scan through the news list...

MB.

81. STReplay/Drumbeat questions

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 12:05:52 UTC
From: ggreenbe@rodan.syr.edu
Message-ID: <2v3l70$e65@newstand.syr.edu>
Source record: 184328

Does anybody out there use STReplay or DrumBeat, the drum machine that came with that package?

I just figured out the midi relation to the sampler and figured out how to use samples on my midi keyboard. I also see how to use these samples in DrumBeat. What I'd like to be able to do is a couple of things:
1. Convert the songs created in DrumBeat into midi files.
2. Trigger the samples in Replay from within a sequencer.
3. Load the samples from Replay into my keyboard/synth.
Does anybody know if any of these things can be done? I guess the first one is probably not very useful withouth one of the others, but it might produce something.

Also, my copies of these programs is rather old (this is STReplay VIII). Are there perhaps newer versions of the software? And are they still supported?

Thanks for any info on these topics.
Gerry
ggreenbe@mailbox.syr.edu

82. Re: Mega Memory Upgrade Help

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 12:47:24 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2v3nks$cdh@golem.wcc.govt.nz>
Source record: 184330
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <772849984snz@gw6hva.demon.co.uk>, martin@gw6hva.demon.co.uk (Martin Vernon) writes:
>In article <davehCs2Hus.L8E@netcom.com> daveh@netcom.com "Dave Halliday" writes:
>
>
>Correct, you want some 100n de-coupling caps too and you may need to add
0.22uf

>the missing resistor's - these are usually 68 ohm ones but check what
>are already installed now on the existing RAS/CAS lines.
>
>You're lucky, I'm grafting in 32 256*4 rams into a Mega ST-1 and I've
>had to do some additional decoding for it (should've bought the Mega-2).

Please tell me why go into all this trouble..??

Just fit 4 * 1meg SIMMS, they draw far less power as well..

>Cheers, Martin.

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

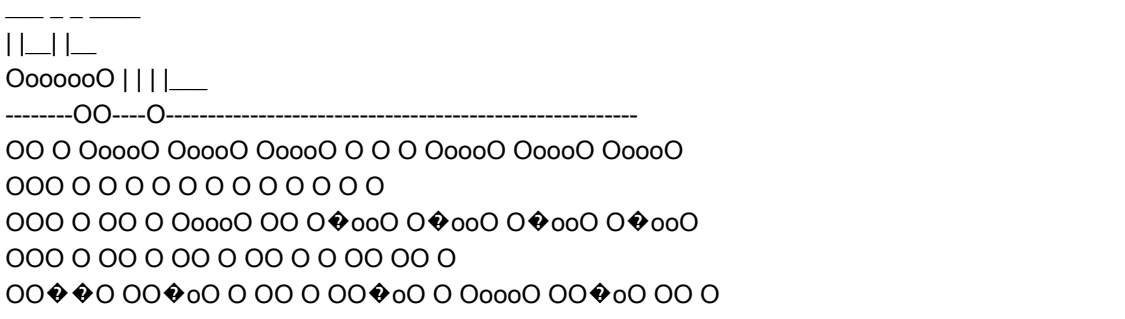
83. StarBall

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 14:15:35 UTC
From: ce830@cleveland.Freenet.Edu
Message-ID: <2v3sq7$5te@usenet.INS.CWRU.Edu>
Source record: 184331

After the grandkids left yesterday, my wife started playing Starball
since it was still up on the Falcon and got a high score of
61,362,800!
We made a disk for the kids to take home and it wouldn't work on
a 1040 with TOS 1 until we unhooked the hard drive. So maybe
that will help some other people out there who haven't been able
to make it work.
It sure is a great game. Very addictive.
--
Ron Field

84. Octalyser STE 0.96

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 14:32:59 UTC
From: di3dah@fonda.adbutb.hks.se
Message-ID: <1994Jul2.143259.23709@gdunix.gd.chalmers.se>
Source record: 184332



```
... The Ultimate music tool for your Atari computer ...
A SHAREWARE RELEASE, VERSION 0.96

Works on all STe's and Falcons

+ Supports all ProTracker-Commands (Amiga)
+ Supports 4, 6 and 8 channels
+ Great soundquality on a ordinary STE:
* 4 channels true 50kHz
* 8 channels 50 kHz MultiPlex
+ Great editing options

--
\|/
@ @
------------------oOO-(_)-OOo-----------------------------------------------

CD --- CODE/TBL, Octalyser Team
2:203/611.4@FidoNet 7:108/102@FujiNet 90:1100/108.4@NeST
```

85. 1st Jag Letter Writing Campaign (MKII,SSFII,ELEC.ARTS,ATARI)

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 14:51:41 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <2v3utt$7rc@usenet.INS.CWRU.Edu>
Source record: 184333

Hi all, sorry about posting this in a computer newsgroup, but I thought some
of you might want to help out! Thanks.

```
_____ _____ _____ __ _
| ___| | _ | |__ __| | \ | | | A.C.T. NOW
| | | |_| | | | | | \ | | | Atari Community Together Now
| |___ | _ | _| |_ | |\ \| | | JAGUAR WRITING CAMPAIGN
|_____| |_| |_| |_____| |_| \___| |_________________________________
```

-=-=-=-=-=-=-=-=-=-=-=-=-=-=- July, 1994 -=-=-=-=-=-=-=-=-=-=-=-=-=-=-

+++ Please distribute to BBSs, computer systems, user groups, etc. +++

The Atari Community is made up of individuals that are enthused about Atari
products more than anyone is enthused about anything! In order to see this
enthusiasm, all you would have to do is read an Atari discussion related
bulletin board or Atari publication. Some members of the Atari Community
have even been a part of the community for 10+ years! Now that is brand
loyalty! And that is pretty amazing!

There is just one thing that surprises me about the Atari Community. If
there is a software title that everyone would like to see for their computer
or video game system, they will talk with each other about how they would
like to see it for their Atari system, but they don't do anything about it.
They seem to think that if they make a comment on a bulletin board about how
a certain game is coming out for another system but not for Atari's system,
someone will see this message from the company and then start writing the
game for Atari's system. Hahaha. That won't happen.

The only way to get something you want for your system is to let the company
know that you want it. A lot of people assume that companies know what is
in demand and how much it is in demand. I have a degree in Business
(Management & Marketing) and I know that this is not true. Most companies
do not know how much a product is in demand. A lot of companies rely on
consumers to inform them.

There is no secret that the Jaguar's success (and Atari Corp.'s future)
rides on the games being released for it. And even though some of the games
being released for it are impressive, I don't think they are enough.
I'm getting the same feeling I had with the Lynx, some great games for it,
but lack of big name companies supporting it and big name titles being
released for it. But I feel partly responsible for the Lynx's shortcomings.
This is because I never wrote third-party game companies telling them that
I wanted to see them make games for the Lynx. I never told them that if
they make a specific game for the Lynx, I would buy the game. Yes, I am
guilty. I just sat there and hoped. How about you?

If you want to see big name companies and big name titles for the Jaguar, join in with this letter writing campaign. I'm participating in this campaign for three reasons: 1) I really think that my letter will make a difference in the decision making process at these companies. 2) I don't want to think "what if" in the future. I want to do my part now so I can say that I did my share. 3) It is my duty as a consumer to let companies know so I can satisfy my needs (or wants).

I hope you will see a need to participate in this campaign as well. And just don't say to yourself that you will write these companies, make sure you write these companies. Make it a priority in your already busy life. Print this out and write the companies.

Thank you.

Sincerely,

Len Stys

aa399@cleveland.freenet.edu
Cleveland Free-Net Atari SIG Manager
CAIN Newsletter Assistant Editor
A.C.T. NOW Organizer

There are FOUR letters to write. Its important!

1ST LETTER

As of July 1, 1994, Mortal Kombat II is not being produced for the Jaguar. And Acclaim has no plans to produce Mortal Kombat for the Jaguar. But next year, Williams will be able to release Mortal Kombat II for any game system that the company wishes to release it for. The time is now to let Williams know that we want to see Mortal Kombat II for the Jaguar.

Mortal Kombat II is by far the #1 wanted game for the Jaguar according to the Most Wanted Games for the Jaguar list by CAIN Newsletter. If this game is released for the Jaguar, the name "Atari" will once again be a household name.

The letter to Williams should include:

Dear Sir or Madam,
1) How much you enjoy Mortal Kombat II at the arcades.
3) How you like the games that Williams makes.
3) How you enjoy the Atari Jaguar.
4) How you think the Atari Jaguar is the only game system that will do the game justice.
5) How you will run out and get the game for the Jaguar as soon as it is released.
6) A thank you to the person reading your letter and for considering making Mortal Kombat II for the Jaguar.

The address of Williams is the following:

Williams/Bally/Midway
Attn: Console Software Development
3401 North California Ave.
Chicago, IL 60618-5889

2ND LETTER

Electronic Arts is the publisher of some incredible games such as:
NBA Showdown, FIFA International Soccer, PGA European Tour Golf,
NHL Hockey '94, Wing Commander, Super Wing Commander, John Madden NFL
Football, Escape from Monster Manner, Twisted, Mario Andretti Racing,
MLBPA Baseball, and many more! Electronic Arts also owns several other
software companies that they may give the OK to develop the Jaguar for if
they see there is a demand for Jaguar games.

Unfortunately, Electronic Arts is also a major backer of 3DO, a company
that is a big competitor of Atari Corp.. Electronic Arts is spending a lot
of time and money on making games for 3DO that it could be spending on
the Jaguar.

There is hope though! Electronic Arts is a licensee. This means that the
company has Jaguar developers units. Electronic Arts' management just has
to give the OK to make games for the Jaguar.

The letter to Electronic Arts should include:

Dear Sir or Madam,

1) How much you enjoy Electronic Arts games.
2) How you have been buying Electronic Arts games for your 8-bit Atari
since the company was started (if this is true).
3) How much you enjoy your Atari Jaguar.
4) How you feel that the Jaguar will be the video game system of the
future due to its high-performance/low-price.
5) The games that you would love to see on the Jaguar (choose two or
three Electronic Arts games).
6) How you believe Electronics Arts' games will be unbelievable when
using the graphics and sound capabilities of the Jaguar.
7) How you will run out and buy Electronic Arts' games if they produce
them for the Jaguar.
8) A thank you to the person reading your letter and a thank you for
considering producing games for the Jaguar.

The address of Electronic Arts is:

Electronic Arts, Inc.
Attn: Production Teams
P.O. Box 7578
San Mateo, CA 94403-7578

3RD LETTER

Capcom is known for producing the Street Fighter II series of games. The company is also known for producing games such as The Great Circus Mystery Starring Mickey & Minnie Mouse, Demon's Crest, and Saturday Night Slam Masters. The company also does conversions of popular titles such as Wizardry V and Eye of the Beholder.

Super Street Fighter II is second only to Mortal Kombat II on the most wanted games for the Jaguar CAIN Newsletter listing. If the game existed for the Jaguar, it would no doubt sell a lot of Jaguars. But Capcom is not making Super Street Fighter for the Jaguar and no plans have been announced to do so in the near future.

The letter to Capcom should include:

Dear Mr. Tresidder,

1) How much you enjoy Street Fighter at the arcades.
2) How you like the games that Capcom makes.
3) How you enjoy the Atari Jaguar.
4) How you think the Atari Jaguar is the only game system that will do the game justice.
5) How you will run out and get Super Street Fighter II for the Jaguar as soon it is released.
6) A thank you to the person for reading your letter and for considering making Super Street Fighter II for the Jaguar.

The address of Capcom is:

Capcom USA Inc.
Attn: Mr. Corey Tresidder
475 Oakmead Parkway
Sunnyvale, CA 94086

4TH LETTER

Atari Corp. recently announced an agreement which will use Phylon's voice-data modem technology into a Jaguar Voice/Data Communicator. This Jaguar modem will allow Jaguar game players to play against or with friends that might be miles away. And it will also allow game players to talk with their friends while playing with them.

There are a few announced games that will use the Jaguar Voice/Data Communicator such as Club Drive and DOOM. But there is really no reason why ALL Atari multi-player games cannot use the Jaguar modem. Checkered Flag, Kasumi Ninja, Spacewar, Star Raiders 2000, and all future Jaguar games that are at least two player should allow for Jaguar modem play. Atari Corp. should also be doing everything it can to interest third-party software companies into making use of the Jaguar modem.

Modem games and networking games is the next generation of video gaming. Virtual Reality is still a few years away, but modem and networking games are here and now.

The main goal of this letter should be to convince Atari Corp. that the company should take steps to make all future games so that they utilize the Jaguar's Voice/Data Communicator.

The letter to Atari Corp. should include:

Dear Mrs. LaBrec,

1) How much you enjoy the Atari Jaguar.
2) How much you enjoy modem games.
3) How you believe that modem games/networking games will be an important part of the video gaming future.
4) How you would like to see ALL Jaguar games make use of the Jaguar Voice/Data Communicator or Jaguar modem.
5) How you believe that Atari Corp. should be working closely with third-party game companies to make sure that they make use of the Jaguar modem in their games.
6) How you will be more willing to buy Jaguar games that make use of Jaguar modem/networking.
7) A thank you to the person for reading your letter and for considering your suggestions.

The address of Atari Corp is:

Atari Corp.
Attn: Sandy LaBrec
1196 Borregas Avenue
Sunnyvale, CA 94089

It is imperative that you write all of these companies. Even if you do not care for fighting games, you are still encouraged to write Williams and Capcom because these companies will help get other games for the Jaguar.

And lastly, please spread this information text-file around! Give it to your friends and have them write too! In order for this campaign to be effective, hundreds if not thousands of letters will need to be sent to each of these companies. It is possible for this to happen!!! You will just need to help get the word out about this writing campaign.

THANK YOU!

--

86. Re: NVDI

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 15:39:49 UTC
From: erichall@io.org
Message-ID: <2v41o5$2bb@ionews.io.org>
Source record: 184334

In article <2v3fq2$jq9@news.cs.tu-berlin.de>,
Karsten Isakovic <ki@cs.tu-berlin.de> wrote:
>
>Is the PATH statement in the ASSIGN.SYS file correct and is the ASSIGN.SYS
>file in the root directory ? Are all NVDIDRV*.SYS files in the GEMSYS-Path
>as stated in the ASSIGN.SYS file ?
>
Karsten,

Thank you, thank you, thank you..... See, I knew I was an idiot! I just
needed someone to confirm it. My PATH variable in the ASSIGN.SYS was not
pointing to the NVDI generated GEMSYS directory, but to my own FONT
directory which did not contain the NVDI drivers. Now the results are
are both obvious and confirmed by GEMBENCH. (Ofir, the money order will
be in the mail by Monday :-)

GEM Bench v3.25 Ofir Gal 10.9.93
==
Mega STE TOS 2.05, MiNT not present
Blitter Enabled, NVDI 2.50 present
Video Mode = 640 * 200 * 4 Colours
FPU not present
Run and Malloc from STRAM
Reference = MSTE + Blitter
NVDI with PATH Set to GEMSYS
==
GEM Dialog Box: 1.800 253%
VDI Text: 0.590 849%
VDI Text Effects: 1.565 783%
VDI Small Text: 1.645 333%
VDI Graphics: 3.750 379%
GEM Window: 1.065 123%
Integer Division: 8.890 99%
Float Math: 6.020 100%
RAM Access: 3.170 99%
ROM Access: 3.165 99%
Blitting: 1.165 149%
VDI Scroll: 1.875 213%
Justified Text: 2.490 195%
VDI Enquire: 0.950 175%
==
Average: 274%
Graphics: 345%
CPU: 99%

Eric

87. Re: MiNT Answers/More Questions

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 15:44:22 UTC
From: knarf@nasim.cube.net
Message-ID: <2v420m$ihm@nasim.cube.net>
Source record: 184338

Bart Schuller (schuller@dutiws.twi.tudelft.nl) wrote:
> In article <2up99n$bva@bmerha64.bnr.ca>, Troy Carpenter <troyc@bnr.ca> wrote:

> > 1. I can't get anonymous FTP to drop me into the ~ftp directory. Instead I
> > get the root directory. I would guess ftpd is looking for the chroot
> > command, which I don't have...does anyone have chroot?
>
> chroot() is not a command, it should be a system call. MiNT doesn't have
> this and I don't know how difficult it would be to add it.

chroot should be available as command, too. But it has to be a system
call before thinking about the command. ;)

Bye,
Knarf
--
Frank Bartels | UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.cube.net | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

88. Re: MiNT Answers/More Questions

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 15:51:10 UTC
From: knarf@nasim.cube.net
Message-ID: <2v42de$ims@nasim.cube.net>
Source record: 184345

Kay Roemer (roemer@hera.rbi.informatik.uni-frankfurt.de) wrote:
> In <2up99n$bva@bmerha64.bnr.ca> troyc@bnr.ca (Troy Carpenter) writes:

> >1. rlogin problem: probably the .rhosts file. If I am any user except root,
> > then I can rlogin as that user (i.e. no passwords or anything). I do not
> > seem to have the enviornment problem. However, if I am root, I cannot
> > rlogin as anyone, let alone root. I have not tried rlogin as one regular
> > user to another regular user account.

Looks like having `hostname` in /etc/hosts.equiv, which is not consulted
for root for security reasons.

> If you are root and there is a user speedy, what exectly does a
> rlogin localhost -l speedy
> give you? This should succeed even without any .rhosts or /etc/hosts.equiv
> files. At least it works for me.

Ups? It should *not* succeed!

```
# id
uid=0(root) gid=1(daemon) groups=1(daemon),0(wheel)
# uname -a
SunOS nasim 4.1.1 6 sun3
# rlogin -l knarf localhost
Password:
```

> The "permission denied" looks like if you mounted a directory that doesn't
> exist. Then mount doesn't fail but accessing the directory gives you a per-
> mission denied.

Hmm, shouldn't he get a "No such file or directory"?

Bye,
Knarf
--
Frank Bartels | UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.cube.net | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

89. Re: Atari Falcon for sale

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 16:51:49 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <pU6QxKt.ari2550@delphi.com>
Source record: 184335

<zieg0008@gold.tc.umn.edu> writes:

>Atari Falcon with
> 4mb Ram
> 80mb internal hardrive
> There is some problem with the internal drive, it works, but is a
> little slow sometimes. It doesn't lose data.
>
>350mb external SCSI hard drive
> with 50pin SCSI-2 cable
>
>14" SVGA Monitor

How much are you asking - what would you take?

I was VERY lucky to sell my Falcon to a local music dealer (they sold them too) and I got $800+ for the same setup minus the VGA (I has an Atari RGB) and no defects or problems w/my system. I also tossed in the monitor adapters for both RGB and VGA displays. Also, my system was less than 6 months old and still under warranty.

Oh, I forgot to say that I only had an internal 85meg drive.

See if you can sell at a local music dealer first - they might give you less than you'd like for it but they will usually buy such a system because they can refurbish them for cheap and have a ready maudience for them.

In anycase, good luck! Buy a PC like me.. :)

Ari

90. Re: Mouse recommendations for ST

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 16:58:30 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <pUzQRQm.ari2550@delphi.com>
Source record: 184337

If you don't want to spend too much $ try getting a Beatle Mouse. They can be bought at most Atari delaers for $30 and under (shop around). This mouse is comfortable to hold and has at least twice the tracking resolution of the stock Atari mouse. I've ushUWmsed mine for over two years w/no problems.

NOTE:kO Never buy an ALPHA-DATA mouse. The one I bought was a clone of the MicroSoft mouse. It was the biggest piece of shit I ever bought and died on me after only two months of use{

Ari

91. Atari Falcon SCSI connections

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 18:07:12 UTC
From: michaelk@pacifier.rain.com
Message-ID: <CsBro1.xM@pacifier.rain.com>
Source record: 184340
Cross-posted to: comp.music,comp.sys.atari.st,comp.sys.atari.st.tech,rec.music.makers

My SCSI set-up is 4 meg Atari Falcon w/ 80 meg IDE, SCSI II port connected to an external 240mg HD . I recently bought a SyQuest Cartridge HD --- intenting to connect The SyQ to my external HD and then connect my SCSI sampler to the SyQ. My sampler is a Peavey SXII/SP combination which have 25 pin SCSI connections. My terminations need to include the Peavey SXII (permanently terminated) -- and going on the assumption that the Falcon is an end terminator, I set my SCSI ID according to the Falcon manual: external HD=0, SyQ=1 (skip 2)& sampler = 3. When I try to run the system I get id 0 to respond but id 1 produces the message "id 1 not responding" but id 3 will respond if I reverse the id's between the external HD and the SyQ, but still whatever I assign to id 2 I get no response. When I tried a straight sequence of id numbers (not skipping after the last hard drive) everything reads except whatever id 0 is! Also I estimate I have about 11 feet of SCSI cabling but people locally have told me that shouldn't make a difference. I have gotten these combinations to work : Falcon + 240mg HD + SyQ or SyQ + Peavey SP + Peavey SX but never the Falcon and Peavey together.

Questions:

**I've been told the Falcon and Peavey should work together --- can anyone confirm this ?

**I read an article recently which indicated that cable thickness could be a factor, the thicker ones providing less problems -- if this is so how does one tell which type one has ?

**I've read that SCSI II uses "active" termination while SCSI I uses passive termination and that there could be compatability problems. If this turns out to be my problem (assuming the SXII is passive) does any one know of a compatability fix ?

**Could there be problems simpling connecting a DB50 to a DB25 device?

Any comments are very much appreciated.....

michaelk

--
---
pacifier.com - Vancouver's Public access Internet (206) 693-0325
telnet or dial the above and type "new" at the prompt to register

92. Re: Atari Falcon for sale

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 19:39:48 UTC
From: trwills@indyunix.iupui.edu
Message-ID: <1994Jul2.143948.6507@ivax>
Source record: 184341

Would you be willing to do a swap for a T2200sx notebook PC? Or
are you in the mood for $$?

Ziggy

93. Hayes V Series Smartmodem 9600....*HELP!!*

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 23:09:34 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Jul2.200934.25355@dal1>
Source record: 184343

I require a bit of information about a Hayes modem that I
just purchased. It's a Hayes V Series Smartmodem 9600. It
seems that whatever my compackage is set at, it will not
connect at 9600 noway no how. I have looked at the active
profile and want to also know what the command is to load
a stored profile 1 to the active. I have tried a few different
command that I have from another modem manual that I had kicking
around, but had no luck. Does anyone have that modem out there,
and if so could you shine some light on this problem for me?
I'd appreciate getting a capture of your stored profile
AT&V, if it's n0o trouble. Please E-mail me as soon as possible.

I'd also like to get the Address for Hayes if someone out there
knows it. I got the modem at a yard sale and there was no manual
included, just the adaptor and modem. Thanx in advance!

94. MIME

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 23:10:08 UTC
From: jpeters@netcom.com
Message-ID: <jpetersCsC5ox.zI@netcom.com>
Source record: 184342

Does anyone know of a version of MIME software for the ST?
Thanks..
John

95. Re: Connecting a VGA Monitor to a 520 ?

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 23:15:00 UTC
From: samuel.arvidsson@p13.secom.ct.se
Message-ID: <2e160649@p13.secom.ct.se>
Source record: 184214

01 Jul 94, A Man wrote something like this to All :

AM> From: jhauser@pine.CS.Berkeley.EDU (A Man Called John)
AM>
AM> In article <2uu9pf$4dh@kelly.teleport.com>,
AM> Steve Johnson <steve-j@teleport.com> wrote:
>> In article <2usm4b$49d@barnacle.iol.ie>, E. J. Wright
>> <ejwright@iol.ie>
AM> wrote:
>>
>>> Hi all I hope this isn't a FAQ but does anyone have a diagram to show
>>> how a PC VGA monitor can be connected to an atari 520.
>>
>> Standard VGA/SVGA monitors cannot be used on the ST. You
>> have to buy a special 'multiscan' monitor that will
>> support the STs video output.
AM>
AM> Some VGA monitors will work as Atari monochrome monitors. I know,
AM> 'cause mine does.
AM>
AM> O.K., to tell the truth, it doesn't like the 35 kHz scan rate very
AM> much, but it does manage to display a useable image just the same. I
AM> don't know whether abusing a VGA monitor like this will shorten it's
AM> life; that might be something to be concerned about. (Can anyone
AM> answer that one?) Fortunately, I use a SC1224 most of the time,
AM> anyway, so I don't worry about using my VGA occasionally.

Standard VGAs has an horisontal rate of 31,5 kHz.. Maybe some can manage 35,7 kHz (ST-High) but it will for sure shorten their lifetime.. All SVGAs that support 1024x768interlaced will do 35,7 kHz, so its no use to buy a SVGA that manage 1024x768ni (38,8 kHz) , it will be a waste of money (if you won't buy a Falcon)...
I've seen some companies selling such adaptors (here in Sweden) but it wont be _that_ hard to make it yourself.. Simply get a VGA pinout (just look in your monitors manual) and compare that to the ST pinout (in the back of the ST manual).. You will have to make some kinda switchbox if you wanna use it for ST low and medium (this _REQUIRES_ a multisync/scan that support 15,7 kHz).. Of course your SVGA will have to manage 71,25 Hz (for ST-high) and your multisync/scan 50/60 Hz (ST low and medium)...

Just to make some things a bit clearer //Samuel

- Samuel Arvidsson 2:200/612.13 __ ___ __ -
- FALCON / \ _ \ / \ 4 MB -

```
- Vroomfondel/NeanderThal < <> >_< >< <> > -
- \__/ \__/ \__/ 133 MB HD -
- Email: samuel.arvidsson@p13.secom.ct.se -
-------------------------------------------------------------
```

96. Re: GEM Window aspect

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 23:34:00 UTC
From: samuel.arvidsson@p13.secom.ct.se
Message-ID: <2e160864@p13.secom.ct.se>
Source record: 184213

01 Jul 94, Bales_N wrote something like this to All :

BN> From: Bales_N@CIRAD.fr
BN>
BN> CEO file contents:
BN> Hi,
BN>
BN> Is there a way to change the aspect of GEM windows on a TOS 1.62 STE.
BN> I've downloaded Deskmorf and Wincolor.cpx from a.a and neither seems
BN> to work.
BN> Am I forgetting something ? Or is this a problem related to a
BN> different AES version ?
BN>
BN> Bye,
BN> Nick.
BN>

The AES version included with TOS 1.62 does not support window
colors or different patterns.. Either upgrade to 2.06 or run MultiTOS...

- Samuel Arvidsson 2:200/612.13 __ ___ __ -
- FALCON / \ _ \ / \ 4 MB -
- Vroomfondel/NeanderThal < <> >_< >< <> > -
- __/ __/ __/ 133 MB HD -
- Email: samuel.arvidsson@p13.secom.ct.se -
---

97. Re: Search a VIRTUAL DISK-RAM MEMORY : HELP !

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 23:48:00 UTC
From: samuel.arvidsson@p13.secom.ct.se
Message-ID: <2e160b67@p13.secom.ct.se>
Source record: 184217

01 Jul 94, Steve Wells wrote something like this to All :

SW> From: wells_s@ix.wcc.govt.nz (Steve Wells)
SW>
SW>] I'm currently searching an util that permit to expand the memory
SW> of] my MEGA ST by this way :
SW>]
SW>] have virtual memory as a file on hard disk
SW>
SW> It can, and has, been done on an XT (8088 @ 8Mhz), So I'd be
SW> surprised if say, a 1040STE couldn't handle it, but there are no PD
SW> programs around that will do it! :(

To be correct, the first XTs was 4,77 MHz.. Well, the PD program VRAM works at least on TT/Falcon, anyone tested it on an 68000?

- Samuel Arvidsson 2:200/612.13 __ ___ __ -
- FALCON / \ _ \ / \ 4 MB -
- Vroomfondel/NeanderThal < <> >_< >< <> > -
- __/ __/ __/ 133 MB HD -
- Email: samuel.arvidsson@p13.secom.ct.se -
---

98. Re: Dorfman Report..

Newsgroup: comp.sys.atari.st
Date: 1994-07-02 23:59:09 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2v4v0d$e68@darkstar.UCSC.EDU>
Source record: 184344

In <1994Jul2.044739.8126@escape.widomaker.com> shendrix@escape.widomaker.com (Shannon Hendrix) writes:

>This is not including the coin-op games division which makes 3 figure
>millions every year. I believe Warner still owns the biggest chunk of
>that division.
\
Yes. In fact, warner owns 100% of the coin-op division, the Tramiels own 0% of it. This dual Atari confusion is part of the reason Warner merged it and Tengen into Warner Interactive (or whatever it's called)

~Chris
>--
>csh
>---
>shendrix@escape.widomaker.com (UUCP) | Amd486/40 Linux system
>shendrix@pcs.cnu.edu (Internet) | Christopher Newport University

99. Looking for the Gemulator, help please

Newsgroup: comp.sys.atari.st
Date: 1994-07-03 00:22:56 UTC
From: is30225@otago.ac.nz
Message-ID: <1994Jul3.132256.1@otago.ac.nz>
Source record: 184347

I have look through several ftp sites but I could not find the Gemulator.
I was wondering if anyone out there could tell me where I can find it.

Thanks in advance,

David.

100. ROCK bottom ST stuffs for SALE! :)

Newsgroup: comp.sys.atari.st
Date: 1994-07-03 01:00:49 UTC
From: jorge@mercury.sfsu.edu
Message-ID: <2v52k1$ge8@news.csus.edu>
Source record: 184346

Great Atari ST games & stuff for sale!

GAMES:
For $4.50/each game:
Arena, Deep Space, Barbarian, Obliterator, Terrorpods,
Mr. Heli, Forgotten Worlds.

For $12/game
Wrath of the Demon (enhanced colors for STE), Awesome,
Wanderer 3-D (3d glass included, a real virtual world!).

Compilations:
"World Beaters"--Outrun, Gauntlet II, 1943, Street Fighter-- $12
"Sega Master Mix"--Super Wonder Boy, Turbo Outrun,
Crack Down, ThunderBlade, Dynamite Dux---------- $12
"Triad II"--Menace, Tetris, Baal---------- $12
"Triad III"--Speedball, Blood Money, Rocket Ranger---------- $12

EMULATORS:
Spectre GCR (MacROMS included) v.3 ----------$160
(complete, box, manual, hardly used!)

FLOPPY DRIVE:
Future Systems' double density GTS-100 3.5" drive with LED
track indicator----------$70

MISCELLANEOUS ST STUFFS:

BACK-UP your copy protected games with:
TURBO BLITZ (software & cable)----------$10
SYNCHRO EXPRESS (software, parallel port cart & cable)-------$25

buyer pays shipping

Interested? please e-mail me! :)

101. Re: Atari Financial Report

Newsgroup: comp.sys.atari.st
Date: 1994-07-03 01:04:38 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.8tfntHPSBuY@semprini.waterloo-rdp.on.ca>
Source record: 184270

In <Bw8TB+t.abarbiero@delphi.com>, abarbiero@delphi.com writes:
> That and Atari people expect BETTER than Word (IM)Perfect...
>
> Most of the programs that have been cited as 'not selling enough' on
> the Atari also suffered from not being good enough! This is mostly
> with 'ports to the Atari. The stuff I have reviewed in the past five
> years has either been developed for the Atari and good, or ported and
> mediocre. Too bad the Atari marketplace wasn't large enough to
> support more original software.

OS/2 users expect better too; people who bought the new Word Perfect for
OS/2 were _returning_ it, that's how bad it was. It was faster to use
the incredibly buggy MS Word 6 via the Windoze support than to use the
native OS/2 WP6.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

102. Re: Desktop colours

Newsgroup: comp.sys.atari.st
Date: 1994-07-03 01:07:10 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.RveWi4gFE6Y@semprini.waterloo-rdp.on.ca>
Source record: 184268
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In <2v25ht$4nj@darkstar.UCSC.EDU>, Christopher Taylor Oates writes:
>
>
> Maybe we could upload little pictures of a small portion fo the desktop with
> a small window open? I am curious as to how other people like their GEM.

Mine looks like this:

g:\usr>

I keep GEM hidden in programs behind the old Mupfel 1.21, or behind bash
1.1.35 when running MiNT.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

103. Re: Atari Falcon SCSI connections

Newsgroup: comp.sys.atari.st
Date: 1994-07-03 01:07:44 UTC
From: operator@apanix.apana.org.au
Message-ID: <miff.773197664@apanix.apana.org.au>
Source record: 184263
Cross-posted to: comp.music,comp.sys.atari.st,comp.sys.atari.st.tech,rec.music.makers

michaelk@pacifier.rain.com (Michael Kelsey) writes:

>everything reads except whatever id 0 is! Also I estimate I have
>about 11 feet of SCSI cabling but people locally have told me that
>shouldn't make a difference. I have gotten these combinations to

The spec says 7 feet, and unless you are using really good cable, 11 is
stretching your luck. Try less cabling to start with...

Also, what ID do you have the SP set to? it sounds awfully like it may
be on 3.

>**I've been told the Falcon and Peavey should work together --- can
>anyone confirm this ?

Yup. Done it. (Never had any software to test it with, waiting for
Notator Audio.)

>**I read an article recently which indicated that cable thickness
>could be a factor, the thicker ones providing less problems -- if
>this is so how does one tell which type one has ?

sigh Thickness has nothing to do with it, the impedance match does -
but how many magazine writers would be able to write about impedance
matching? *big*grumble*

As a rule, stay under 7 feet and all will be well. If you _have_ to
go over that, use cable specifically made for SCSI.

>**I've read that SCSI II uses "active" termination while SCSI I uses
>passive termination and that there could be compatability problems.
>If this turns out to be my problem (assuming the SXII is passive)
>does any one know of a compatability fix ?

Not really possible, and not really necessary either. Active termination
is usually required for FAST SCSI II, - bearing in mind that SCSI II isn't
a 'thing' in its own right, and mix'n'match I and II is fine.

>**Could there be problems simpling connecting a DB50 to a DB25 device?

Not really - as long as your cables are right.

>Any comments are very much appreciated.....

Get a copy of ICD's SCSI program - comes with the PRO utilities, and have
a poke at the SCSI bus with just the peavy units connected, find out what
their IDs are, and whether they respond at all.

>michaelk

104. Re: Eric Smith

Newsgroup: comp.sys.atari.st
Date: 1994-07-03 01:09:54 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.q7MM8ooZYo_@semprini.waterloo-rdp.on.ca>
Source record: 184269

In <2uslkb$6mf@mother.usf.edu>, Timothy Miller writes:
> This doesn't leave much room for improvement in some areas. You couldn't
> replace one of the processors or change the I/O structure without EVERYTHING
> breaking. Without an OS, the Jag's going to find itself backed into a corner.
> There will come a point when having to use the hardware directly will make it
> impossible for Atari to make a necessary improvement.

This doesn't seem to be important for games consoles though. Case in
point, Nintendo dropped all NES support in favour of SuperNES; you
didn't see a huge consumer backlash, just people buying SuperNES.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

105. Re: NVDI

Newsgroup: comp.sys.atari.st
Date: 1994-07-03 03:10:44 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2v5a7k$30h@mailer.fsu.edu>
Source record: 184348

Eric Hall (erichall@io.org) wrote:
> So, where have I gone wrong? Obviously, this is one fine product by the
> testimony of all other NVDI owners I've seen posted, so it can't be the
> software, but it sure doesn't seem to want to work for me! Any ideas? Will
> someone please tell me what an idiot I am and explain what I've overlooked.

Get a copy of the NVDI config CPX (or use the ACC that comes with NVDI) and
make sure you have everything turned "on". Be sure to save your settings.
You might also try changing the placement of NVDI in your auto folder. You
may have seen the NVDI numbers I posted in this thread. These were taken
on a 16mHz MegaSTE, so you should be getting something similar.

I have FAST.PRG (speed switcher), JAR10.PRG (configures the cookie jar,
comes with Neodesk), and PINHEAD.PRG load before NVDI.PRG.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

106. 11 Bombs SCSI boot

Newsgroup: comp.sys.atari.st
Date: 1994-07-03 06:05:29 UTC
From: blai1690@mach1.wlu.ca
Message-ID: <CsCox5.M8C@mach1.wlu.ca>
Source record: 184253

Hello Folks!

I have somewhat of a problem: I installed a new SCSI Maxtor 345Mg
onto my Atari STe via a ADSCSI+; no problems up until I tried installing
icons for the new partitions. The software suggested up to drive M, but
that only came out to 344Mg, and so I tried adding an 'N' partition. The
TOS didn't accept it (partition does not exist, etc., yet I tried removing
the icon and TOS wouldn't let me either delete the drive by dragging it to
the trashbox *or* clicking on the drive & using the format command. So I
foolishly saved the desktop at this point, thinking that I could fix it
upon cold bootup. Now when I boot up, I get 11 bombs across the screen.
Unfortunately, I saved the desktop info to drive C, and am now seemingly
unable to change it. What can I do to change the bootup problem? I
assume that it my desktop info that is causing the problem, but I am not
entirely sure. If anyone has any hints, please mail me.

Thanks very much in advance!

Jeff

107. Midi FTP Site..

Newsgroup: comp.sys.atari.st
Date: 1994-07-03 06:38:21 UTC
From: jamal@bronze.lcs.mit.edu
Message-ID: <2v5mct$si6@bronze.lcs.mit.edu>
Source record: 184254
Cross-posted to: comp.sys.amiga.audio,comp.sys.ibm.pc.soundcard.music,comp.sys.ibm.pc.soundcard.tech,comp.sys.mac.programmer,comp.sys.mac.misc,comp.sys.atari.st,comp.sys.atari.st.tech

To: user of Mac, IBM, Amiga & Atari-ST

Hi.. I setup a site with lots of Mid-related goodies, including
the General-Midi Instrument set (all 3 MB in Amiga IFF format)
at: ftp.std.com /pub/jah

- JH

108. Re: GIF's

Newsgroup: comp.sys.atari.st
Date: 1994-07-03 07:17:55 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2v5on3$ka6@golem.wcc.govt.nz>
Source record: 184256

```
] There's a little bug in PhotoChrome 4.0. With a small patch (replace the
] long-integer '$00020010' by '$00010010' with a monitor like ST-Tools)
] PhotoChrome will recognize a MSTE and run at full speed!

I found this in 4 locations in the program. Should all be changed?
```

109. Re: help! Shareware fees

Newsgroup: comp.sys.atari.st
Date: 1994-07-03 07:45:54 UTC
From: Charles Hirlimann <ch@valholl.u-strasbg.fr>
Message-ID: <2v5qbi$ft2@thot.u-strasbg.fr>
Source record: 184255

To pay the 5 pounbs from outside England,
you can go to your local post office and
ask about International Money Order ,
then fill it up pay [more than the value of
5 Pounds] and Dave will get the money and
wont loose any.
Ludovic (France).

110. Re: Morpher

Newsgroup: comp.sys.atari.st
Date: 1994-07-03 09:15:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <2e168fd5@kockens.ct.se>
Source record: 184278

In a strange ;-) little msg Steve Wells wrote:

SW> From: wells_s@ix.wcc.govt.nz (Steve Wells)
SW>
SW> Has anyone managed to get this demo of Lexicors 24-bit morphing package
SW> to work? No matter how I try to get it working on this TOS 1.06,
SW> STE (with 2meg), it just bombs before it even initialises!
SW>
Hmmm.. Isn't that a Falcon ONLY package..?? I think so.

Grtz from Sweden:

```
_____________________________________________________________________
/______ | \
|( ST ) jesper.kock@kockens.ct.se | "Old women should not |
| |____| | seek to be perfumed" |
|< oo > Wizzard on -*-Kockens BBS-*-| |
| |\__/| | - Archilochus |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

111. ICD Pro UTILS....

Newsgroup: comp.sys.atari.st
Date: 1994-07-03 09:32:38 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2v60jm$kum@golem.wcc.govt.nz>
Source record: 184257
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well here is info about ICD's Pro utils..

NOTE: This could be out of date, ICD does not support there
customers on GEnie these days to well...

***** P R E S S R E L E A S E *****

Rockford, Illinois, June 23, 1993 -- ICD, Incorporated, a leading designer
and manufacturer of Atari hardware enhancements, today announced a new
standard for the Atari ST, TT, and Falcon computers.

ICD SCSI Pro Utilities(TM) was designed to provide all Atari owners a choice
of SCSI and IDE peripherals with the hard disk performance and dependability
that they can expect from ICD, the leader in Atari host adapters on the
Atari ST.

ICD SCSI Pro Utilities is a complete software tool kit designed for anyone
who owns a hard drive on an Atari computer. This unprotected package
consists of the ICD hard drive software that was previously available only
in a protected form, a new comprehensive version of Cleanup ST, as well as
other powerful new utilities. The software is supplied in a packed format
on two double-sided diskettes along with a 75 page manual.

The core of ICD SCSI Pro Utilities is the famous ICD Hard Drive Software.
ICDBOOT.PRG is a fully configurable, high performance hard disk driver.
It includes read and write-back caching with variable buffer and block sizes,
write-back delays, user selectable boot partitions, the ability to skip SCSI
IDs or partitions at boot time, smart removable media support, Floptical
support, along with many other useful options. By integrating the con-
figurable cache directly into the driver, ICD has enjoyed an amazing speed
advantage over other hard drive packages and add on cache programs.

HDUTIL is the utility program which allows the user to select the boot
partition, to zero or wipe a partition if desired, and to map out bad
sectors. HDUTIL is also the main configuration utility which easily and
logically allows the user to set the many options in ICDBOOT, the hard disk
driver.

ICDFMT is the preparation utility which is used to set up a new hard drive
or to change the existing partitions on a used hard drive. It also allows
the naming of partitions and editing of partition information. DESKTOP.PRG
allows the swapping of partitions with drive letters.

SCSI.PRG is an advanced command tester and sector editor for SCSI and IDE
devices. This powerful software offers the tools to troubleshoot SCSI and
IDE device problems, to read, edit, and write sectors directly to disk, and

to perform any other function using the SCSI command set. SCSI.PRG includes comprehensive on-line help and the option to save and load command strings for later use. The strength of this utility is that all operations are done directly to disk without the installed hard disk driver.

Cleanup, which was once sold as a separate program, will analyze a diskette, hard drive partition, or ramdisk, to determine if it has been damaged and if so how to correct it. Cleanup will detect and correct a wide variety of problems in the File Allocation Table (FAT) and in the directories. Cleanup will search a disk for bad sectors and optionally use multiple checks on each sector to find intermittently bad sectors. You simply can't buy a better safety net for your data than Cleanup. Using Cleanup is like wearing a seat belt. Once you start using it, you will feel unsafe without it.

ICD SCSI Pro Utilities also includes an ingenious CD-ROM driver for ICD Advantage/AdSCSI/Link SCSI host adapters and SCSI-2 CD-ROM drives. This driver is MinT/MultiTOS compatible, and a copy of MinT is included on the disk.

The suggested US retail price for ICD SCSI Pro Utilities is $49.95. It is available directly from ICD or from better Atari dealers everywhere.

For further information, contact ICD Press Relations in the United States by phone at (815) 968-2228 extension 222 or by fax at (815) 968-6888.

ICD SCSI Pro Utilities and The Link are trademarks of ICD, Incorporated. Other trademarks are those of their respective holders.
~5
Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

112. ICD's CleanUp

Newsgroup: comp.sys.atari.st
Date: 1994-07-03 09:47:03 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2v61en$l33@golem.wcc.govt.nz>
Source record: 184258
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

From the info that is in the ICD Pro , it looks like that CleanUp is no longer sold, its now part of the ICD Pro Utils...

I did ask them the other day and the same comment came back, buy the Pro Utils....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

113. Re: help! Starball locks up

Newsgroup: comp.sys.atari.st
Date: 1994-07-03 09:52:28 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2v61os$l33@golem.wcc.govt.nz>
Source record: 184259

In article <1994Jul1.082117.9619@htsa.aha.nl>, robertde@htsa.aha.nl (Robert Demming) writes:
>In article <2uqgpm$sju@golem.wcc.govt.nz>,
>Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:
>>In article <Cs24tJ.8Mx@freenet.carleton.ca>, ai066@FreeNet.Carleton.CA (Mark Montreuil) writes:
>>
>
>I had 4 bombs while loading but after placing it in an auto folder all
>works fine.

IT DOES NOT RUN IN a AUTO FOLDER, its a TOS program....

It runs ok from a Hard Drive and a floppy, please check what you are doing,
remove all TSR's and ACC First....

>Robert Demming. (robertde@htsa.aha.nl)

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

114. Re: Morpher

Newsgroup: comp.sys.atari.st
Date: 1994-07-03 11:35:17 UTC
From: alien@clinet.fi
Message-ID: <alien.773235218@clinet.fi>
Source record: 184260

wells_s@ix.wcc.govt.nz (Steve Wells) writes:

>Has anyone managed to get this demo of Lexicors 24-bit morphing package
>to work? No matter how I try to get it working on this TOS 1.06,
>STE (with 2meg), it just bombs before it even initialises!

I quess it works only with 68881/2, not without. Works very fine with
my TT and Falcon.

alien
- I don't advise and I don't criticise. I just know what I like
with my own eyes

115. Avoiding PCs and Macs (Was: Re: UK: hard drive recommendations?)

Newsgroup: comp.sys.atari.st
Date: 1994-07-03 14:56:49 UTC
From: r.evans@ic.ac.uk
Message-ID: <R.EVANS.94Jul3155649@afs1.ic.ac.uk>
Source record: 184261

[Subject line changed.]

In article <H.eg.s7lmYpJmrNk@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
> I don't know; they certainly sound more interesting than PCs or Macs.
> It's a pity that they don't run something standard like UNIX and that
> people are making such a big deal about being able to drop a '486 card
> into it... ick.

[Please, I don't want to start a flamewar over different machines, I'm just
trying to relay my impressions of the Risc PC.]

The Risc PC is definately worth looking at. I'm considering junking my
'87 ST for something with a bit more welly, but at the same time trying
to avoid PCs and Macs like the plague (No sir, I don't like 'em). I'd
dearly love to buy a Falcon, but I just don't see Atari supporting it at
the moment, and there seems little chance of future enhancements of the
hardware except for DIY kits.

There is an active group porting NetBSD to the Archimedes (my colleague
is at a meeting of the UK contributors this afternoon, in fact), but it
is still a fair way off. Many of the device drivers are yet to be written.

After going to a Risc PC demo on Wednesday, I think I'm sold. It really
is quite a phenomenal machine, even under RiscOS (the native OS). Get
someone to show you a good Replay file and compare it with a hot PC doing
MPEG decoding. The thought of being able to run UNIX on it aswell leads me
to think of it as near I can currently get to the perfect home computer.

> Does anyone have any SPECint '92/SPECfp '92 for the Acorn RiscPC?

Acorn doesn't subscribe to SPEC. I've heard that there are some unofficial
results, but I don't know what they are. If you want loads of fp power,
then you won't be too impressed with the ARM600. The ARM700 however, which
will be available as a simple plug-in card early next year should be
something to watch for.

> Linux for the PowerMac should prove interesting; I wonder how hellish
> it'd be to use X with a one-button mouse though...

Isn't this illegal in some states of the US? :-)

Rob

--
Robert Evans r.evans@ic.ac.uk Analyst/Programmer
Centre for Computing Services, Imperial College of Science, Technology and
Medicine, Exhibition Road, London. SW7 2BX. UK.

Telephone: +44 71 594 6943

116. Inshape trouble

Newsgroup: comp.sys.atari.st
Date: 1994-07-03 16:06:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <2e16f062@kockens.ct.se>
Source record: 184279

Help!!!

How the Heck do i set the lightsources in Inshape!!

I cant get them to appear on the screen..

Grtz from Sweden:

```
_____________________________________________________________________
/______ | \
|( ST ) jesper.kock@kockens.ct.se | "Old women should not |
| |____| | seek to be perfumed" |
|< oo > Wizard on -*-Kockens BBS-*- | |
| |\__/| | - Archilochus |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

117. Status of the JANUS emualtor...

Newsgroup: comp.sys.atari.st
Date: 1994-07-03 16:17:23 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <ZE-SZiz.ari2550@delphi.com>
Source record: 184262

I recently sold my Falcon and bought a cheap, but usuable PC clone.
As my system is only a 386DX-40 (though still plenty fast under DOS), I
realize that the GEMulator ST emulator would be a waste of my time and money.

However, I remember hearing about the JANUS ST emulator hardware card for PCs.
As it is hardware based, it should run at normal (full) ST speed or better.

What I want to know is this:

Is it finally available? Is it available in the US? How much does it cost?
What are the performance specs? What are the exact system requirement?

I'd appreciate this info as I'm interested in selling my STe yet retaining
the massive collection of ST software I've amassed over the last 7 1/2 years.

Thanks,

Ari

118. Re: zip and lzh

Newsgroup: comp.sys.atari.st
Date: 1994-07-03 18:44:04 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2v70tk$4v1@mother.usf.edu>
Source record: 184264

Clifton Mothershed (c.mother@tbag.tscs.com) wrote:
: Hello Tim, There is a bug in ST-Zip 2.5 that wont let you extract the first
: file of the archive if you highlight it. The best thing you can do is get
: ST-Zip 2.6 which I have. If you want to call me voice and get it then fine. Or
: you can get it from any Online service, FTP it or the Local BBS's.

: Clifton Mothershed!

Thanks... and I'll get you the other files you wanted too when I get a chance
to call.

119. Re: Calamus SL

Newsgroup: comp.sys.atari.st
Date: 1994-07-03 18:53:46 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2v71fq$4v1@mother.usf.edu>
Source record: 184265

David Stevenson (djs@jet.uk) wrote:
: In <2us8st$149@infa.central.susx.ac.uk> kaps3@central.susx.ac.uk (Steven Constantine) writes:

: >Anyone know how good the PS/EPS import/export is, and what modules are
: >available for such operations.
: There is absolutely NO support for PS or EPS import or export in
: Calamus SL. By paying extra for the Bridge Module ($150 in the US, don't
: know the UK price), you can get PS output. It still does not seem to get
: full PostScript support (eg still no support for Type 1 fonts).

Yes, but as we've said COUNTLESS times, working from our EXPERIENCE with the program, we do not NEED Postscript. Calamus is faster without it, and produces beautiful (if not superior) results. It also does not need Type 1 fonts because Calamus fonts are of top quality and they render FASTER.

120. Re: StarBall

Newsgroup: comp.sys.atari.st
Date: 1994-07-03 19:20:38 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2v7326$o4e@scapa.cs.ualberta.ca>
Source record: 184266

ce830@cleveland.Freenet.Edu (Ron Field) writes:

>After the grandkids left yesterday, my wife started playing Starball
>since it was still up on the Falcon and got a high score of
>61,362,800!

WHAT?!?!? My highest is only about 16730000! Hmmm... she must've
had the bonus multiplier all the way up to 9 times!

>We made a disk for the kids to take home and it wouldn't work on
>a 1040 with TOS 1 until we unhooked the hard drive. So maybe
>that will help some other people out there who haven't been able
>to make it work.
>It sure is a great game. Very addictive.

I'll vouch for that.

>--
>Ron Field
--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

121. Re: Public Domain GDOS ???

Newsgroup: comp.sys.atari.st
Date: 1994-07-03 19:33:59 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <2v73r7INN2ocb@sat.ipp-garching.mpg.de>
Source record: 184267
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Anupam Razdan (raz@MCS.COM) wrote:
: First of all, what *exactly* is GDOS ? Is it simply a scaleable font
: manager ala Adobe Type Manager ? Is there a public domain version
: available?

While many people have pointed out the availability of NVDI and other
commercial GDOS replacements, I would like to mention AMCGDOS which
is available from atari.archive for free.

It does not speed things up, but it runs quite reliable.

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */
```

122. Re: help! Starball locks up

Newsgroup: comp.sys.atari.st
Date: 1994-07-03 20:23:51 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2v76on$q6m@golem.wcc.govt.nz>
Source record: 184272

IT DOES NOT RUN IN a AUTO FOLDER, its a TOS program....
---<

Come again!? Just rename virtually any TOS program to PRG and stick it
in the AUTO folder, and it'll work.... Very similar effect to running
it from GEM with the TOS extender, it just kicks out the GUI!

On a 1meg machine, you will most likely have to run it from floppy,
possibly by sticking all files except the executable into the root directory
and renaming the STARBALL.TOS file to STARBALL.PRG and sticking it in the
AUTO folder.

Then boot from a clean system. If it still gives problems, bypass the
music player routine (Hold down alternate or something - read the
imbedded doc's!!)

If this doesn't work - it's a problem with the program, or the ROM's!

123. Re: Desktop colours

Newsgroup: comp.sys.atari.st
Date: 1994-07-03 20:59:19 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2v78r7$mr6@darkstar.UCSC.EDU>
Source record: 184271
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In <H.eg.RveWi4gFE6Y@semprini.waterloo-rdp.on.ca> cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>I keep GEM hidden in programs behind the old Mupfel 1.21, or behind bash
>1.1.35 when running MiNT.

Well, that's one way to do it. I happen to like GEM. I still remember the PC Guru who came over (he'd never seen GEM) and when I turned on my Falcon to do something, the first thing he said as I was using it was "I like this GUI a lot." He liked the way it looked and the way it worked. :)

~Chris

p.s. it was standard Falcon TOS 4.02 at 800 x 600
>--
>------------------==------------------
> cherborth@semprini.waterloo-rdp.on.ca
> Chris Herborth

124. Re: NVDI

Newsgroup: comp.sys.atari.st
Date: 1994-07-03 22:42:47 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Jul3.224247.25679@abo.fi>
Source record: 184276

In <2v23s7$5gp@ionews.io.org> erichall@io.org writes:

> To say I'm not impressed is an understatement! After all the posts I read
> claiming NVDI to be the next best thing to a hard drive I simply had to
> have it. Well..... the results of GEMBENCH are included below and they
> don't lie (do they Ofir :-). I ran the tests only after a couple of weeks
> of not noticing any difference at all in any screen displays in any
> application whatsoever.
>
> So, where have I gone wrong? Obviously, this is one fine product by the
> testimony of all other NVDI owners I've seen posted, so it can't be the
> software, but it sure doesn't seem to want to work for me! Any ideas? Will
> someone please tell me what an idiot I am and explain what I've overlooked.

> GEMBENCH Stats WITHOUT NVDI WITH NVDI 2.50 present
> == ======================
> GEM Dialog Box: 4.955 92% 5.185 88%
> VDI Text: 5.340 93% 5.355 93%
> VDI Text Effects: 10.540 116% 10.565 116%
> VDI Small Text: 6.070 90% 6.090 90%
> VDI Graphics: 10.500 135% 10.530 135%
> GEM Window: 1.560 84% 1.620 81%
> Integer Division: 8.925 99% 8.935 99%
> Float Math: 6.055 99% 6.055 99%
> RAM Access: 3.185 98% 3.185 98%
> ROM Access: 3.175 99% 3.185 98%
> Blitting: 1.350 128% 1.370 127%
> VDI Scroll: 4.205 95% 4.215 94%
> Justified Text: 5.115 95% 5.145 94%
> VDI Enquire: 1.775 93% 1.875 88%
> == ================
> Average: 101% 100%
> Graphics: 102% 100%
> CPU: 98% 98%
>

VEEEERY strange..! In my old, accelerated Mega 2 with TOS 1.4, NVDI 2.12 made a huge improvement.. Something from another planet compared to your results. For example, most text functions accelerated something between 2 and over 10 times - as did most other things, too.. In my current Falcon, NVDI 2.5 doesn't have quite the same effect - but it is very good, anyhow.

So, there's something very seriously wrong with something: your NVDI doesn't work at all, it seems (seen from those numbers..). You should see _at least_ a general acceleration of about 300%, if not much more.

For some comparison: I measured my NVDI with GemBench 3.4 while writing this with STalker (in multitasking, under Geneva..) ;-) ! So, it looks like this:

Falcon-030, 16 MHz, Blitter on, caches on
TOS 4.04 with Geneva, NVDI 2.50 and Speedo-GDOS 4.2 active
Multitasking with STalker active
Screen-mode: 800x608x16 (Blow-Up active)

GEM dialog box: 319%
VDI text: 708% (!)
VDI text effects: 501%
VDI small text: 426%
VDI graphics: 293%
...
VDI scroll: 196%
etc.

And generally:
Display: 282% (slowed down a lot by multitasking!)

Considering that NVDI doesn't speed things up in Falcon nearly as much as it does in ST (version 2.12 is faster, btw in ST than 2.50!) - those results speak for themselves, I think. Great program (and GemBench is great, as well =-) ! And Geneva is great, too - but there are some nasty bugs (especially the one preventing Falcon-owners from using TOS and TTP-programs... =-(Or maybe it doesn't happen in all Falcon TOS-versions, I don't know..

NVDI isn't very easy to install correctly. Especially, if it doesn't find its screen drivers (should be usually in the same folder as GDOS or Speedo drivers..), the new 2.50 version _does_ load - but doesn't do anything! The older versions cursed out loud in that same situation, not allowing one to start NVDI with false configuration. Is should, too, locate in AUTO folder before Speedo-GDOS or GDOS.

By the way: does anyone know what NVDIFIX program does - and how it should be used..? It should fix something in NVDI 2.50.

125. Re: anyone know about Script V3 ??

Newsgroup: comp.sys.atari.st
Date: 1994-07-03 23:46:45 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2v7il5$rpu@golem.wcc.govt.nz>
Source record: 184277

In article <2v30rg$cdq@cougar.multiline.com.au>, davecook@cougar.multiline.com.au (Dave Cook) writes:
>A friend was wondering whether any upgrades were available for
>Script to take it to version 3. He said that the orginal
>company is no longer trading, but heard about the upgrade
>availability.

Well yes there is, as long as its not English, it looks like English
is a now a defunct Language..

I have German a French Demo versions of 3.5, to me this is
the Best W.P. For the Atari, there are no better...

>
>Thanks
>
>
>Dave Cook (davecook@cougar.multiline.com.au)
>

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

126. Interface or ACS?

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 01:07:17 UTC
From: h54118@sakura.kudpc.kyoto-u.ac.jp
Message-ID: <h54118.773284037@sakura>
Source record: 184280

Dear everybody,

I used to do a lot of GEM programming several years ago and
remember that it was rather tedious...

Now I'd like to use GEM again and I've heard about INterface
and ACS(Pro).

What's the difference, which is better?

Many tnx in advance,

Christian

127. STe 15-pin ports

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 01:47:09 UTC
From: jchappel@charon.engga.uwo.ca
Message-ID: <a6swoc1w165w@charon.engga.uwo.ca>
Source record: 184274

Can anyone tell me what computer addresses to access in order to read from the 15-pin ports on the STe? I have built an adapter so that my Touch Tablet (from the 8-bit atari) is connected to port A, but I can't read the information. Ideas???

Thanks very much. -Jerry-

128. Dungeon Master hints

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 01:48:28 UTC
From: jchappel@charon.engga.uwo.ca
Message-ID: <H8swoc2w165w@charon.engga.uwo.ca>
Source record: 184275

I used to have a list of some of the spells that were possible within Dungeon Master (the original). Since I seem to have lost this list in floppydisk limbo, can anyone send me a copy, or better yet, post here with such spells or other hints. Thanks a lot.

-Jerry-

129. Falcon IDE questions

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 01:58:50 UTC
From: azog@world.std.com
Message-ID: <CsE862.HHG@world.std.com>
Source record: 184281

Ok, I finally got info regarding 2.5" and 3.5" IDE drives:

3.5": 40 pins, data
2.5": 40 pins, data; 4 pins, power

Now, I opened my Falcon in hopes of plugging in the Maxtor 7345 that I have laying about, but noticed a few things of interest.

First, I cannot simply plug in the cables, because the 2.5" uses a higher-density pin configuration than the 3.5" (ie: the pins are smaller and closer together). I just tried for the hellofit to plug them in, but they just dont fit. I will have to contact the cable makers that my company uses to see if I can get some sort of converter. They built me a special SCSI cable previously (using a 50-pin high-density D connector to a 50 pin flat berg connector), so hopefuly theyll be able to help me out.

Also, the existing 2.5" drive has what looks like 48 pins, as the last four on the connector are not being used, the cable simply leaves them open. Whats with these extras? They cant be the power pins, cause I am getting power to the drive!

--
Billy D'Augustine azog@world.std.com

unjustifiable existance

130. Re: Morpher

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 02:12:14 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Jul3.231214.25390@dal1>
Source record: 184282

In article <2v385h$akh@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz (Steve Wells) writes:
I have a MSTE w/4Meg 2.06 and she bombs hard on mine, so I
decided to read the docs.....<grin> and see only ST/TT/Falcon
listed, so I gave it to a buddy of mine with a 1040STF 1Meg
Tos 1.0 and his bombs! What's the deal indeed???
> Has anyone managed to get this demo of Lexicors 24-bit morphing package
> to work? No matter how I try to get it working on this TOS 1.06,
> STE (with 2meg), it just bombs before it even initialises!
>
> ~$100 is pretty steep for this type of program, especially as there are
> PD/SW programs for the PC that do the same thing for nothing!

131. Re: Morpher

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 02:25:32 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2v7rus$oum@darkstar.UCSC.EDU>
Source record: 184283

The problem is this: The version uploaded was mistakenly the FPU only version! SO, it will only work if you have a TT or 68882 equipped Falcon. This has been posted before, I know, but we keep getting new problem messages... sigh.

~Chris

132. STacy and STuff for sale

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 03:04:00 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2v7u70$58t@charm.magnus.acs.ohio-state.edu>
Source record: 184284
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Atari STacy laptop computer $ make an offer $
4 Meg memory (SIMMs)
130 Meg Maxtor HD
16 MHz AdSpeed ST
Switchable Mega ST
external keyboard
hookup
DragonWare batteries
Padded carry case

Atari Mega STe external $100.00
keyboard

Atari PS3000 monitor $200.00
12" color
Built in DS/DD floppy
Only ~1000 built

ZOOM VFX V.32bis modem $75.00
External
14.4k baud data/fax
RS232-C cable

Software:
Word Writer ST $5.00
Black Lamp $5.00
Vindicators $5.00
GFA BASIC 3.5E $35.00

All prices are, of course, negotiable.

Prices do NOT include shipping (U.S. only, please).

jpoling@magnus.acs.ohio-state.edu

or

(614) 262-2396
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *
```

133. Re: ICD's CleanUp

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 03:26:41 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2v7vhh$iem@mailer.fsu.edu>
Source record: 184285
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:
> From the info that is in the ICD Pro , it looks like that CleanUp is no longer
> sold, its now part of the ICD Pro Utils...
>
> I did ask them the other day and the same comment came back, buy
> the Pro Utils....

Strange. I had no problems updating mine, so I guess if one finds a used
copy the latest version can be obtained with an update. Toad and other
mail order companies still advertise it. I got mine updated just a few weeks
ago, and it is version 5.08. This version requires 6.5.x of the ICD software
(it comes with icdboot.prg).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

134. Re: Dungeon Master hints

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 03:28:12 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2v7vkc$iem@mailer.fsu.edu>
Source record: 184286

Jerry L. Chappell (jchappel@charon.engga.uwo.ca) wrote:
> I used to have a list of some of the spells that were possible within
> Dungeon Master (the original). Since I seem to have lost this list in
> floppydisk limbo, can anyone send me a copy, or better yet, post here
> with such spells or other hints. Thanks a lot.

I'm pretty sure I put a file on atari.archive.umich.edu that contains
maps for every level in DM, plus a complete spell chart. If you can't find
it, let me know and I'll put it on.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

135. Re: Atari Falcon SCSI connections

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 04:12:07 UTC
From: johnh82600@aol.com
Message-ID: <2v826n$2lg@search01.news.aol.com>
Source record: 184287

In article <CsBro1.xM@pacifier.rain.com>, michaelk@pacifier.rain.com (Michael Kelsey) writes:

SCSI 1 uses 'active' termination in the sense that you need to supply power to the termination resistors.

136. Re: UK: hard drive recommendations?

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 05:30:26 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <hW8wBSy.lmcclure@delphi.com>
Source record: 184288

In a message dated 7-1-94, Chris Herborth said:

"Linux for the PowerMac should prove interesting; I wonder
how hellish it'd be to use X with a one-button mouse
though..."

Believe it or not, I saw a 3-button mouse for the Mac in advertised
in a recent Mac mag. Of course, you would need the proper driver
to recognize the other two buttons as I expect the included software
only works with the native OS.

137. Re: 11 Bombs SCSI boot

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 05:31:09 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <h28SZm1.lmcclure@delphi.com>
Source record: 184289

In a message dated 7-3-94, Jeffrey Blair said:

"The software suggested up to drive M, but that only came
out to 344Mg, and so I tried adding an 'N' partition. The
TOS didn't accept it..."

First, you need to boot with the ICD software on floppy to access your hard drive's "C" partition and rewrite the info there. You can do this either by using a program that installs a "bypass hard drive" sector on the floppy, or by using ICD's hotkeys for skipping the hard drive boot. If the HD is external, you can also usually get away with turning on your HD after you have booted the ICD software from floppy.

That past, the ICD software has a limit of 12 partitions that it can handle on the desktop at one time. Therefore, it would seem "N" should have been allowed, so I am not certain what caused the problem in the first place, unless I can't count. <grin>

You could stop at "M" by either to use their desktop program to switch the remaining partition with another when you want to access it, or making one of the partitions larger, even if it requires going from a GEM to BGM partion in order to do so.

138. Re: Dorfman Report..

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 05:46:41 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2v87o1$26k@golem.wcc.govt.nz>
Source record: 184292

] You could of give me credit for writing the above.

The only thing you get credit for is quoting far too much un-needed
information and wasting everyones money!

139. Re: Atari Financial Report

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 06:23:20 UTC
From: abarbiero@delphi.com
Message-ID: <hYySpkw.abarbiero@delphi.com>
Source record: 184291

Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> writes:

>
>OS/2 users expect better too; people who bought the new Word Perfect for
>OS/2 were _returning_ it, that's how bad it was. It was faster to use
>the incredibly buggy MS Word 6 via the Windoze support than to use the
>native OS/2 WP6.
>

I find that Atari users tend to be more discriminating (as well as
really cheap, like myself :-) about software. OS/2 is nice, but]
like ALL PC stuff, MS and WP, Windows and OS/2 are HUGE and only
getting bigger. I dont know if this has anything to do with the
increasing bugginess of software, but I DO know that they are getting
more complicated and more complex.

Computers are no longer the hobbyists' toy, or even the term home
computer is no more applicable. I think the Minicomputer people have
taken over the microcomputer and are visiting their vengance upon it.
Not to slight anyone who uses bigger computers, heck I used to play
nursemaid to a PDP-11, but each time I put a PC computer together
I feel a little bit of me going away.

If only there was still a viable market for real Home computers,
stuff that a guy like me could afford, and ENJOY messing around with.

Andreas@AEO

140. What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 07:56:45 UTC
From: julian@loose.apana.org.au
Message-ID: <2v8fbt$njb@werple.apana.org.au>
Source record: 184293

What is the best comms program to use on the Atari for Internet?
I'm using FreezeDriedTerminal 2.20 and I think it's great except for loosing info in the scrollback. I hope this will be fixed in the new version thats supposed to be coming out soon.
I've used Flash 2 and I don't like it much. What do all you experts recommend? What do you use? Thanks....Julian.
julian@loose.apana.org.au

141. *** FOR SALE : ATARI MEGA ST ***

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 08:19:48 UTC
From: jcmonier@saclay.cea.fr
Message-ID: <2v8gn4$ree@anemone.saclay.cea.fr>
Source record: 184294
Cross-posted to: comp.sys.atari.st,rec.music.makers.marketplace,rec.music.makers.synth

```
FOR SALE :

ATARI MEGA ST 2 Mo
ATARI MEGAFILE 44 (removable HD unit 44 Mo)
ATARI SM124 monochrome monitor

Steinberg Cubase
Steinberg SynthWorks D (for D10/D20/D110 & MT32 Roland)
Band in a Box
..... many others (like C/C++ language, aladdin, SatTracker ...)

I want to sale the wall package

***** MAKE OFFER PLEASE *****

---

___ _____
.'/,-Y" "~-.
l.Y ^. DON'T USE DRUGS BUT... USE CONDOMS :-)
/\ _\_
i ___/" "\
| /" "\ o !
l ] o !__./ MONIER Jean-Christophe
\ _ _ \.___./ "~\ E-Mail : jcmonier@muguet.saclay.cea.fr
X \/ \ ___./ MS-Mail: monier@ulysse.cea.fr
( \ ___. _..--~~" ~`-.
` Z,-- / \ ATHESA France
\__. ( / ______) Agence C.E.A. - Defense
\ l /------~~" / BP 28
Y \ / 91192 GIF SUR YVETTE
| "x______.^ Fax : (1) 69.08.87.55
| \ Tel : (1) 69.08.56.41
j Y
```

142. Re: help! Starball locks up

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 08:30:13 UTC
From: oldcornd@cs.man.ac.uk
Message-ID: <2v8hal$vi@m1.cs.man.ac.uk>
Source record: 184155

On most machines Starball runs fine from Floppy, harddrive, AUTO folder, probably from Mars for all I know but on certain machines... 1040ST's with TOS 1.2 or 1.63, and Mega STe's, anything with TOS 2 it WON'T run from the harddrive, and on some it will only run from an AUTO folder. Exactly why this is I'm not sure yet, but you can bet your socks I'm looking for it.

Dave
V11 Software

143. Re: GEM Window aspect

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 09:05:29 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2v8jcp$t0v@percy.cs.bham.ac.uk>
Source record: 184295

hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:
>What is WINX 2.2 and GEMRAM for??

```
WINX is a large set of patches and fixes for the AES. It does things
like:
-Optimise redraws
-Allow window component colours to be changed on pre TOS 2 machines
-Allow real-time scrollbars on windows (ie like XControl sliders)
-Fix various bugs
-etc
-etc

GEMRAM loads the AES into RAM so that WINX can patch it.

WINX is extremely useful, it is a shame that it doesn't work with the
MTOS AES (which is in dire need of the redraw optimisation) even
though the MTOS AES is already RAM-based.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix
```

144. Re: GFA Basic on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 09:14:17 UTC
From: schauvea@irisa.fr
Message-ID: <2v8jt9$k5p@irisa.irisa.fr>
Source record: 184152

In article 51v@vishnu.jussieu.fr, bourlon@gla.ecoledoc.ibp.fr (Marc BOURLON) writes:
> The GFA-editor itself only runs in ST resolutions - eventhough someone
> has coded a patch allowing it to be run from any Falcon rez, but I don't remember where
> to find this patch - , but your GFA program may and can use any of the Falcon rez.

I have coded this patch. I'll post it on comp.binaries.atari.st

145. Re: SpeedoGDOS v5.0 Announcement

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 10:28:31 UTC
From: djs@jet.uk
Message-ID: <1994Jul4.102831.13520@jet.uk>
Source record: 184296

In <2v25f3$lib@mother.usf.edu> millert@grad.csee.usf.edu (Timothy Miller) writes:

>It is my understanding that hints are just to make repairs to slight
>imperfections in the way the characters turn out at very low resolutions (like
>on the screen)....
Yes, and on low resolution printers.

>...And what exactly to hints specify? Extra bezier curves?
>Individual points? Bitmaps?
For details you can consult the Adobe Type 1 reference (the black book). But,
simply, the hints say things like 'this is a vertical stem and so it this'.
The renderer uses this info to ensure that rounding does not make one stem
a pixel wider/narrower than the other. This can make a difference even at
300 dpi.

Perhaps there's more info in the comp.postscript faq?
--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

146. Re: SpeedoGDOS v5.0 Announcement

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 10:32:58 UTC
From: djs@jet.uk
Message-ID: <1994Jul4.103258.13629@jet.uk>
Source record: 184297

In <2v2629$lib@mother.usf.edu> millert@grad.csee.usf.edu (Timothy Miller) writes:

>...
>We did have problems outputting to an HP deskjet 500C, but then again I've
>never seen ANYTHING look good coming out of a 500C. At 300DPI, the line
>screen is HUGE,...
Agreed. That's why I said some time ago that Calamus and PageStream can't
drive a 500c or 550c properly, and you claimed that output was good, then!
As I said before, I get *much* better output on the 550C using a GhostScript
driver which does colour Floyd-Steinberg dithering. If Calamus could give
me that without going via PostScript, I would be glad to ditch PageStream.
I have not had much success trying to improve the default line screen for
Calamus to the 550C.

--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

147. Re: Falcon Warrantee Fix

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 10:35:20 UTC
From: djs@jet.uk
Message-ID: <1994Jul4.103520.13725@jet.uk>
Source record: 184154

In <2v24m3$lib@mother.usf.edu> millert@grad.csee.usf.edu (Timothy Miller) writes:

>What's this about a Falcon warrantee fix for timing problems? How do I get it
>done?
>...
>Time to buy Diamond Back 3, eh?
Version 3.10 of Diamond Back 3 (patch from 3.0x available on atari.archive)
works around this timer problem. My SCSI tape now works fine (like it
did before with Gemar and TapeBIOS).

--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

148. VMEM with English Docs?

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 10:37:19 UTC
From: gio@wcl-rs.bham.ac.uk
Message-ID: <2v8oov$1sd@sun4.bham.ac.uk>
Source record: 184299

A couple of people mentioned VMEM11 in response to a thread re: virtual memory.

From what has been said about it, it looks as if it's ideal for one of my pet projects (high precision calculations, e, pi, that sort of thing).

Unfortunately the docs are in German, so I was wondering if there was any English documentation out there as my German is next to non-existant nowadays.

Be seeing you,


```
/----o-------------------------\
| /~\|/~\ | Giovanni Ciampa |
| \O/\\O/ | gio@wcl.bham.ac.uk |
| / \ |--------------------|
| \_/ | I am but a figment |
| \___/ | of my own deranged |
| \_/ | imagination |
\---------+--------------------/
```

149. Falcon tower cases

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 10:49:34 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <2v8pfu$9oo@lyra.csx.cam.ac.uk>
Source record: 184298

Does anyone know of a Falcon tower case which will fit a full size HD into?
I have a scsi HD (148mm x 84mm x 250mm) which I would like to fit in a
case with the falcon so I can save some space. (As well as make it look a
bit more respectable :)).

I have asked System Solutions in the UK but there one is too small and
they don't know of any others.

Thanks for any help,
[E-mail pd@mole.bio.cam.ac.uk]

150. FOR SALE: Atari ST/TT Software & Magazines : REDUCED

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 11:00:09 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <2v8q3p$sel@canopus.cc.umanitoba.ca>
Source record: 184300
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
NOTE: All prices are suggested, feel free to make an offer, though I
will give first priority to those offering my asking prices.

=====================================================================
SOFTWARE
=====================================================================
Ancient Art of War in the Skies.$ 25.00 (xlent Microprose WWI strategy/sim)
Night Shift.....................$ 20.00 (cute fun Lucasfilm platform/action)
Hard Drivin.....................$ 12.00 (no docs)
Zork III........................$ 11.00
Firezone........................$ 10.00
Sherman M4......................$ 10.00
TV Sports Football..............$ 7.00

Michtron BBS....................$ 3.00 (classic bbs software, no box&docs)
DC Utilities v2.0d (latest).....$ 5.00 (no box)
DC Shower v1.0e (latest)........$ 5.00 (no box)

=====================================================================
BOOKS
=====================================================================
Atari ST Internals (Abacus) 455 pages...................$10
Atari ST Disk Drives Inside and Out (Abacus) 402 pages..$10
*** Both books for $15 + shipping !!!

=====================================================================
MAGAZINES
=====================================================================

The following magazines for $.50 each + shipping, or take ALL of them
for $5 + shipping!
::::::::::::::::::::::::::::::
Antic: 12/86, 7/88
ST Informer: 5/92, 6/92, 7/92
Analog: 9/89, 11/89
ST Log: 6/89
ST World: 9/89, 3/91
Compute's ST: 2/87 w/disk
Griffin Gazette: 12/88, 3/89 (Michtron softwares tips/hints newsletter)
ST Format: 12/90, 8/92 (UK) (disks may not be available)
Atari ST User: 12/90 (UK)
ST Action: 12/90 (UK) (disk may not be available)
ST World: quarter 4 1990 (UK)
::::::::::::::::::::::::::::::
```

STart:
winter 86, summer 88 (no disk for either)
10/88 (volume 3, #3) thru 5/91 (volume 5, #7, last issue)
the above series has disk w/each mag
*** An excellent resource for a beginner/novice! ***
--- 31 issues total, 29 disks.....$33+shipping

*** Take all magazines listed above for $35+shipping!

~~~~~~
All prices are suggested, feel free to make an offer, though I will
give first priority to those offering my asking prices. If you are
interested in any of the items, please reply via e-mail as soon as
possible. Questions are welcome. All prices are in US dollars.
Buyer pays shipping. Shipping costs are non-negotiable. Volume
discounts available.

--
<Trevor_Cordes@umanitoba.ca> @ University Of Manitoba, Canada
"Thank you for that great round of indifference" -- Bill Needle, SCTV
** FOR SALE: CDs, tapes, comics, software, misc stuff - Email for info **
$$
~~~~~~

151. Atari on www (revisited)

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 11:10:29 UTC
From: arendi@loke.enet.dec.com
Message-ID: <2v8qn5INNp5p@usenet.pa.dec.com>
Source record: 184151

Hi!
A while back someone posted some URL's related with ATARI.
Could that someone please post them again as i've lost them.

~J

152. Help! Hard Drive Problems

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 11:10:34 UTC
From: Mojo <mo@sna.co.umist.ac.uk>
Message-ID: <1994Jul4.111034.23480@nessie.mcc.ac.uk>
Source record: 184156

My system refuses to talk to my hard drive anymore! What happens is that when the hard drive is connected, my ST boots up but flashes the floppy drive light once (instead of the usual two times) and ends up at the desktop without any desktop icons (both drives and wastebasket). If I disconnect the hard drive from the ST, the system boots off the floppy just fine.

Have anyone got any theories? Reply by e-mail please. Thanks in advance.

Jakes Mo, mo@sna.co.umist.ac.uk

153. Re: Author of Winx

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 11:42:43 UTC
From: koehne@troja.informatik.uni-dortmund.de
Message-ID: <2v8sjj$18j@fbi-news.informatik.uni-dortmund.de>
Source record: 184153

In article <199406272017.a8248@pb2.maus.de>, Hendrik_Mylius@pb2.maus.de
(Hendrik Mylius) writes:

|> PK>If it is possible I will upload the programms to an ftp-site.
|>
|> Watch out!
|>
|> *All versions of WINX > 2.2 are not ment to be downloaded anywhere!*
|>
|> The 2.3x-versions still have beta-status.

Is the Version 2.2 already uploaded??

--

Gruss

...Patrick

Patrick Koehne
Irisweg 9
59439 Holzwickede
Germany

e-mail: Patrick_Koehne@un.maus.ruhr.de
koehne@troja.informatik.uni-dortmund.de

154. Calamus Font containing Greek Alphabet

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 12:21:06 UTC
From: tasmeran@ars.ath.forthnet.gr
Message-ID: <03934IVJXTDRQYIWRBO@ars.ath.forthnet.gr>
Source record: 184290

```
IM>I am looking for a font which contains the Greek alphabet for calamus. Can
IM>anyone direct me to a company or public domain software. I have a maths font
IM>but it does not contain the letters I am interested in.

IM>_____________________________________________________________
IM>Patrick A Mattis email :mattispa@sun.aston.ac.uk
IM>Dept of Mech & Electrical Eng voice : 021 359 3611 x 4314
IM>Aston University fax : 021 333 5809
IM>Birmingham
IM>B4 7ET
IM>ENGLAND

IM>'In the beginning was the Word ...' - St John 1:1
IM>_____________________________________________________________

You can call ICAMSoft Ltd, a greek company which is spesialised in
Calamus support. They dispose a set of over 300 latin/greek fonts
files (about 50 different typefaces) includeing and Ancient Greek
typeface. Also the have programmed an external accessory programm
that can spell ASCII, Wordplus & CTX (Calamus) files and create from
them new CTX files with hypenation inserted.
Address
ICAMSOFT Ltd
1 Notara & Stournari Str.
Athens 106 83
GREECE
Fax: 00-30-1-3629.473
Voice: 00-30-1-3629.473, 3640.055

---------------------------------------------------------------------------
Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services
---------------------------------------------------------------------------
```

155. More game software for Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 13:15:21 UTC
From: trek@intgp4.ih.att.com
Message-ID: <CsF3HM.4yy@nntpa.cb.att.com>
Source record: 184157

Hi all. I have now tried SimEarth, SimAnt, and SimLife and the mono versions all work on Spectre GCR under System 6.0.5. Great fun. Wayne

156. Re: MIME

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 13:39:27 UTC
From: mathew@mantis.co.uk
Message-ID: <2v93ef$hl1@sunforest.mantis.co.uk>
Source record: 184159

In article <jpetersCsC5ox.zI@netcom.com>,
John Peters <jpeters@netcom.com> wrote:
>Does anyone know of a version of MIME software for the ST?

No. Someone should port mpack (ftp.andrew.cmu.edu) to the ST, as I
keep seeing this question...

Come on, gang. Even the Amiga has a MIME encoder and decoder.

mathew
--
http://www.mantis.co.uk/~mathew/
Looking for: Bug-tracking systems for UNIX, DOS and Windows

157. Re: Siegfried Hartmann

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 13:53:35 UTC
From: alpldbia@w350zrz.zrz.tu-berlin.de
Message-ID: <2v948v$1u3@brachio.zrz.TU-Berlin.DE>
Source record: 184158
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>Hi can some one help me with Siegfried Hartmann as I wish to contact him
>via Maus-Net, and I don't remember how to do it....

>This is the COMA Author....

Siegfried_Hartmann@b.maus.de (if I remember correctly. Isn't this stated in the manual of CoMa?)

Andre

158. Re: Dungeon Master hints *SPOILER*

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 13:59:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2e18264a@p2.stacken.ct.se>
Source record: 184202

Hello, Jerry! On 04 Jul 94 you wrote:

JL> From: jchappel@charon.engga.uwo.ca (Jerry L. Chappell)
JL>
JL> I used to have a list of some of the spells that were possible
JL> within Dungeon Master (the original). Since I seem to have lost this
JL> list in floppydisk limbo, can anyone send me a copy, or better yet,
JL> post here with such spells or other hints. Thanks a lot.

Dungeon Master Spells
Spell name Symbols Produces Purpose
FUL X4 Light Magic torch
VI X2 Vi potion Give health, cure injuries
MON X1 Mon potion Give stamina
YA BRO X15 Ya potion Magic shield
VI BRO X25 Antiven potion Cure poison
ZO VEN X61 Ven potion Poisonous potion
OH VEN X31 Poison cloud
ZO X6 Open some doors
YA IR X14 Magic shield
DES EW X52 Kill spirits
FUL IR X44 Fireball
FUL BRO NETA X454 Fireshield
OH IR RA X345 Light
DES IR SAR X546 Darkness
YA BRO ROS X152 Magic footprints
FUL BRO KU X451 Ku potion Give strength
OH BRO ROS X352 Ros potion Give dexterity
YA BRO DANE X153 Dane potion Give wisdom
YA BRO NETA X154 Neta potion Give vitality
ZO BRO RA X655 Mana potion Increase mana
OH KATH RA X335 Lightning bolt
OH EW RA X325 See through walls
ZO KATH RA X635 Zokathra spell
OH EW SAR X326 Invisibility
DES VEN X51 Magic missile

X is any of the first six power symbols. The higher symbol you pick, the more powerful spell will be cast. You'll need more mana though.

There are some other hint files and maps on atari.archive.umich.edu in the /atari/Games directory.

159. Re: Author of Winx

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 14:15:47 UTC
From: vctec@westminster.ac.uk
Message-ID: <CsF65o.BA9@westminster.ac.uk>
Source record: 184160

Patrick Koehne (koehne@troja.informatik.uni-dortmund.de) wrote:
: In article <199406272017.a8248@pb2.maus.de>, Hendrik_Mylius@pb2.maus.de
: (Hendrik Mylius) writes:

: |> PK>If it is possible I will upload the programms to an ftp-site.
: |>
: |> Watch out!
: |>
: |> *All versions of WINX > 2.2 are not ment to be downloaded anywhere!*
: |>
: |> The 2.3x-versions still have beta-status.

: Is the Version 2.2 already uploaded??

Yes, you may download it from:

micros.hensa.ac.uk

under

micros/atari/tos/n/n128/*.*

GEMRAM 1.6 is also available from here, under

micros/atari/tos/n/n127/*.*

Download and enjoy.

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

160. ZFC's Experimental WWW (Mosaic) based Atari Directory

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 14:22:00 UTC
From: A.V.Groenink@zfc.nl
Message-ID: <CsF6Ko.1D0@inter.NL.net>
Source record: 184161

I am setting up an experimental WWW server for ZFC (think of e.g. the Edith Professional software), and would like to include an Atari Directory which covers as much of what's available on the internet as possible. Currently the pages include general information about and links to news groups, ftp sites and FAQs. We would also like to include a directory of interesting Atari addresses worldwide.

Hopefully, within one or two weeks, the site will be up and running. I will soon publish the address, so people can have a look at it and give their comments.

Any suggestions and contributions are welcome. Please write e-mail to us at

A.V.Groenink@zfc.nl

If the space on my local disk at CWI allows it, I will also build an archive for the newsgroups comp.sources.atari.st and comp.binaries.atari.st with all issues starting January 1994.

We plan on an experimental phase of 1/2 year. If there is sufficient interest, and business perspectives are promising, we will give the service an official status.

thank you,
--
ZFC | Annius V. Groenink |
P.O. Box 12079 | Phone: +31 20 695 9901 | Who needs a fax.
1100 AB Amsterdam | Internet: A.V.Groenink@zfc.nl |
The Netherlands | WWW: to be announced | Read the ZFC Atari WWW Pages!
--
ZFC | Annius V. Groenink |
P.O. Box 12079 | Phone: +31 20 695 9901 | Who needs a fax.
1100 AB Amsterdam | Internet: A.V.Groenink@zfc.nl |
The Netherlands | WWW: | Read the ZFC Atari WWW Pages!

161. Re: MIME

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 14:34:18 UTC
From: vctec@westminster.ac.uk
Message-ID: <CsF70G.CAx@westminster.ac.uk>
Source record: 184162

mathew (mathew@mantis.co.uk) wrote:
: In article <jpetersCsC5ox.zI@netcom.com>,
: John Peters <jpeters@netcom.com> wrote:
: >Does anyone know of a version of MIME software for the ST?

: No. Someone should port mpack (ftp.andrew.cmu.edu) to the ST, as I
: keep seeing this question...

: Come on, gang. Even the Amiga has a MIME encoder and decoder.

Erm, ESS-Code v6.1 does mime encoding/decoding.

You can download it from:
micros.hensa.ac.uk

under
micros/atari/tos/n/n172/

Oh, and if you live in the UK, then I do UK support too....ESS-Code is
now Shareware.

Danny

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

162. Re: Atari on www (revisited)

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 14:42:42 UTC
From: vctec@westminster.ac.uk
Message-ID: <CsF7EH.Co1@westminster.ac.uk>
Source record: 184164

Jaak A. (arendi@loke.enet.dec.com) wrote:

: Hi!
: A while back someone posted some URL's related with ATARI.
: Could that someone please post them again as i've lost them.

Here goes

http://micros.hensa.ac.uk/
http://student.dhhalden.no/studenter/jonal/Atari/Atari.home.html
http://www.upi.edu:8080/~lanar/atari.html
http://godel.ph.utexas.edu/Members/timg/welcome.html
http://earth.ox.ac.uk/~steve/mintos.html
http://web.city.ac.uk/~cb170/ksclpt.html
http://web.city.ac.uk/~cb170/CALAMUS/calamus.html

Hope this helps. 8)

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

163. Re: Why GOAL! is the best football game ever

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 14:44:35 UTC
From: sjdrew@cen.ex.ac.uk
Message-ID: <CsF7MC.6Gw@cen.ex.ac.uk>
Source record: 184163

I've now had a whole weekend to get to grips with Goal!, and
I've got to say this is an amazing piece of software.

I thought Kick Off was great (I bought my ST after seeing it!),
and have followed the series from KO Extra Time through to
Final Whistle. Goal! makes them look ordinary by comparison.
What most impresses me is the way that playing Goal! is much
more like actual football than anything I've seen. The
intelligence and movement of the computer controlled players
makes for a real challenge, and one that I haven't got close
to mastering yet.

It's a shame that this game got such a bad press from the
Atari press. I hope that they re-evaluate it because
there is little enough quality software about, and what
there is deserves their support or else little will become
nothing. I've been waiting for Player Manager 2 for years,
and it looks like I'll have to have another machine to run
it on unfortunately.

Still, there's years of playing time in Goal!

Stephen

164. Help needed with Supradrive 20

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 14:59:53 UTC
From: vicb@clark.edu
Message-ID: <2v9859$8li@clark.edu>
Source record: 184165

I'm at my wit's end, here, and I'm in dire need of assistance.

I bought a Supradrive 20; it doesn't have a clock, so I'd guess it's one of the older ones (didn't the later ones have a clock?) It has a Miniscribe controller. The SUPFMT and SUPUTL programs both have version numbers of between 2 and 3, and are listed as being copyright 1987.

I can't get consistent performance out of it. It takes me several tries to format it with no bad sectors. Then, within a day or two, it starts acting flaky, with semi-frequent, "Data on disk in drive C:/D:/E: may be damaged, messages. At first retrying will allow the operation (usually a writing operation) to succeed, but eventually they just end up failing. Then, after all of this, if I do a mapping, much of the time I'm told that the partition is un-useable due to bad FAT sectors.

Is there anything I can do about this? Is there some software that will give me a more reliable format operation? What would it take to replace the drive mechanism? Would leaving it on all the time, regardless of the computer being on or off, help?

This is my first hard drive, so it's safe to say that I'm pretty new to this.

Help!!!

Victor Bruhn
vicb@clark.edu

165. Re: MIME

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 16:04:16 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-040794160417@ngalm099.gal.nt.com>
Source record: 184166

In article <2v93ef$hl1@sunforest.mantis.co.uk>, mathew@mantis.co.uk
(mathew) wrote:

> In article <jpetersCsC5ox.zI@netcom.com>,
> John Peters <jpeters@netcom.com> wrote:
> >Does anyone know of a version of MIME software for the ST?
>
> No. Someone should port mpack (ftp.andrew.cmu.edu) to the ST, as I
> keep seeing this question...
>
> Come on, gang. Even the Amiga has a MIME encoder and decoder.

Does'nt the latest version of ESSDECODE (Michael Forget is the author) have
this included?

Should be available on a.a.u.e & others!.

Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

166. Re: Adventure Writing Software

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 17:23:45 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <5e3TZox.ari2550@delphi.com>
Source record: 184167

Mickey Boyd <boyd@hardy.math.fsu.edu> writes:

>was yet another one whose name also escapes me, but I believe the recent
>upload Berzerk (in the Games section of atari.archive) was written with it,
>and the titlescreen mentions the name of the development system.

In the above statement you are refering to the MAGE (Majic Arcade Graphics Engine). This is not a game authoring system per se, instead it is a set of routines that will allow you create virtually any type of game or educational application. Unlike TADS or STAC, it has no text parser support, but it does have everything you need to do animation, sound fx, scrolling, and map-room plotting at 20 frames per sec on any Atari model.

I know this because I worked on this package. My sprite artwork is included in the package. The MAGE has been available for over seven months now - but so far only here in the US. The publisher was unable or unwilling to release it in Europe.

BTW, it is still quite available and for cheap. However, be aware that it uses GFA-Basic 3.5 as its support language (included in the package too) and that there are no documented hooks for using it w/other languages.

This system is powerful but not very easy to use for the novice. You must program to use this system.

Berserk, Insectroid (March 93 ST-Format Cover disk), Cudlee's Quest, Kid-Kong, Dark Pearl, Kid-GP, Frogger, ST-Review Invaders, and Megapede were all written with this system.

If you need more info feel free to e-mail me. I own the system but no longer use it myself since I've upgraded to a PC...

Regards, Ari

167. Re: Atari Financial Report

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 17:32:21 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <BgwRRJN.ari2550@delphi.com>
Source record: 184168

<abarbiero@delphi.com> writes:

>If only there was still a viable market for real Home computers,
>stuff that a guy like me could afford, and ENJOY messing around with.
>

Well, actually there is! Buy an "older" PC like a 386DX or 486SX... :)
These systems are rapidly becoming so inexpensive that they can be gotten
for alittle more than a complete STe system.

These machines still have plenty of zip as long as you stay clear of Windoze
and there's enough software for virtually any interest.

Back in the days when I bought my first ST (1986), there was a differentiated
market for micros. Now there isn't except in regards to price.

Ari

168. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 17:36:30 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <JCxSRIO.ari2550@delphi.com>
Source record: 184169

Try STORM (patched to v1.02) and Uniterm. Both can be found on any Atari FTP site or on-line service. STORM is very slick and supports newer Atari hardware very well but is alittle lacking in protocols.

Uniterm is old but has many features and supports KERMIT which is essential if you want to transfer things to and from a mainframe.

Both have very good VT-100 support as well.

169. RSVE German/English docs on a.a.u.e

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 17:43:12 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2v9hng$6h0@mailer.fsu.edu>
Source record: 184170
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just received a version of the RSVE instructions in both German and English from Harun Scheutzow (the author of RSVE and HSMODA0x). It is on atari.archive.umich.edu in /Utilities/Tosfixes/rsve_ge.lzh.

RSVE is a small board that can be connected to any ST (4 wires) that will allow one to use the ST/STE serial port (Modem1 on MSTE and TT) at much higher baud rates that before without data loss. The instructions include GAL programming information, negatives for board traces, etc. The fastest one can safely push the standard ST/STE serial port is 19200, which does not take full advantage of today's high speed modems. With RSVE, 38400, 57600, and 115200 datarates are possible. Several terminal programs (most notably CoNnect) directly support the RSVE extension. Other programs can use these higher datarates via the HSMODA0x serial port drivers.

Harun also offers prebuilt boards (very small, 33mm X 33mm), for those that do not have the ability to make their own. His contact information is also included in the file.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

170. Re: help! Starball locks up

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 17:47:50 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2v9i06$6h0@mailer.fsu.edu>
Source record: 184171

David Oldcorn (oldcornd@cs.man.ac.uk) wrote:
> On most machines Starball runs fine from Floppy, harddrive, AUTO folder, probably
> from Mars for all I know but on certain machines... 1040ST's with TOS 1.2 or 1.63,
> and Mega STe's, anything with TOS 2 it WON'T run from the harddrive, and on some
> it will only run from an AUTO folder. Exactly why this is I'm not sure yet, but
> you can bet your socks I'm looking for it.

I have a MegaSTE with TOS 2.06, and it works perfectly from the hard disk.
Feel free to email me if you would like me to test something on my (currently
working) Starball setup.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

171. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 18:01:47 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2v9iqb$6h0@mailer.fsu.edu>
Source record: 184172

Ari Feldman (ari2550@delphi.com) wrote:
>
> Try STORM (patched to v1.02) and Uniterm. Both can be found on any Atari
> FTP site or on-line service. STORM is very slick and supports newer Atari
> hardware very well but is alittle lacking in protocols.

I would add CoNnect to this list. It excels in every area except screen speed (relative to the packages above). If you have a fast machine (MegaSTE, TT, Falcon, accelerated ST) it stands head and shoulders above the rest IMHO. It is definitely worth a look in any case. It is shareware, on atari.archive.umich.edu.

Regardless of what program you use, be sure to get the HSMODA04 serial port drivers. They fix the RTS/CTS bugs in TOS, and do other nice things.

Oh, in my tests Uniterm was the fastest term program (with decent vt100) for a stock 8mHz ST. It is a great one, and I used it for many years. On my 16mHz MegaSTE with NVDI, CoNnect is quite fast (and the extra features and nice user interface are worth more than getting a bit more screen speed from Uniterm, to me at least). NVDI or Warp9 is highly recommended in any case.

> Uniterm is old but has many features and supports KERMIT which is essential
> if you want to transfer things to and from a mainframe.

Uniterm does not come with Zmodem capability, which is highly desired for fast modem usage. However, one can retrofit it by using a few macros and an external Zmodem implementation (like GRZSZ 2.28, also on atari.archive).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

172. Re: More game software for Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 18:12:41 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2v9jep$6h0@mailer.fsu.edu>
Source record: 184174

-Booth,W.A. (trek@intgp4.ih.att.com) wrote:
> Hi all. I have now tried SimEarth, SimAnt, and SimLife and the mono
> versions all work on Spectre GCR under System 6.0.5. Great fun. Wayne

I'll take this opportunity to offer my mono SimAnt for sale. I'll take
$10 for it, I'll pay shipping within the continental US, buyer pays shipping
otherwise. Original disk only, but I believe there is extensive online
documentation (I'll check before making the sale). I had no problems playing
it on my Spectre. This is a Mac formatted disk, but I can transfer it to a
Spectre formatted one if the buyer needs it (and will thus sell the original
disk, and throw in the Spectre formatted one with no additional charge).

Anyone interested please email me directly. Oh, SimAnt is a simulation of
an "ant attack" of a human dwelling. Action is first centered on the
back yard of some poor boob. After the yard is conquered, one can attack
the house. It is a very detailed (if a bit whimsical) simulation, by the
same folks that did SimCity et al.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

173. Papyrus vs Redacteur - any thoughts

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 18:19:49 UTC
From: dqh10@cus.cam.ac.uk
Message-ID: <2v9js5$j3s@lyra.csx.cam.ac.uk>
Source record: 184173

Like it says, really; does anyone have any thoughts about these two packages. I'm looking for an upgrade to Protext 4.3, largely 'cos I'm bored of its inability to co-exist with any DAs or AUTO folder progs I run. I need a text cruncher rather than a layup package (I'm also running Calamus 1.09n) and will be using it for writing up a thesis. All contributions will be received with gratitude (it might help save me mis-spending UKP100+!)

Cheers
Jon - spbcajk@ucl.ac.uk

174. Re: Papyrus vs Redacteur - any thoughts

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 18:49:52 UTC
From: hoga0006@gold.tc.umn.edu
Message-ID: <CsFIyn.K4o@news.cis.umn.edu>
Source record: 184175

In article <2v9js5$j3s@lyra.csx.cam.ac.uk>,
D.Q. Howard <dqh10@cus.cam.ac.uk> wrote:
>Like it says, really; does anyone have any thoughts about these two packages.
>I'm looking for an upgrade to Protext 4.3, largely 'cos I'm bored of its
>inability to co-exist with any DAs or AUTO folder progs I run. I need a text
>cruncher rather than a layup package (I'm also running Calamus 1.09n) and will
>be using it for writing up a thesis. All contributions will be received with
>gratitude (it might help save me mis-spending UKP100+!)
>
> Cheers
> Jon - spbcajk@ucl.ac.uk

I can add that while using Redacteur 4(I used to have 3 also), I have not
had any problems with DA's or AUTO folder PRG's. I am not sure what the
difference is between Redactuer 1 and 3 is, but Redacteur 3 worked for me.
Redacteur 4 adds a term prg, database, spreadsheet, and drawing program,
and is also only available in french:(I happen to know french, so that
is no big deal(Hey M. Jean-Etienne).

The program is lightning fast, and will do the job. One drawback, and
they probably won't fix it, is the incompatability with Geneva(personnal
experience), and MultiTOS(from what I've heard). I have no idea about
'MAGIX!'.

This is what I know,

Joseph

175. ST Games For Sale **

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 18:52:40 UTC
From: MPARKHUR@UCSVAX.UCS.UMASS.EDU
Message-ID: <2v9lpo$o59@nic.umass.edu>
Source record: 184176

For Sale ST versions of the following games:

Campaign $15
War in Middle Earth 10
Midwinter 7
Pro Tennis Tour 7
Colonel's Bequest 7
Test Drive 7

No boxes, but I believe I have the docs for all these.

I may be willing to haggle a little; make me an offer if you don't like the posted price.

e-mail me: parkhurst@polsci.umass.edu

176. Re: Utopos

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 18:53:03 UTC
From: krlawson@freenet.hut.fi
Message-ID: <2v9lqf$1k6@freenet.hut.fi>
Source record: 184177

In a previous article, wells_s@ix.wcc.govt.nz (Steve Wells) says:
>
>Stardust?

You _have_ heard of Stardust on the Amiga, haven't you?
>
>If Utopos II is commercial, I'm not paying more money for it!

According to what I've heard, Utopos II is going to be almost a completely
different game. I think it's got missions and stuff like that, and I think
it's sounds pretty cool, and definately worth being a commercial game.
Version 1.7 is still shareware though, and you can get it sometime for the
Falcon and the STe. It's not ready yet, but Aggression is working on it I
think. Try writing email to Creator of Aggression for more info:
janip@freenet.hut.fi that is, if he's still got his modem :)
--
Kristoffer Lawson
norm. EMail: krlawson@freenet.hut.fi
-
Something is frantically reaching out, but it never stretches far enough.

177. Re: SpeedoGDOS v5.0 Announcement

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 19:19:28 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2v9nc0$c45@mother.usf.edu>
Source record: 184178

David Stevenson (djs@jet.uk) wrote:
: In <2v2629$lib@mother.usf.edu> millert@grad.csee.usf.edu (Timothy Miller) writes:

: >...
: >We did have problems outputting to an HP deskjet 500C, but then again I've
: >never seen ANYTHING look good coming out of a 500C. At 300DPI, the line
: >screen is HUGE,...
: Agreed. That's why I said some time ago that Calamus and PageStream can't
: drive a 500c or 550c properly, and you claimed that output was good, then!
: As I said before, I get *much* better output on the 550C using a GhostScript
: driver which does colour Floyd-Steinberg dithering. If Calamus could give
: me that without going via PostScript, I would be glad to ditch PageStream.
: I have not had much success trying to improve the default line screen for
: Calamus to the 550C.

You DON'T try to improve the linescreen. Calamus picked the best it could.
If you were to pick something smaller, you would degrade color quality (more
than it already is).

178. Re: Falcon Warrantee Fix

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 19:23:20 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2v9nj8$c45@mother.usf.edu>
Source record: 184179

David Stevenson (djs@jet.uk) wrote:
: In <2v24m3$lib@mother.usf.edu> millert@grad.csee.usf.edu (Timothy Miller) writes:

: >What's this about a Falcon warrantee fix for timing problems? How do I get it
: >done?
: >...
: >Time to buy Diamond Back 3, eh?
: Version 3.10 of Diamond Back 3 (patch from 3.0x available on atari.archive)
: works around this timer problem. My SCSI tape now works fine (like it
: did before with Gemar and TapeBIOS).

What does the existing timing problem cause? Will my Falcon not work properly
with some hard drives or something>?

179. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 19:29:41 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2v9nv5$c45@mother.usf.edu>
Source record: 184180

For VT-100 and VT-102 support geared for UNIX, the one of the best terminal programs is ANSITerm. It handles stuff coming from UNIX virtually flawlessly, and it also does 16 color ANSI graphics without any annoying flicker, although it does it by using 4x8 characters (surprisingly easy to read) in ST Low.

ANSITerm 1.91, is also, by FAR, the fastest terminal program available. On a Falcon it keeps up with full tilt 57600 bps without hardly getting behind at all.

180. Re: 3D stereogram things

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 19:36:49 UTC
From: kkallio@vipunen.hut.fi
Message-ID: <kkallio.773350609@vipunen.hut.fi>
Source record: 184181

millert@grad.csee.usf.edu (Timothy Miller) writes:

>The only problem with it is that I ALWAYS see stereograms backward. He can
>see them both ways, and most people see them correctly, but me.... everything
>that's supposed to stick out sticks WAY in, and vice versa. He and I sat down
>and stared for quite some time and he tried to help me to figure out how to
>see it right, but I just couldn't. As a result, I'm blind to all these
>stereograms that I'm so facinated by. And I'm not just talking about STIS
>stereograms... i see them all backward.

In fact the fault is not yours, but the programmers... As sterograms can
be seen in two ways, they can also be generated in two ways. At least for
PC there is a program, which can made also "inversed" stereograms, can't
remember it's name thou... Ask your friend to modify his program, it should
be fairly easy to calculate them in the other way too.

Kiia Kallio
Lance/Aggression
kkallio@vipunen.hut.fi

181. Re: DeskJet 520 compatibility?

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 19:42:09 UTC
From: sanders@sci.kun.nl
Message-ID: <CsFLEB.6tB@sci.kun.nl>
Source record: 184187

In <2v3im5$83n@elaine.teleport.com> steve-j@teleport.com (Steve Johnson) writes:

>In article <2v18gd$nd6@msuinfo.cl.msu.edu>, <hopper_t@msupa.pa.msu.edu> wrote:

>>>> Does anyone happen to know if older HP DeskJet 500 drivers (say for
>>>>WordPerfect, Calamus and LaTeX) would work Ok on the new HP 520 ink jet
>>>>printer?

>>>Yes, they SHOULD work perfectly!

>>Well, not quite *perfectly*. It is my understanding that older drivers
>>will not print text at 600x300 dpi, as the 520 is capable of. This won't
>>affect graphics, since they are still at 300x300. Of course, I could be
>>wrong... I don't know much about the custom drivers for the programs you
>>mention.

>The DJ520 prints at 600x300 only for its INTERNAL fonts. ANY
>graphics printing (including EXTERNAL fonts from a word
>processor or DTP program) is still limited to 300x300.

Are you really sure about that? My DJ500 prints 600x300 on internal
(and soft)fonts, but is restricted to 300x300 on any graphics. I
thought the major advantage of a 520 was that it can now print
graphics in 600x300 (at last!)

--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}}
```

182. Re: StarBall

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 20:26:43 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2v9ra3$8tm@golem.wcc.govt.nz>
Source record: 184183

] After the grandkids left yesterday, my wife started playing Starball
] since it was still up on the Falcon and got a high score of
] 61,362,800!

Ex-squeeze me? And here I am thinking 7.2Million is a good score! :)

That's at least a good 2 hours of the day wasted(??) on Starball.

We want MORE games from these people - it's brilliant!

183. Re: Correct Info on ICD Files

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 20:35:01 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <2v9rpl$fhr@gumby.cc.wmich.edu>
Source record: 184182

In article <mattkCs5MM5.BIF@netcom.com>,
Matt Koundakjian <mattk@netcom.com> wrote:
>
> ICD never has been the kind of company one would expect. In all the
> dealings I've had and those of my friends, ICD has always proved to be a
> bunch of crackerjack programmers and hardware guys with not one spit of PR.
>
> "I Can't Decide" if we'll support the customers...
> "I Can't Decide" if we'll answer mail...
>
> I gave up long ago on getting answers from them...

I'm sorry you've had such bad experiences, but I feel compelled to point out that in the 8 years I've been dealing with ICD (on host adapters, accelerators, tape backups, and much software) I've never had the problems you have mentioned. I've had good support from the customer relations people, all the way through to tech support. In fact, they've bent over backwards on a couple occasions to help me out, when the problem wasn't even their fault.

I hate to see what I consider to be one of the "good guys" in the Atari developer community get slammed on the net. If folks keep abusing the few developers we still have left on the platform, eventually we won't have any.

I think it's especially smarmy the kind of crap I seem to be seeing more and more of on the net these days, which goes: "I haven't heard anything from XYZ Company for a while now, so did they go out of business or what?" People skim past that kind of stuff, then pass it on to friends, and pretty soon you've got lots of people going... "Oh, yeah, I heard they went out of business." This definitely isn't the kind of thing that's helpful to anybody. Either the companies themselves, or the customers they have out there who rely on them, and would like to continue to be able to do so.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

184. Re: Interface or ACS?

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 20:43:58 UTC
From: walra%moacs11@nl.net
Message-ID: <f7kz3ihjx0y@moacs11>
Source record: 184247

In <h54118.773284037@sakura>, Christian_Goltz wrote:

> Now I'd like to use GEM again and I've heard about INterface
> and ACS(Pro).
>
> What's the difference, which is better?

Interface is a resource builder, ACS is an application builder.

Waldi
--
Zwei Wochen, nachdem Petrus einen Stahlwerkdirektor in die Hoelle
geschickt hat, beschwert sich der Teufel: "Den Stahlboss nimmst Du
sofort wieder zurueck. In zwei Wochen hat er schon drei Oefen still-
gelegt, und der Rest der Mannschaft macht nun Kurzarbeit. "

185. Re: Anyone in US seen TT mono monitors???

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 20:58:30 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EGEVEEWG@ttgk.textlitho.nl>
Source record: 184193

In <2usi46$7gj@news.CCIT.Arizona.EDU> Paul Harris wrote :

>I'm looking for a (relatively) cheap TT mono monitor.
>
>A week or two ago I was told about a Princeton LM 301. Steve parker
>(sbparker@harold.ukmail.NET) gave me a US address and phone number for
>Princeton Graphics, but I called and it's now some secretarial service
>or something.
>
>So, has anyone in the US heard (recently) of these people?
>
>Or, does any one here know of another monitor that will work with the TT?

I am using a Moniterm Viking 1 monitor and it's just working fine, it's a
21" screen with very good sharpness (focus) I made the cable myself and
also did a little bit of modification (screen width and vertical hold had
to be adjusted) the monitor was a left-over.. (the factory upgraded to
color systems)

Maybe you can get hold of one.

One minus point: The monitor produces quite a lot of interference on my
TV... Especially the desktop (on/off/on/off lots of square waves :-)

Gert

--

-- --
Atari TT-Point
-- --

186. Re: Eric Smith

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 21:12:14 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EGEVEEWJ@ttgk.textlitho.nl>
Source record: 184192

In <Zw-xpKg.lmcclure@delphi.com> Lonnie McClure wrote :

>Keep in mind the Jaguar is first and foremost, a game machine. The
>only other "game machines" I know of the have an OS are the 3DO
>machine, and Commodore's CD-32.

Yep, even the Sega Megadrive doesn't have any ROM based software inside.
The 68000 processor is started from reset with code fed in from the
cartridge and the onboard z80 is kicked into action by setting a bit..
Maybe with the add-on CD system there is sone software inside (must be,
for reading in the CD boot data..)

Gert

--

-- --
Atari TT-Point
-- --

187. Re: Jeff Minter & Llamasoft

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 21:16:43 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <CsFprv.Jw9@ecf.toronto.edu>
Source record: 184184

In article <2uuv71$80t@mailer.fsu.edu>, Mickey Boyd <boyd@math.fsu.edu> wrote:
>Sheep in Space - first ST game by Minter, not sure if it is available
>Defender II - awesome commercial defender clone, quite hard, doesn't like my
> MegaSTE, but seems to work on ST/MegaST/STE.
>Super Gridrunner - space shoot'em up, not sure what it looks like.
>Photon Storm - Space shoot'em up, overhead view, quite hard.
>Llamatron - Robotron clone, the best!, available from atari.archive.umich.edu
>Andes Attack - Defender clone, mentioned above.
>Revenge of the Mutant Camels - sideways scrolling shoot'em up, excellent with
> one or two players (simultaneous), available from a.a.u.e
>
>Colorspace - non-game, interactive graphic demo (or Light Synthesizer, as
> he calls it), available from a.a.u.e
>Trip-A-Tron - non-game, complete light synth system, can coordinate other
> machines via MIDI ports, incredible graphics, very cool.

Howzabout HardCore?

AcEzE /.^J
--
********** WHO AM I, YOU SAY? ********** "If time is money, (c)
********** Shahir Al Rashid *aka* AcEzE ********** we're all in debt!" - Me
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ----------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make

188. FORSALE: 1040STf system

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 21:18:16 UTC
From: mode@alpha2.csd.uwm.edu
Message-ID: <2v9uaolNNkrk@uwm.edu>
Source record: 184185

```
ATARI-ST SYSTEM
-------------------------------------------------------

Atari 1040STf
w/ 1meg, mouse, cables, manuals

Atari SM124 Mono Monitor
w/ cables, manual, excellent condition

..................................... $200 obo

dan/modE
-------------------------------------------------------------------------------
modE@alpha2.csd.uwm.edu finger this account for midwest event info
```

189. Re: StarBall

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 21:26:17 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <CsFq7t.K97@ecf.toronto.edu>
Source record: 184186

In article <2v9ra3$8tm@golem.wcc.govt.nz>,
Steve Wells <wells_s@ix.wcc.govt.nz> wrote:
>] After the grandkids left yesterday, my wife started playing Starball
>] since it was still up on the Falcon and got a high score of
>] 61,362,800!
>Ex-squeeze me? And here I am thinking 7.2Million is a good score! :)
>That's at least a good 2 hours of the day wasted(??) on Starball.
>We want MORE games from these people - it's brilliant!

I wonder what happened to the version of Pinball Fantasy that was coded for
the Falcon... I guess Digital Designs thought it was too costly to market
it... Hmm thing is, why didn't they release it as shareware? (They had already
coded it!) Could have made _some_ return on investment...
sigh

AcEzE /.^J
--
********** WHO AM I, YOU SAY? ********** "If time is money, (c)
********** Shahir Al Rashid *aka* AcEzE ********** we're all in debt!" - Me
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ----------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make

190. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 22:36:15 UTC
From: ehood@convex.com
Message-ID: <2va2sv$j82@lovecraft.convex.com>
Source record: 184189

If you want to test out how good your comm program does vt100 emulation,
then I suggest trying out the vt100 animations at the following
URL:

gopher://calypso.oit.unc.edu/11/../.pub/multimedia/animation/vt100-animation

The file "torturetest.vt" is the best for testing out the vt100
capabilities.

Uniterm does quite well. Stalker lacks the double height/width
capabilities. I haven't tried other comm programs since I do
not have them.

--ewh
--
Earl Hood | CONVEX Computer Corporation
ehood@convex.com | 3000 Waterview Parkway
Phone: (214) 497-4387 | P.O. Box 833851
FAX: (214) 497-4500 | Richardson, TX 75083-3851

191. Re: Avoiding PCs and Macs (Was: Re: UK: hard driv

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 23:02:34 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EGEVEEWW@ttgk.textlitho.nl>
Source record: 184204

In <R.EVANS.94Jul3155649@afs1.ic.ac.uk> Robert Evans wrote :

>The Risc PC is definately worth looking at. I'm considering junking my
>'87 ST for something with a bit more welly, but at the same time trying
>to avoid PCs and Macs like the plague (No sir, I don't like 'em). I'd
>dearly love to buy a Falcon, but I just don't see Atari supporting it at
>the moment, and there seems little chance of future enhancements of the
>hardware except for DIY kits.

Isn't this fascinating, I myself looked over an article in a Dutch magazine (Computer!Totaal) last week about this RISC-PC and I think I'm hooked already... Bought a few magazines today (Acorn user & Acorn computing) and found out that there are already more CD-ROM titles for the RISC machines than for Atari :-) I once had a Acorn Atom which was upgraded with BBC Basic, I really liked that machine, easy to program and although I couldn't 'swap' with other computer users it didn't bother me then. I feel with Atari like on a dead-end street. The hardware upgrades are very expensive and hardly up to date (graphics cards, networking etc) The multitasking capabilities are just so-so.

The fact that a 486 processor can be fit inside this RISC PCwill help with the everlasting remarks of 'you can't run this super MS-DOS blabla program on your machine can you ?', or 'look at my super GIF slide show program'

>There is an active group porting NetBSD to the Archimedes (my colleague
>is at a meeting of the UK contributors this afternoon, in fact), but it
>is still a fair way off. Many of the device drivers are yet to be written.

Do you know if there is a Novell link possible between the RISC-PC and a Novell server ? I read already about Ethernet cards for the RISC-PC and about Acorn network software.

>After going to a Risc PC demo on Wednesday, I think I'm sold. It really
>is quite a phenomenal machine, even under RiscOS (the native OS). Get
>someone to show you a good Replay file and compare it with a hot PC doing
>MPEG decoding. The thought of being able to run UNIX on it aswell leads me
>to think of it as near I can currently get to the perfect home computer.

Considering the price it almost is. Still couldn't work out if the machine has standard SCSI ports (internal or external) or IDE only or do you have to fit in a SCSI card. I do want to use my SCSI HD, CD-ROM and Tapestreamer of course. What kind of monitor connector does it have (VGA D15 ?)

Gert

--

-- --
Atari TT-Point
-- --

192. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 23:13:43 UTC
From: dkoster@rmii.com
Message-ID: <2va537$3i6@potogold.rmii.com>
Source record: 184188

Julian Gifford (julian@loose.apana.org.au) wrote:
: What is the best comms program to use on the Atari for Internet?
: I'm using FreezeDriedTerminal 2.20 and I think it's great except for loosing
: info in the scrollback. I hope this will be fixed in the new version thats
: supposed to be coming out soon.
: I've used Flash 2 and I don't like it much. What do all you experts
: recommend? What do you use? Thanks....Julian.
: julian@loose.apana.org.au

Uniterm, with XYZ on the side to get full UL/DL compatibility. No
other terminal program I've used is as easy to setup or as
(overall) easy to use.

Howsomeever, I'd like to deflect a solar storm of flames by saying
the selection of term prgs is idiosyncratic and highly subjective.
I've been using Uniterm for 5-6 years, and my comfort level with
it is -very- high.

--
David N. Koster, dkoster@rainbow.sosi.com Speaking for himself,
Colorado Springs, Colorado, USA only...

193. Re: StarBall

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 23:19:24 UTC
From: dkoster@rmii.com
Message-ID: <2va5ds$3i6@potogold.rmii.com>
Source record: 184190

Ron Field (ce830@cleveland.Freenet.Edu) wrote:

: After the grandkids left yesterday, my wife started playing Starball
: since it was still up on the Falcon and got a high score of
: 61,362,800!

Man! Are you *absolutely* sure you didn't misplace the decimal
point?! ;-)

Damn that Eggball!

Has anyone else created the slime monsters and got a ball in the
chick's head with the arrow on? I thought there'd be sumthin
special; what a let-down.

Another incredible time-suck.

--
David N. Koster, dkoster@rainbow.sosi.com Speaking for himself,
Colorado Springs, Colorado, USA only...

194. Re: Papyrus vs Redacteur - any thoughts

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 23:27:26 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Jul4.232726.17026@abo.fi>
Source record: 184194

In <2v9js5$j3s@lyra.csx.cam.ac.uk> dqh10@cus.cam.ac.uk writes:

> Like it says, really; does anyone have any thoughts about these two packages.
> I'm looking for an upgrade to Protext 4.3, largely 'cos I'm bored of its
> inability to co-exist with any DAs or AUTO folder progs I run. I need a text
> cruncher rather than a layup package (I'm also running Calamus 1.09n) and will
> be using it for writing up a thesis. All contributions will be received with
> gratitude (it might help save me mis-spending UKP100+!)

Papyrus Gold is fantastic - easily one of the best serious software ever
created for Atari computers.. It, however, does have its limitations:

1) It needs a fast machine (Mega-STE/Falcon is a minimum, when using Speedo
fonts, I think)
2) ...???...

Well, that's about it. No further complaints! Great to use, reliable, lots of
useful features, innovative, multitasking-capable (demo has some problems with
Geneva, however..), supports color, Speedo, clipboard, NVDI, etc.
It has many Desktop Publishing-features, too - and they really work.

I haven't tried Redacteur - but I think it's a lot faster - but much less
capable of DTP-oriented word processing.

Tommi

195. Re: Atari Financial Report

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 23:29:30 UTC
From: dkoster@rmii.com
Message-ID: <2va60q$3i6@potogold.rmii.com>
Source record: 184191

Hutch (hutch@ilmen.lanl.gov) wrote:
: In article etd@golem.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.)
writes:
[snip]
: Wasn't that the precursor to the Amiga? As I recall the chipset was designed
: by Jay Miner who did the chips for the Atari 8-bits as well. Just FYI, Jay
: passed away on the 20th of this month.

By my way of thinking, Miner was one of the truly creative engineers
that midwifed the personal computer. Didn't hear he died; thanks
for the news, Hutch. Any details, an obit, perhaps?

--
David N. Koster, dkoster@rainbow.sosi.com Speaking for himself,
Colorado Springs, Colorado, USA only...

196. Re: 3D stereogram things

Newsgroup: comp.sys.atari.st
Date: 1994-07-04 23:54:29 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2va7fl$dfm@mother.usf.edu>
Source record: 184195

Kiia Kallio (kkallio@vipunen.hut.fi) wrote:
: millert@grad.csee.usf.edu (Timothy Miller) writes:

: >The only problem with it is that I ALWAYS see stereograms backward. He can
: >see them both ways, and most people see them correctly, but me.... everything
: >that's supposed to stick out sticks WAY in, and vice versa. He and I sat down
: >and stared for quite some time and he tried to help me to figure out how to
: >see it right, but I just couldn't. As a result, I'm blind to all these
: >stereograms that I'm so facinated by. And I'm not just talking about STIS
: >stereograms... i see them all backward.

: In fact the fault is not yours, but the programmers... As sterograms can
: be seen in two ways, they can also be generated in two ways. At least for
: PC there is a program, which can made also "inversed" stereograms, can't
: remember it's name thou... Ask your friend to modify his program, it should
: be fairly easy to calculate them in the other way too.

This problem of mine with seeing them backwards concerned him, and I think he started working on various ways of fixing it, things like reversing the stereogram to tricking/training my brain into seeing them correctly, etc. But after that, he started working long hours at his job and we kinda lost touch. I'll have to give him a call some time and see what's up. I think he got a Falcon and started working on a version for the falcon.

197. Re: Dorfman Report..

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 01:11:20 UTC
From: saj@chinet.chinet.com
Message-ID: <CsG0Mx.K5A@chinet.chinet.com>
Source record: 184150

I work for The Quaker Oats Company. Dan Dorfman said that we were going to be taken over by Nestle. There was a great deal of excitement, but it didn't happen. Until I see Jaguars in discount catalogs, I'll presume they're selling exactly as fast as IBM can manufacture them.

Steve

198. Re: Atari Financial Report

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 01:22:28 UTC
From: abarbiero@delphi.com
Message-ID: <J4-TpDE.abarbiero@delphi.com>
Source record: 184196

Ari Feldman <ari2550@delphi.com> writes:

>Well, actually there is! Buy an "older" PC like a 386DX or 486SX... :)
>These systems are rapidly becoming so inexpensive that they can be gotten
>for alittle more than a complete STe system.
>
>These machines still have plenty of zip as long as you stay clear of Windoze
>and there's enough software for virtually any interest.
>
>Back in the days when I bought my first ST (1986), there was a differentiated
>market for micros. Now there isn't except in regards to price.
>

I build PC systems for people who want them, I do about 4 systems
a week. I have had everything from a '286-8 to a '486DX4 PCI system
in here, anything other than a Mac or and Atari is NOT a home computer.

I used to sell Atari systems... or point them to Atari dealers, I
managed to get about twelve people to buy MegaSTe's back when they
were still made. Unfortunately, no-one can afford to make home computers
anymore... even Mac is having big trouble now.

Andreas@AEO

199. Re: SpeedoGDOS v5.0 Announcement

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 01:34:27 UTC
From: abarbiero@delphi.com
Message-ID: <Je5yZpD.abarbiero@delphi.com>
Source record: 184197

David Stevenson <djs@jet.uk> writes:

>Agreed. That's why I said some time ago that Calamus and PageStream can't
>drive a 500c or 550c properly, and you claimed that output was good, then!
>As I said before, I get *much* better output on the 550C using a GhostScript
>driver which does colour Floyd-Steinberg dithering. If Calamus could give
>me that without going via PostScript, I would be glad to ditch PageStream.
>I have not had much success trying to improve the default line screen for
>Calamus to the 550C.

Hmm... that is interesting, you need to EMAIL Nathan Potechin about this
maybe there can be a module made to do this for you.

I use the DeskJet 500 with SL... looks nice! Does anyone use
a 520/560? I was wondering if the 600X300 was worth a damn.

Andreas@AEO

200. Re: ICD Pro UTILS....

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 01:38:24 UTC
From: steve-j@teleport.com
Message-ID: <2vadig$o03@elaine.teleport.com>
Source record: 184220
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2v60jm$kum@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:

>NOTE: This could be out of date, ICD does not support there
>customers on GEnie these days to well...

Roger, your incessant whining about ICD is becoming quite
tiresome.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

201. Re: DeskJet 520 compatibility?

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 01:51:33 UTC
From: steve-j@teleport.com
Message-ID: <2vaeb5$o7r@elaine.teleport.com>
Source record: 184221

In article <CsFLEB.6tB@sci.kun.nl>, Sander Stoks <sanders@sci.kun.nl> wrote:

>>>>> Does anyone happen to know if older HP DeskJet 500 drivers (say for
>>>>>WordPerfect, Calamus and LaTeX) would work Ok on the new HP 520 ink jet
>>>>>printer?

>>>>Yes, they SHOULD work perfectly!

>>>Well, not quite *perfectly*. It is my understanding that older drivers
>>>will not print text at 600x300 dpi, as the 520 is capable of. This won't
>>>affect graphics, since they are still at 300x300. Of course, I could be
>>>wrong... I don't know much about the custom drivers for the programs you
>>>mention.

>>The DJ520 prints at 600x300 only for its INTERNAL fonts. ANY
>>graphics printing (including EXTERNAL fonts from a word
>>processor or DTP program) is still limited to 300x300.

>Are you really sure about that? My DJ500 prints 600x300 on internal
>(and soft)fonts, but is restricted to 300x300 on any graphics. I
>thought the major advantage of a 520 was that it can now print
>graphics in 600x300 (at last!)

Sorry, what I meant was that INTERNAL fonts means the built-in
fonts PLUS any font cartridge fonts or soft-loaded printer fonts.

I was just trying to emphasize that most word processors and DTP
programs are not the same kind of fonts and are treated the same
as graphics, which would only be limited to 300x300dpi.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

202. Re: STe 15-pin ports

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 02:05:42 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <B80xpTG.lmcclure@delphi.com>
Source record: 184198

In a message dated 7-3-94, Jerry L. Chappel said:

"Can anyone tell me what computer addresses to access in
order to read from the 15-pin ports on the STe?"

This is from a message someone else posted recently:

$FF9210 Paddle X, Port 0
$FF9212 Paddle Y, Port 0
$FF9214 Paddle X, Port 1
$FF9216 Paddle Y, Port 1
Bit 0-7: Paddle-Position
Bit 8-15: not used

---

203. Re: Falcon IDE questions

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 02:06:41 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <B80T5RB.lmcclure@delphi.com>
Source record: 184199

In a message dated 7-4-94, Billy D'Augustine said:

"First, I cannot simply plug in the cables, because the 2.5"
uses a higher-density pin configuration than the 3.5" (ie:
the pins are smaller and closer together)."

There are some companies that sell these ready-made for the use on
the Amiga 1200. As I recall, Micro R&D sells a small PCB board called
IDE 2-to-3 that plugs into the the 44-pin interface, and provides
a standard 40-pin interface (meaning you would need to provide
external power to your drive). Dataflyer sells their XDS system, (about
$79) which includes an external case for a 3.5" drive, and the necessary
44-pin to 40-pin cable, and I believe it splits a power feed off of the
44-pin interface.

Redmond Cable may also stock IDE 44-pin to 40-pin cables.

As to the extra four pins on the drive interface, I suspect those
are jumpers. One should be for setting the drive as slave or master
(as the IDE standard supports two drives, regardless of size factor).
However, your guess is as good as mine as to what the other is used
for. <grin>

204. Re: Atari Financial Report

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 02:32:30 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2vagnu$e28@golem.wcc.govt.nz>
Source record: 184200

] Well, actually there is! Buy an "older" PC like a 386DX or 486SX... :)
] These systems are rapidly becoming so inexpensive that they can be gotten
] for alittle more than a complete STe system.

My 1040STE (1meg) cost me ~$200US _Brand_New_ almost a year ago, and a monitor is about, say, $400 (I'll say it's a good one! :). So, for a basic system, with a 2400 modem, cheapish printer etc., It'd be about $1000. I've yet to see a decent 386DX for less than about $1200 - and that's just the computer & monitor. (Of course, I'm not taking the hard-drive into account, which is ususally about 200Meg these days. Not needed on an STE, compulsory on a IBM-Clone!)

The companies producing for the ST's have killed it more than Atari or it's users.... As has been said lately, ST owners are somewhat more discerning in what software they want than their PC counterparts! :)

205. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 02:34:41 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2vags1$e28@golem.wcc.govt.nz>
Source record: 184201

] Try STORM (patched to v1.02) and Uniterm. Both can be found on any Atari
] FTP site or on-line service. STORM is very slick and supports newer Atari
] hardware very well but is alittle lacking in protocols.

It does VT100 & Zmodem, that's all I ever need!! :)

AFAIK there aren't any comms programs that do _decent_ Kermit transfers,
(Uniterms _works_ well enough, but can't handle some of the better
features like the C-Kermit program can!)

How do you stop Storm from asking you if you want to save the "Function
Keys" setup _EVERY_ time you exit despite the fact I don't _HAVE_
any key macros etc. defined!? It's extremely annoying!

206. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 03:13:57 UTC
From: sammcgee@crl.com
Message-ID: <2vaj5l$s3m@crl5.crl.com>
Source record: 184203

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
:] Try STORM (patched to v1.02) and Uniterm. Both can be found on any Atari
:] FTP site or on-line service. STORM is very slick and supports newer Atari
:] hardware very well but is alittle lacking in protocols.

: It does VT100 & Zmodem, that's all I ever need!! :)

Storm v1.02:
I couldn't get zmodem to work with the Internet server I use but it works
on GEnie and a PC 14.4k BBS. Now I just use ymodem-g and get about the same
speed in CPS as zmodem but it's not automated. Also ymodem-g doesn't
complete the transfer, I have to abort after each file is sent.

: How do you stop Storm from asking you if you want to save the "Function
: Keys" setup _EVERY_ time you exit despite the fact I don't _HAVE_
: any key macros etc. defined!? It's extremely annoying!

I don't know, I wish I did. Too bad Storm's unsupported :(

Sam

sammcgee@crl.com
or
s.mcgee2@genie.geis.com

207. Re: Jeff Minter & Llamasoft

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 04:10:46 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2vamg6$dl9@mailer.fsu.edu>
Source record: 184207

AL RASHID SHAHIR (alrashi@ecf.toronto.edu) wrote:
>
> Howzabout HardCore?

Ah yes, the demo version looks very nice indeed. However, I did not think
it had ever been completed for the ST. For those that don't know, there is a
demo of Hardcore on atari.archive.umich.edu in /Demos. It is a wild
shoot'em up game, definitely worth a look. It only has 5 levels.

Has anyone seen a completed version for the ST?

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

208. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 04:45:59 UTC
From: hoga0006@gold.tc.umn.edu
Message-ID: <CsGAKE.JnL@news.cis.umn.edu>
Source record: 184208

In article <2vags1$e28@golem.wcc.govt.nz>,
Steve Wells <wells_s@ix.wcc.govt.nz> wrote:
>] Try STORM (patched to v1.02) and Uniterm. Both can be found on any Atari
>] FTP site or on-line service. STORM is very slick and supports newer Atari
>] hardware very well but is alittle lacking in protocols.
>
>It does VT100 & Zmodem, that's all I ever need!! :)
>
>AFAIK there aren't any comms programs that do _decent_ Kermit transfers,
>(Uniterms _works_ well enough, but can't handle some of the better
>features like the C-Kermit program can!)

I would like to know what a _decent_ Kermit transfer is. I was stuck
using Kermit this past school year, and I really did not get much better
transfer speeds on my 14400 modem, vs my 2400 baud. I really don't
understand Kermit, and what parameters one must change. The system seem
to have an upper limit on speeds, even when I was connected to the high
speed modem(9600 baud).

Any hints would be helpful,

Thanks,

Joseph

209. Re: UK: hard drive recommendations?

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 05:00:36 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2vapdk$fiu@golem.wcc.govt.nz>
Source record: 184211

In article <H.eg.s7lmYpJmrNk@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>In <1994Jun27.155556.17907@boojum.lanl.gov>, Hutch writes:
>> In article qh2@golem.wcc.govt.nz, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>> >
>> >They have called it a Risk PC, to help it sell, but I think its just
>> >a Acorn Archimedes and has its own OS, and a very nice GUI...
>>
>>
>> Actually, Roger, that's 'RISC' (Reduced Instruction Set Computing) but in
>> retrospect, I think your nomenclature or 'Risk' is more appropriate. :)
>
>I don't know; they certainly sound more interesting than PCs or Macs.
>It's a pity that they don't run something standard like UNIX and that
>people are making such a big deal about being able to drop a '486 card
>into it... ick.

Sorry but they do run Unix, they even sell Acorn that is Unix
work stations.....

I think they have model numbers like R200, R600 may be some one
that know more about should post here...

Or go read a Acorn group.....

> cherborth@semprini.waterloo-rdp.on.ca
> Chris Herborth

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

210. Re: 11 Bombs SCSI boot

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 05:05:19 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2vapmf$fiu@golem.wcc.govt.nz>
Source record: 184212

In article <CsCox5.M8C@mach1.wlu.ca>, blai1690@mach1.wlu.ca (Jeffrey Blair u) writes:
>
>Hello Folks!
>
> I have somewhat of a problem: I installed a new SCSI Maxtor 345Mg
>onto my Atari STe via a ADSCSI+; no problems up until I tried installing
>icons for the new partitions. The software suggested up to drive M, but
>that only came out to 344Mg, and so I tried adding an 'N' partition. The
>
> Jeff

Reformat with BGM partitions, but keep the C one at 5 megs as recomended
by ICD.....

I am using a 240 meg drive and only have 4 partitions....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

211. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 05:34:36 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <2vardc$ept@msuinfo.cl.msu.edu>
Source record: 184209

In article <2v8fbt$njb@werple.apana.org.au>, julian@loose.apana.org.au (Julian Gifford) writes:
>What is the best comms program to use on the Atari for Internet?

I've been trying out both Storm 1.02 and Connect 2.46. Storm is by Alan Page, author of Flash 1.x, and Connect is a German program, one of the most powerful and professional programs I've seen on the Atari. Both are shareware. For features and shear telecomm power, Connect is a clear winner, however, Storm is extremely easy to use, and has multiple windows, including one for the capture buffer. The capture buffer is limited (AFAIK) only by the amount of available memory. I find this capture buffer very nice to work with, especially when I want to cut something from it and transmit it back out the terminal, or save a portion of the capture to disk. My recommendation for Internet is Storm, but I suggest you check out both programs; you will like them both. They're available via FTP from most archive sites (like umich).

Tom Hopper
hopper_t@msupa.pa.msu.edu

212. Re: Papyrus vs Redacteur - any thoughts

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 05:43:01 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Jul5.054301.28200@news.unige.ch>
Source record: 184210

In article j3s@lyra.csx.cam.ac.uk, dqh10@cus.cam.ac.uk (D.Q. Howard) writes:
*Like it says, really; does anyone have any thoughts about these two packages.
*I'm looking for an upgrade to Protext 4.3, largely 'cos I'm bored of its
*inability to co-exist with any DAs or AUTO folder progs I run. I need a text
*cruncher rather than a layup package (I'm also running Calamus 1.09n) and will
*be using it for writing up a thesis. All contributions will be received with
*gratitude (it might help save me mis-spending UKP100+!)
*

Redacteur 4 is my standard text-cruncher, for producing large quantities of
text, from letters to scientific articles. Very fast, nice short-cuts, perfect.
BUT BUT BUT - it too has compatibility problems with the _latest_ generation
of Atari prgs. I have no problem with any of my DAs or auto prgs, but forget
about GENEVA for example (snif 8-( ).
Mike
****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

213. Re: Atari on www (revisited)

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 06:03:13 UTC
From: arendi@loke.enet.dec.com
Message-ID: <2vat31INNn9u@usenet.pa.dec.com>
Source record: 184215

Thanks!
Just what i was looking for!

~J

214. Re: Help needed with Supradrive 20

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 06:14:36 UTC
From: dburns@world.std.com
Message-ID: <CsGEoC.5xz@world.std.com>
Source record: 184216

vicb@clark.edu (Victor Bruhn) writes:

>I'm at my wit's end, here, and I'm in dire need of assistance.

>I bought a Supradrive 20;
>I can't get consistent performance out of it. It takes me several tries to
>format it with no bad sectors. Then, within a day or two, it
>starts acting flaky, with semi-frequent, "Data on disk in drive C:/D:/E: may
>be damaged, messages. At first retrying will allow the operation (usually a
>writing operation) to succeed, but eventually they just end up failing.
>Then, after all of this, if I do a mapping, much of the time I'm told that
>the partition is un-useable due to bad FAT sectors.

>Is there anything I can do about this?
>
>Help!!!

>Victor Bruhn
>vicb@clark.edu

Hi Victor. I'm no expert on drives, but one of mine acted as you
describe and I sent it to ICD for repair--it needed a resistor replaced.
Not expensive. Hope your repair is cheap too!

Dave Burns
Lowell, MA

215. Re: Papyrus vs Redacteur - any thoughts

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 06:30:42 UTC
From: petep@info.isbiel.ch
Message-ID: <2vaumi$db3@vega.info.isbiel.ch>
Source record: 184218

> Papyrus Gold is fantastic - easily one of the best serious software ever
> created for Atari computers.. It, however, does have its limitations:
>
> It needs a fast machine (Mega-STE/Falcon is a minimum, when using Speedo
> fonts, I think)
>
> Well, that's about it. No further complaints! Great to use, reliable, lots of
> useful features, innovative, multitasking-capable (demo has some problems with
> Geneva, however..), supports color, Speedo, clipboard, NVDI, etc.
> It has many Desktop Publishing-features, too - and they really work.

i agree, papyrus Gold IS fantastic, sometimes (by table operations) it's very slow,
but still great. it's realy easy to use.
the actual version doesn't have a spelling checker, the next version (3.5) i havn't got it
yet, has one included.
a big PLUS is, the authors are reachable on Internet!

i used redacteur once for testing, what i liked most was the grammar(!) and spelling
checker. my french isn't very good, so the grammer checker was helpful for me, to look up
verbs,...

but for me, the better choice is Papyrus...

216. WW2 forgot how to spell

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 06:49:18 UTC
From: sammcgee@crl.com
Message-ID: <2vavpe$3jf@crl5.crl.com>
Source record: 184219

I like to use Word Writer 2 (UK) for e-mail messages because of its speed and, more importantly, its spelling checker. I received it an a cover disk of a British mag. and have suddenly had problems. Any function that uses the spelling checker results in several bombs, too many to count before returning to the desktop.

I checked all the Paths including the dictionary, removed all AUTO folder files, reinstalled the program from floppy, and even tried to use BACKWARD. The View Thesaurus command still works but not the spell checker. The only thing that changed that I can recall is a 14M ram upgrade, it worked fine with 4M. System: Falcon 14M, TOS 4.04

Any guesses?

Sam

sammcgee@crl.com
or
s.mcgee2@genie.geis.com

217. Re: MiNT Answers/More Questions

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 07:10:50 UTC
From: roemer@hera.rbi.informatik.uni-frankfurt.de
Message-ID: <2vb11q$rls@zeus.rbi.informatik.uni-frankfurt.de>
Source record: 184222

In <2v42de$ims@nasim.cube.net> knarf@nasim.cube.net (Frank Bartels) writes:

>> If you are root and there is a user speedy, what exectly does a
>> rlogin localhost -l speedy
>> give you? This should succeed even without any .rhosts or /etc/hosts.equiv
>> files. At least it works for me.

>Ups? It should *not* succeed!

>
>
>

218. Falcon-Music-Workstation

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 09:01:02 UTC
From: iagaw@cluster1.urz.uni-halle.de
Message-ID: <9407050901.AA33645@cluster1.urz.uni-halle.de>
Source record: 184223

A few days ago there was a message abouta deal between Atari and C-Lab.
I like to know some more things about it:
-when will the machine come out
-specs
-will C-Lab only buy Falcon from Atari, or make them themselves?
-price?

I hope to hear some news!

219. Re: Papyrus vs Redacteur - any thoughts

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 09:05:33 UTC
From: richara@westminster.ac.uk
Message-ID: <CsGMGG.E6y@westminster.ac.uk>
Source record: 184224

D.Q. Howard (dqh10@cus.cam.ac.uk) wrote:
: Like it says, really; does anyone have any thoughts about these two packages.
: I'm looking for an upgrade to Protext 4.3, largely 'cos I'm bored of its
: inability to co-exist with any DAs or AUTO folder progs I run. I need a text
: cruncher rather than a layup package (I'm also running Calamus 1.09n) and will

When I wanted to upgrade from protext I looked around at what was available.
Papyrus wasn't around at that time though.

I checked out the redacteur demo and it was very nice indeed. The only problem
is that it does not have an English Thesaurus.

I decided to upgrade protext 4 to protext 6. A fast GEM based WP would have
been splendid but I didn't find one to match protext's power.

--
Alan Richardson, Centre for Parallel Computing, University of Westminster
115 New Cavendish Street, London, W1M 8JS Tel: 071 911 5000 Ext: 3586
Janet: richara@uk.ac.wmin Internet: richara@wmin.ac.uk

220. Oops! Hard Drive Problems

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 09:55:19 UTC
From: Mojo <mo@sna.co.umist.ac.uk>
Message-ID: <1994Jul5.095519.21328@nessie.mcc.ac.uk>
Source record: 184225

If anyone has e-mailed recently about my hard drive problem, could they e-mail me again. Sorry for any inconvience, but the network died whilst transferring the mail from the server to my local machine...

Jakes Mo

221. Reparatie atari in buurt Amsterdam

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 09:59:23 UTC
From: bike@xs4all.hacktic.nl
Message-ID: <2vbatrINN7r8@xs4all.hacktic.nl>
Source record: 184227

Mijn atari 520 is min of meer dood. Het ziekteproces heeft +- een jaar
geduurd en de ziekte was waarschijnlijk het onvoorzichtig inpluggen van
geheugen (niet eens zelf gedaan). Waar kan ik mijn atari laten repareren
in de omgeving van Amsterdam, of kan dat niet? Wie weet een telefoonnummer
van Atari Nederland of is dat er niet?

"If songs were lines in a conversation * bike@hacktic.nl
the situation will be fine" - Nick Drake * Bert Menting@real.world

222. Re: RSVE German/English docs on a.a.u.e

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 10:11:01 UTC
From: s002893@YPSERV.rz.fhtw-berlin.de
Message-ID: <2vbbjl$ibs@RW320B49.rz.fhtw-berlin.de>
Source record: 184226
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Oh, Mickey, You make the RSVE better than it is. Do not wake up expectations it can not satisfy!

I will explain it: It is impossible to switch die MFP (which handles MODEM1) to a higher rate then 19200 only by software - if you like to use the asynchronous mode! You NEED this mode (more technical: the /16 divider) to synchronize on the async data your computer receives.
If you switch off the /16, you may transmit at more than 19200 error free, but the receiver makes mistakes, more or less, earlier or later. There are some ugly accessories and programs doing so.

RSVE generates higher clock frequencies and lets the /16 switched on.
The problem of synchronizing the data remains solved.

The next problem are uncooperative programs (as the Atari operating system, the TOS, really!) which disable the interrupts too long. (In some situations it is necessary to disable the ints, but keep such passages as short as possible!)

On an 8MHz-68000 ST with TOS2.06 and my drivers (with the FASTINT-option on, which "patches" a bit the most uncooperative part of the TOS) you can receive 57600Bd without any errors, as long as no hard disk access or keypress or mousemove occurs. Under Magic you can work (nearly) without restrictions while receiving at 38400Bd.

115200Bd error free is only possible on TTs or with a good CPU-speeder and a bit luck (the critical routines remain in cache or lay in the fast RAM).

There is a way to break the 57600Bd border on 8MHz machines too, but this is a bit more expensive than this RSVE.

Greetings, HS

223. Re: Papyrus vs Redacteur - any thoughts

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 12:10:22 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2vbije$lvu@bognor.barclays.co.uk>
Source record: 184229

```
In article <2v9js5$j3s@lyra.csx.cam.ac.uk>, dqh10@cus.cam.ac.uk (D.Q. Howard) writes:
|> Like it says, really; does anyone have any thoughts about these two packages.
|> I'm looking for an upgrade to Protext 4.3, largely 'cos I'm bored of its
|> inability to co-exist with any DAs or AUTO folder progs I run. I need a text
|> cruncher rather than a layup package (I'm also running Calamus 1.09n) and will
|> be using it for writing up a thesis. All contributions will be received with
|> gratitude (it might help save me mis-spending UKP100+!)
Have you considered That's Write? It's very fast, handles big documents well
and has powerful style control as well as a built in programmin language for
macro writing. It has a spell checker which is a bit naff but is otherwise
fine. It has a utility with it to take Calamus fonts and convert them to it's
own native bitmap format. For details contact compo@cix.compulink.co.uk
--
+-----------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-----------------------------------------------------+
```

224. NVDI

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 12:10:23 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <16287GRJDGQNVPYISGV@ars.ath.forthnet.gr>
Source record: 184205

I am using NVDI 2.5 and I can't live without it.
I have a Falcon030/4MB and usually I use it in 768x480x16 color mode.

I can't wait for NVDI v3!!

Michael Papadopoulos.
mipap@ars.ath.forthnet.gr

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services
---

225. Falcon Warrantee Fix

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 12:10:23 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <16294GRJDGQNVPYISGV@ars.ath.forthnet.gr>
Source record: 184206

IM>The changes of my local dealer being able to (or being willing to) do it are
IM>slim to none. Knowing Atari, I'd have to send it back to them, let them
IM>butcher it, and wait a year or two before I get it back.

They install a small chip and connect some wires to the motherboard.
After that all timing problems with the sound are over. The installation
is very easy to do. It takes half an hour max and even here in Greece
the service department fixes it in 4 days.

Michael Papadopoulos.
mipap@ars.ath.forthnet.gr

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services
---

226. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 12:12:49 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2vbio1$irg@golem.wcc.govt.nz>
Source record: 184231

In article <2v8fbt$njb@werple.apana.org.au>, julian@loose.apana.org.au (Julian Gifford) writes:
>What is the best comms program to use on the Atari for Internet?
>I'm using FreezeDriedTerminal 2.20 and I think it's great except for loosing
>info in the scrollback. I hope this will be fixed in the new version thats
>supposed to be coming out soon.
>julian@loose.apana.org.au

Well from the most people that I know use FDT, are teenagers, I have never rated it al all, no great Zmodem support no VT100...

There will never be any more support for it, the Author lost all the code in a hard disk crash, there has been a lot of talk that he intends to upgrade it, but after 2 years its all just all talk....

What we still need is a good Terminal program, I was hoping THE STORM would be it, but that is no longer supported, and still has a few bugs...

Plus I think have used most of them, well allmost....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

227. Re: UK: hard drive recommendations?

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 12:14:26 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2vbir2$lvu@bognor.barclays.co.uk>
Source record: 184230

```
In article <2vapdk$fiu@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.)
writes:
|> In article <H.eg.s7lmYpJmrNk@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
|> >In <1994Jun27.155556.17907@boojum.lanl.gov>, Hutch writes:
|> >> In article qh2@golem.wcc.govt.nz, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.)
writes:
|> >> >
|> >> >They have called it a Risk PC, to help it sell, but I think its just
|> >> >a Acorn Archimedes and has its own OS, and a very nice GUI...
|> >>
|> >>
|> >> Actually, Roger, that's 'RISC' (Reduced Instruction Set Computing) but in
|> >> retrospect, I think your nomenclature or 'Risk' is more appropriate. :)
|> >
|> >I don't know; they certainly sound more interesting than PCs or Macs.
|> >It's a pity that they don't run something standard like UNIX and that
|> >people are making such a big deal about being able to drop a '486 card
|> >into it... ick.
|>
|>
|>
|>
|> Sorry but they do run Unix, they even sell Acorn that is Unix
|> work stations.....
I can't remember the exact stats but ISTR reading last year in a computer
paper that Acorn sold more Unix workstations that year than any other vendor.
It surprised me but I know a lot get used in schools and Unis. As Roger says,
it is a proper and full unix.

--
+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-----------------------------------------------+
```

228. Re: help! Starball locks up

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 12:33:29 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2vbjup$irg@golem.wcc.govt.nz>
Source record: 184232

In article <2v9i06$6h0@mailer.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>David Oldcorn (oldcornd@cs.man.ac.uk) wrote:
>> On most machines Starball runs fine from Floppy, harddrive, AUTO folder, probably
>I have a MegaSTE with TOS 2.06, and it works perfectly from the hard disk.
>Feel free to email me if you would like me to test something on my (currently
>working) Starball setup.

I think the problem is to do with the Hard Disk driver they are using
or even the version, I have found problems with some software and a older
version of the ICD utils....

People must bootup with a clean system before they go blaming the
software hard drive set up...

>* Mickey Boyd *
>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

229. Re: MIME

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 12:37:17 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.2492.0004A2AE@dhhalden.no>
Source record: 184228

In article <CsF70G.CAx@westminster.ac.uk> vctec@westminster.ac.uk (Denesh Bhabuta) writes:

>: >Does anyone know of a version of MIME software for the ST?

>: No. Someone should port mpack (ftp.andrew.cmu.edu) to the ST, as I
>: keep seeing this question...

>Erm, ESS-Code v6.1 does mime encoding/decoding.

And, for those interested in adding support in their own stuff there's a
library called MimeLight available in Norway. It's in ANSI C (if I remember
correctly). Mail me if interested in details.

Jon

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman
---

230. Re: Atari Financial Report

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 13:51:24 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2vbogs$kji@golem.wcc.govt.nz>
Source record: 184246

In article <J4-TpDE.abarbiero@delphi.com>, abarbiero@delphi.com writes:
>Ari Feldman <ari2550@delphi.com> writes:
>
>
>I build PC systems for people who want them, I do about 4 systems
>a week. I have had everything from a '286-8 to a '486DX4 PCI system
>in here, anything other than a Mac or and Atari is NOT a home computer

Yes there is , its called a Risc PC made by Acorn, a UK firm, they
have more computers here in schools than Macs or PC's....

>I used to sell Atari systems... or point them to Atari dealers, I
>managed to get about twelve people to buy MegaSTe's back when they
>were still made. Unfortunately, no-one can afford to make home computers
>anymore... even Mac is having big trouble now.

Well Acorn just brought out there Risc PC, not cheap here but very very fast,
beets a 486 DX66 for dead.....

>
>Andreas@AEO

Have a look at the Acorn groups and find out for your self....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

231. Re: 11 Bombs SCSI boot

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 14:24:46 UTC
From: bjgrier@bnr.ca
Message-ID: <CsH1DD.9np@nrtpa038.bnr.ca>
Source record: 184234

In article <2vapmf$fiu@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
|> In article <CsCox5.M8C@mach1.wlu.ca>, blai1690@mach1.wlu.ca (Jeffrey Blair u) writes:
|> >
|> >Hello Folks!
|> >
|> > I have somewhat of a problem: I installed a new SCSI Maxtor 345Mg
|> >onto my Atari STe via a ADSCSI+; no problems up until I tried installing
|> >icons for the new partitions. The software suggested up to drive M, but
|> >that only came out to 344Mg, and so I tried adding an 'N' partition. The
|> >
|> > Jeff
|>
|>
|> Reformat with BGM partitions, but keep the C one at 5 megs as recomended
|> by ICD.....
|>
|> I am using a 240 meg drive and only have 4 partitions....
|>
|>

To get your system to boot up hold the control key (or is it alternate) while booting. This will present you with the basic desktop with only the floppies and C drive icons. Manually edit you desktop.inf file, or change its name and reboot. You should have your system back.

I have a Quantum 425 meg drive formatted into 5 partitions on my TT using ICDs software.

Brian

--

Disclaimer: The opinions expressed are mine not those of .

_____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an MS-Dos compatible. I
Research Triangle Park, NC	have REAL computing work to do.
_____	_____

232. Re: help! Starball locks up

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 14:33:40 UTC
From: mcnaugra@vax.sbu.ac.uk
Message-ID: <1994Jul5.143340.7072@vax.sbu.ac.uk>
Source record: 184233

>>I have a MegaSTE with TOS 2.06, and it works perfectly from the hard disk.
>>Feel free to email me if you would like me to test something on my (currently
>>working) Starball setup.
>
>
> I think the problem is to do with the Hard Disk driver they are using
> or even the version, I have found problems with some software and a older
> version of the ICD utils....
>

It's definitely the HD driver. It might help if I remembered to check which
drivers I'm using at the moment! It's a fairly recent version of AHDI, anyway.

>
> People must bootup with a clean system before they go blaming the
> software hard drive set up...
>

Actually, other than the HD driver, I don't think there's much that does cause
problems. I can quite happily run Starball with Quick ST 3 installed, as long
as I run from floppy, and generally if QST3 doesn't crash it, not much will!

--
Ross McNaughton
mcnaugra@vax.sbu.ac.uk

233. [Announce] Stello v 1.1 updatet othello game

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 14:44:25 UTC
From: atari@monet.name
Message-ID: <1994Jul5.144425.26824@imada.ou.dk>
Source record: 184236

Hello everybody.

After five years of development, here it is. The ultimate
Othello/Reversi playing program "Stello". Outstanding features
such as

- Works under Gem, all Atari computers, all screen resolutions,
(x resolution must be at least 640)
- Supports Multitos and WINX
- Uses multitasking under Multitos
- Advanced gameplaying algoritms, alfa-beta minimax, iterative
deepening, response killer table, saves game tree and
uses the zerowidth minimax modifikation.
- One of the best Othello programs in the world.
- Background pictures on the board
- Supports english, german and danish (Hey i live in Denmark).

New in version 1.1

- Dialogs in windows
- Nicer interface (3d buttons and checkboxes even under old
tosversions, niceline menus)
- A few bugfixes

More details in the documentation. Stello is a Shareware game. I
have uploaded the game to the following ftp sites, in the file
STELLO11.LZH, it should be free for download in a few days.

ftp.uni-paderborn.de
ftp.uni-kl.de
ftp.cnam.fr

Happy Othello playing.
Claus J. Pedersen.

234. Karate Kid II

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 14:54:14 UTC
From: klassa@aur.alcatel.com
Message-ID: <2vbs6m$f5p@aurns1.aur.alcatel.com>
Source record: 184235

Anybody remember the game Karate Kid II (came out about seven years ago maybe)? I could never figure out how to get past the final (?) round -- the one where you're on something that looks like a mat, after the bonus round where you try to break ice sheets. On the ice-sheet round, it seems like you had to move the joystick in a clockwise motion, as fast as possible, to get the little drum thing to spin (I never did figure out how to break any ice sheets, though). In the final round, after you beat up your opponent, you'd wind up in the middle of the mat, face-to-face. The little drum thing would start to spin (which you could speed up with the clockwise joystick motion), then the bad guy'd punch you in the face & you'd die. I could *never* get past that...

Did anybody ever play that game successfully? I'd love to know what I was doing wrong...

Thanks-
John

--
--
John Klassa // Alcatel Network Systems, Inc. // 919-850-1246 \ /\ /\
Raleigh, North Carolina // klassa@aur.alcatel.com \ /\ & \/ \
--- \/ \/ \

235. Re: Developer Details wanted

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 15:21:48 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jul5.152148.12927@boojum.lanl.gov>
Source record: 184237

In article 51v@vishnu.jussieu.fr, bourlon@gla.ecoledoc.ibp.fr (Marc BOURLON) writes:
> I became an Atari developper a year ago, and it cost me 2000FF, which is
>around 350-400 $. [...]
>
> But it's quite cheap compared to the price of an Apple developper registration -
> I'm not an Apple dev ! -

Unfortunately, you certainly get what you pay for. I have not received a single shred of developer information from Atari for nearly a year now. We used to get a bi-monthly newsletter called 'Atari.RSC' but even that's gone now. As it is, the best source of developer information comes from other developers and software publishers, which is why organizations like the IAAD are so valuable (as well as information exchange forums like comp.sys.atari.st). And as far as developer documentation is concerned, buy The Atari Compendium book and you will have more usable info and in a readable form for much less $$$.

I have not paid my Apple Associates developer fees yet as there is so much stuff available to the general public at such low cost. For example, I subscribe to an Apple developer's magazine called 'Develop' (appropriately enough) which is published 4 times a year and each issue comes with a CD-ROM filled with info such as new System changes, documentation, utilities, sample code, etc. And the cost? ... just $30 per year.

I'm not saying that Atari needs to go to these extremes, but developer support is essenitally NON-EXISTENT from them now (which gives you a fairly accurate indication of how serious they are about the future desktop computer market).

Just my $.02.

-Hutch- @ Fair Dinkum Tech

236. Re: Atari Falcon for sale

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 15:24:21 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jul5.152421.13011@boojum.lanl.gov>
Source record: 184238

In article ari2550@delphi.com, Ari Feldman <ari2550@delphi.com> () writes:
>
>In anycase, good luck [selling your Falcon]! Buy a PC like me.. :)

Yeh, you know what they say... 'misery loves company.' ;-)

-Hutch- @ Fair Dinkum Tech

237. Re: Atari on www (revisited)

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 15:27:00 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Jul5112700@wpi.WPI.EDU>
Source record: 184243

```
Also, the BOAST stuff (and some future Atari links) is available at:

http://www.wpi.edu:8080/~lancer/atari.html

.s.
--
- lancer@wpi.wpi.edu - - Think Tree, "Rattlesnake": -
- We wore the dust as blankets, the tumbleweed as pillows -
- I said "the stars are watching", she said "nope, armadillos" -
```

238. Re: UK: hard drive recommendations?

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 15:29:57 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jul5.152957.13114@boojum.lanl.gov>
Source record: 184239

In article s7lmYpJmrNk@semprini.waterloo-rdp.on.ca, cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>
>Linux for the PowerMac should prove interesting; I wonder how hellish
>it'd be to use X with a one-button mouse though...

I would think it _would_ be uncomfortable, at least. Thankfully, there are replacement 2 and 3-button optical mice available from Mouse Systems, the same company that makes the mouse I'm using on a Sun Sparcstation right now.

-Hutch- @ Fair Dinkum Tech

239. Re: Status of the JANUS emualtor...

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 15:32:25 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jul5.153225.13244@boojum.lanl.gov>
Source record: 184241

In article ari2550@delphi.com, Ari Feldman <ari2550@delphi.com> () writes:
>
>However, I remember hearing about the JANUS ST emulator hardware card for PCs.
>As it is hardware based, it should run at normal (full) ST speed or better.
>
>What I want to know is this:
>
>Is it finally available? Is it available in the US? How much does it cost?
>What are the performance specs? What are the exact system requirement?

Hate to add a 'me too' post, but er... me too. :)

I don't know anything about this product except for what little I have read
here. Am I to assume this card carries a 68000 cpu on board, as well as TOS?
How about an update from someone who knows?

Thanks,

-Hutch- @ Fair Dinkum Tech

240. Re: Jay Miner (was Re: Atari Financial Report

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 15:38:54 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jul5.153854.13467@boojum.lanl.gov>
Source record: 184242

In article 3i6@potogold.rmii.com, dkoster@rmii.com (david Koster) writes:
>Hutch (hutch@ilmen.lanl.gov) wrote:
>: Just FYI, Jay Miner passed away on the 20th of this month.
>
>By my way of thinking, Miner was one of the truly creative engineers
>that midwifed the personal computer. Didn't hear he died; thanks
>for the news, Hutch. Any details, an obit, perhaps?

There was quite a bit of background discussion on Jay just recently in the comp.sys.atari.8bit newsgroup so I suggest you go there for more info.

-Hutch- @ Fair Dinkum Tech

241. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 15:42:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2e198fe2@p2.stacken.ct.se>
Source record: 184115

Hello, Julian! On 04 Jul 94 you wrote:

JG> From: julian@loose.apana.org.au (Julian Gifford)
JG>
JG> What is the best comms program to use on the Atari for Internet?
JG> I'm using FreezeDriedTerminal 2.20 and I think it's great except for
JG> loosing info in the scrollback. I hope this will be fixed in the new
JG> version thats supposed to be coming out soon.
JG> I've used Flash 2 and I don't like it much. What do all you
JG> experts recommend? What do you use? Thanks....Julian.

I use Connect which is fine if you have the memory and screen rez to let it shine. If you're short in those areas, try Uniterm. Both offer true VT100 emulation, something that FZDT is lacking.

I'm curious to know if anyone has gotten the ISO 8859-1 (Latin-1) character set to work with Connect, and also the "meta" key needed for emacs. I can't seem to get these working, but then I haven't tried all options yet. Do I have to select VT220 emulation for this to work?

242. Re: help! Starball locks up

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 15:54:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2e199091@p2.stacken.ct.se>
Source record: 184116

Hello, Roger! On 03 Jul 94 you wrote:

RS> From: sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.)
RS>
RS> IT DOES NOT RUN IN a AUTO FOLDER, its a TOS program....

Renaming it to STARBALL.PRG should take care of that.

243. Re: help! Starball locks up

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 16:11:32 UTC
From: rm03@cscmgb.cc.ic.ac.uk
Message-ID: <1994Jul5.161132.25423@cc.ic.ac.uk>
Source record: 184240

Starball locks up on my machine unless I hold down 'alt' as it loads.
(It locks up just after the bit that prints `Starball 1.10 loading').
This happens if I run from HD, or even if I do a totally clean load from a
floppy.
My setup is a Tos 1.62 STe with 4Mb. Curiously, a friend of mine doesn't have
this problem, and he has an identical setup, except that it has only 2Mb.
Could this be another case of the 'Four Megs Bad' problem that seem to hit
lots of games? (e.g. Railroad Tycoon, Civilization)

-- Robert Mellish, F.O.G. --
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
-- and also the mrs joyful prize for rafia work. --

244. ***** 1040 and 520ST system For Sale *******

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 16:32:32 UTC
From: gathings@cs.utk.edu
Message-ID: <2vc1v0INNm2m@duncan.cs.utk.edu>
Source record: 184245
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

F O R S A L E

Item Desc Asking Price

Atari 520stfm 512k ram
system mouse, internal 3.5"
drive (ssdd)
68000 main processor
with communcation
software and books $200
(GEM programming etc.)

Atari 1050stf 512k ram (other 512k $400
in above system
mouse internal 3.5"
drive (dsdd)
68000 main processor
with communcation
software and books
(same as above)
SC1224 color monitor
sf354 and sf314
external floppy drives.

Atari 1200XL 64k ram /books $30

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando

245. SIMILAR REPOST: Jag Letter Writing Campaign (read me)

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 16:39:06 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <2vc2ba$hjk@usenet.INS.CWRU.Edu>
Source record: 184244
Cross-posted to: rec.games.video.atari,comp.sys.atari.st

Ok, I've been asked by several people to repost this because some people missed it over the long weekend holiday. So instead of just posting the same thing, I changed the first half somewhat. People from outside the U.S. can participate in this campaign by writing these companies in their country. Thanks!

CAIN's A.C.T. Now (Atari Community Together Now)
Jaguar Writing Campaign

Contact: Len Stys (aa399@cleveland.freenet.edu)
A.C.T. Now Organizer
CAIN Assistant Newsletter Editor
Cleveland Free-Net Atari SIG Manager

The 64-Bit Jaguar is Atari Corp.'s only hope of staying in business. This is fact. If the Jaguar fails: say goodbye to any more new games for the Atari Lynx, say goodbye to any thought of a new line of Atari computers being released, and say goodbye to any thought of new software being released for the Atari ST/TT/Falcon030 line of computers. If you are a member of the Atari Community, you should be pulling for the Jaguar to be a success.

This is the situation. The people at Atari Corp. are doing everything that they can to make sure the Jaguar is a success. But because the Jaguar is a new product and it is competing against systems like 3DO, SNES, Genesis, and future systems like Saturn and the Nintendo 64-bit, big name companies are wary about investing in the Jaguar. They are also not sure if there is a demand for their games on the Jaguar.

Yes, Atari Corp. has 150+ companies developing for the Jaguar, but most of these companies are one or two man operations. And a lot of these people are writing games for the Jaguar as an extra to their full-time job. It could very well take these small companies a year or more just to finish one game. There is also no guarantee that these companies will even release the game they are working on and if they do release it, the game may not be that great.

We are at the point where Atari Corp. is waiting for big name companies to decide to develop for the Jaguar. At the same time, these companies are waiting to see a demand for their games on the Jaguar. So when will these companies realize that there is a demand for their games on the Jaguar? One of two things must happen. Atari Corp. must sell 1 million or more Jaguar units before these companies will start making their games for the Jaguar. Since Atari Corp. will not be able to sell 1 million Jaguars without these companies selling their games for the Jaguar, the second

thing must happen. This is for companies to receive hundreds of letters from Jaguar owners that want their games for the Jaguar.

If these big name companies are not convinced to make their games for the Jaguar in the next few months, they will sign to develop for Sega's Saturn or Nintendo's new 64-bit. If this happens, Atari Corp. will be locked out once again from game companies. This happened when Atari attempted to get companies to make games for its 7800 game system. Nintendo already signed companies to make games for its NES.

As you see, there is no other choice. The Atari Community will need to start writing letters to these game companies or we will witness Atari Corp. following Commodore International.

Will writing letters work? Yes, they will work. I have a degree in Business (Management & Marketing) and through my past business experience, I've learned that letters do make a difference. There are many ways of determining a demand for a product, but nothing is more convincing to a company than hundreds of letters from consumers that are asking for their product. Letters are concrete proof that demand exists.

If you want to see big name companies and big name titles for the Jaguar, join in with this letter writing campaign. I'm participating in this campaign for three reasons: 1) I really think that my letter will make a difference in the decision making process at these companies. 2) I don't want to think "what if" in the future. I want to do my part now so I can say that I did my share. 3) It is my duty as a consumer to let companies know so I can satisfy my needs (or wants).

I hope you will see a need to participate in this campaign as well. And don't think that someone else will write because if that person feels the same way you do, nobody will write. The Atari Community is small and this campaign will require everyone to participate. As soon as you are done reading this newsgroup, write these companies. Make it a priority in your already busy life.

If you do not see the games you want for the Jaguar in this campaign, do not be concerned. There will be a Jaguar letter writing campaign taking place in the beginning of every month. Each campaign is strategically set-up in a way so that every Jaguar player's needs will be satisfied. But the campaigns will only work is you participate. You cannot participate in one campaign and not another. Each campaign complements the other. If you are an Atari computer user that is only participating in these campaigns because you believe it will provide Atari funds to concentrate on computers again, this is great! The result of the Jaguar's success will impact every aspect and every member of the Atari Community.

Expect a Lynx letter writing campaign to take place in the middle of each month.

There are FOUR letters to write. Its important!

1ST LETTER

As of July 1, 1994, Mortal Kombat II is not being produced for the Jaguar. And Acclaim has no plans to produce Mortal Kombat for the Jaguar. But next year, Williams will be able to release Mortal Kombat II for any game system that the company wishes to release it for. The time is now to let Williams know that we want to see Mortal Kombat II for the Jaguar.

Mortal Kombat II is by far the #1 most wanted game for the Jaguar according to the Most Wanted Games for the Jaguar listing published by CAIN Newsletter. If this game is released for the Jaguar, the name "Atari" will once again be a household name.

The letter to Williams should include:

Dear Sir or Madam,

1) How much you enjoy Mortal Kombat II at the arcades.
3) How you like the games that Williams makes.
3) How you enjoy the Atari Jaguar.
4) How you think the Atari Jaguar is the only game system that will do the game justice.
5) How you will run out and get the game for the Jaguar as soon as it is released.
6) A thank you to the person reading your letter and for considering making Mortal Kombat II for the Jaguar.

The address of Williams is the following:

Williams/Bally/Midway
Attn: Console Software Development
3401 North California Ave.
Chicago, IL 60618-5889

2ND LETTER

Electronic Arts is the publisher of some incredible games such as: NBA Showdown, FIFA International Soccer, PGA European Tour Golf, NHL Hockey '94, Wing Commander, Super Wing Commander, John Madden NFL Football, Escape from Monster Manner, Twisted, Mario Andretti Racing, MLBPA Baseball, and many more! Electronic Arts also owns several other software companies that they may give the OK to develop for the Jaguar if they see there is a demand for Jaguar games.

Unfortunately, Electronic Arts is also a major backer of 3DO, a company that is a big competitor of Atari Corp.. Electronic Arts is spending a lot of time and money on making games for 3DO that it could be spending on the Jaguar.

There is hope though! Electronic Arts is a licensee. This means that the company has Jaguar developers units. Electronic Arts' management just has to give the OK to make games for the Jaguar.

The letter to Electronic Arts should include:

Dear Sir or Madam,

1) How much you enjoy Electronic Arts games.
2) How you have been buying Electronic Arts games for your 8-bit Atari since the company was started (if this is true).
3) How much you enjoy your Atari Jaguar.
4) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
5) The games that you would love to see on the Jaguar (choose two or three Electronic Arts games).
6) How you believe Electronics Arts' games will be unbelievable when using the graphics and sound capabilities of the Jaguar.
7) How you will run out and buy Electronic Arts' games if they produce them for the Jaguar.
8) A thank you to the person reading your letter and a thank you for considering producing games for the Jaguar.

The address of Electronic Arts is:

Electronic Arts, Inc.
Attn: Production Teams
P.O. Box 7578
San Mateo, CA 94403-7578

3RD LETTER

Capcom is known for producing the Street Fighter II series of games. The company is also known for producing games such as The Great Circus Mystery Starring Mickey & Minnie Mouse, Demon's Crest, and Saturday Night Slam Masters. The company also does conversions of popular titles such as Wizardry V and Eye of the Beholder.

Super Street Fighter II is second only to Mortal Kombat II on the Most Wanted Games for the Jaguar CAIN Newsletter list. If the game existed for the Jaguar, it would no doubt sell a lot of Jaguars. But Capcom is not making Super Street Fighter II for the Jaguar and no plans have been announced to do so in the near future.

The letter to Capcom should include:

Dear Mr. Tresidder,

1) How much you enjoy Street Fighter at the arcades.
2) How you like the games that Capcom makes.
3) How you enjoy the Atari Jaguar.
4) How you think the Atari Jaguar is the only game system that will do the game justice.
5) How you will run out and get Super Street Fighter II for the Jaguar as soon it is released.
6) A thank you to the person for reading your letter and for considering making Super Street Fighter II for the Jaguar.

The address of Capcom is:

Capcom USA Inc.
Attn: Mr. Corey Tresidder
475 Oakmead Parkway
Sunnyvale, CA 94086

4TH LETTER

Atari Corp. recently announced an agreement which will use Phylon's voice-data modem technology into a Jaguar Voice/Data Communicator. This Jaguar modem will allow Jaguar game players to play against or with friends that might be miles away. And it will also allow game players to talk with their friends while playing with them.

There are a few announced games that will use the Jaguar Voice/Data Communicator such as Club Drive and DOOM. But there is really no reason why ALL Atari multi-player games cannot use the Jaguar modem. Checkered Flag, Kasumi Ninja, Spacewar, Star Raiders 2000, and all future Jaguar games that are at least two player should allow for Jaguar modem play. Atari Corp. should also be doing everything it can to interest third-party software companies into making use of the Jaguar modem.

Modem games and networking games is the next generation of video gaming. Virtual Reality is still a few years away, but modem and networking games are here and now.

The main goal of this letter should be to convince Atari Corp. that the company should take steps to make all future games so that they utilize the Jaguar's Voice/Data Communicator.

The letter to Atari Corp. should include:

Dear Mrs. LaBrec,

1) How much you enjoy the Atari Jaguar.
2) How much you enjoy modem games.
3) How you believe that modem games/networking games will be an important part of the video gaming future.
4) How you would like to see ALL Jaguar games make use of the Jaguar Voice/Data Communicator or Jaguar modem.
5) How you believe that Atari Corp. should be working closely with third-party game companies to make sure that they make use of the Jaguar modem in their games.
6) How you will be more willing to buy Jaguar games that make use of Jaguar modem/networking.
7) A thank you to the person for reading your letter and for considering your suggestions.

The address of Atari Corp is:

Atari Corp.
Attn: Sandy LaBrec
1196 Borregas Avenue

Sunnyvale, CA 94089

It is imperative that you write all of these companies. Even if you do not care for fighting games, you are still encouraged to write Williams and Capcom because these companies will help get other games for the Jaguar.

And lastly, please spread information about this campaign around! Give it to your friends and have them write too! In order for this campaign to be effective, hundreds of letters will need to be sent to each of these companies. It is possible for this to happen!!! You will just need to help get the word out about this writing campaign.

THANK YOU!

--

246. Corel File Formats (*.BMF)

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 18:05:24 UTC
From: rrice@netnews.upenn.edu
Message-ID: <2vc7d4$efo@netnews.upenn.edu>
Source record: 184248

Hello!

A friend of mine just bought a new CD rom with a great many DOS clip art pictures upon it--in *.BMF, he tells me, color format. He would need to view and manipulate them as IMG files on a monochrome Mega 4 STE. Apparently the "trial" version of GemView hasn't helped him--although he intends to register the program anyway as soon as he gets one of the American addresses for that. Does anybody have any suggestions as to what he should do?

Rob S. Rice
rrice@ccat.sas

247. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 18:20:07 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <2vc88n$rol@msuinfo.cl.msu.edu>
Source record: 184249

In article <2vbio1$irg@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:

>What we still need is a good Terminal program, I was hoping THE STORM
>would be it, but that is no longer supported, and still has a few bugs...

What I've gleaned from skimming the Storm discussion topic on Genie is that Alan has been very busy with his job, and hasn't had time to communicate with the Atari community, much less actually work on Storm. However, I seem to remember reading that he does plan on getting back to it sometime in the next couple of months (August, perhaps?). Anyone know more?

>Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
> r.sheppard5@genie.geis.com
> GEnie - r.sheppard5

Tom Hopper
hopper_t@msupa.pa.msu.edu

248. Re: help! Starball locks up

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 18:22:20 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <CsHCD8.F9A@freenet.carleton.ca>
Source record: 184250

In a previous article, rm03@cscmgb.cc.ic.ac.uk (Mr R. Mellish) says:

>Starball locks up on my machine unless I hold down 'alt' as it loads.
>(It locks up just after the bit that prints `Starball 1.10 loading').
>This happens if I run from HD, or even if I do a totally clean load from a
>floppy.
>My setup is a Tos 1.62 STe with 4Mb. Curiously, a friend of mine doesn't have
>this problem, and he has an identical setup, except that it has only 2Mb.
>Could this be another case of the 'Four Megs Bad' problem that seem to hit
>lots of games? (e.g. Railroad Tycoon, Civilization)
>
>
It locks up on my Mega Ste, TOS 2.05, 4 Megs ram also! The problem just
might be the amount of ram in the system. Any fixes in mind?

Mark Montreuil

--

Mark Montreuil (613) 990-4833 (voice)
IH Advisory Council Internet Relations
Internet: Montreuil.mark@istc.ca

249. Re: Search a VIRTUAL DISK-RAM MEMORY : HELP !

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 18:50:22 UTC
From: sbparker@harold.ukmail.NET
Message-ID: <EGFSFDVE21-UP@harold.ukmail.NET>
Source record: 184101

In <2e160b67@p13.secom.ct.se> Samuel Arvidsson wrote :

>........ Well, the PD program VRAM works at
>least on TT/Falcon, anyone tested it on an 68000?

If you are referring to VRAM from Overscan, then it is a commercial
product and can only work on a machine with a PMMU. This rules out the
68000 as far as I can see.

(Of course, my copy of VRAM is rather old now, so maybe they did manage
to work a miracle in the meantime ;-)

--

-- --
Steve Parker sbparker@harold.ukmail.NET
-- --

250. TRAKCOM/MJUZAKK-News!

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 19:41:42 UTC
From: b_kirsch@tecnozid.mubo.saar.de
Message-ID: <Up-EGFSEDCF@tecnozid.mubo.saar.de>
Source record: 184119

Hallo!
Das mit Erlangen hat ja mal wieder nicht ordentlich hingehauen.
Daher ist die TRAKCOM-Demo, der CD-Quality-Musik-Editor fuer Falcon, jetzt
auch erhaeltlich in Regensburg!
Nebenbei ist es auch ein voller MJUZAKK-Player.

freeware\software\atari\falcon\audio\mjuzakk\TRKCM13D.ZIP

to be found on: ftp.uni-regensburg.de

Viel Spass und schreibt mal was dazu!
Tschoe

--

Bi-O-Frood | "Deluxe MJUZAKK" | The Music-Hacker's
b_kirsch@mubo.saar.de | "TRAKCOM-Tonstudio in der Box" | Tools for /|\ Falcon

Niemand ist so einsam wie der Samowar, es sei denn der Tiger im Dschungel.
(Laotse)

251. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 19:58:49 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2vce1p$n4h@golem.wcc.govt.nz>
Source record: 184102

```
] What is the best comms program to use on the Atari for Internet?
] I'm using FreezeDriedTerminal 2.20 and I think it's great except for loosin
] info in the scrollback. I hope this will be fixed in the new version thats
] supposed to be coming out soon.
] I've used Flash 2 and I don't like it much. What do all you experts
] recommend? What do you use? Thanks....Julian.

FreeZe Dried Terminal isn't the best for Internet work, as it can't handle
VT-100, although I'm using it as I type this in ANSI mode, which is enough
for _most_ situations. (It runs & screams when IRC is activated!).

Losing Scrollback info? If you've got more than 1meg of RAM, try setting
the capture size to about 5000 lines. That is usually more than enough
for the average (lengthy) session!
```

252. Re: Utopos

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 20:01:56 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2vce7k$n4h@golem.wcc.govt.nz>
Source record: 184104

```
] >Stardust?
]
] You _have_ heard of Stardust on the Amiga, haven't you?

Amiga?! What's that? :) No, I've never heard of Stardust! :-)
```

253. Re: ROCK bottom ST stuffs for SALE! :)

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 20:03:43 UTC
From: robert@informix.com
Message-ID: <robert.773438623@maelstrom>
Source record: 184103

jorge@mercury.sfsu.edu (Tony Leung) writes:

>For $12/game
>Wanderer 3-D (3d glass included, a real virtual world!).

Are these red/green glasses, polarized lenses, or the shutter
glasses? If they're the shutter glasses, then I definitely want this.

Robert C.

Work: (415) 926-6321
robert@informix.com
--

Disclaimer: My company has not yet seen fit to
elect me as spokesperson. Hmmpf.

254. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 20:04:40 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2vceco$n4h@golem.wcc.govt.nz>
Source record: 184105

```
] From: millert@grad.csee.usf.edu (Timothy Miller)
]
] For VT-100 and VT-102 support geared for UNIX, the one of the best terminal
] programs is ANSITerm. It handles stuff coming from UNIX virtually flawless
] and it also does 16 color ANSI graphics without any annoying flicker, altho
] it does it by using 4x8 characters (surprisingly easy to read) in ST Low.
]
] ANSITerm 1.91, is also, by FAR, the fastest terminal program available. On
] Falcon it keeps up with full tilt 57600 bps without hardly getting behind a
] all.
```

Ahh, but as the author (?) you're biased! :)

It's not bad, but someone lacking in features! (Not terribly simple Capture).

For ease-of-use, speed, and net-compatibility, don't look any further
than Uniterm or Flash (Not Flash-2 which is very slow, and quite buggy!).

They will both need an external Z-Modem, but from flash at least, this
can be set-up to happen with a single keypress!

255. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 20:06:12 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2vcefk$n4h@golem.wcc.govt.nz>
Source record: 184106

] Well from the most people that I know use FDT, are teenagers, I have never
] rated it al all, no great Zmodem support no VT100...

Gee you're full of crap! :) ONE person you know who uses it is a
teenager.....

And like it really makes a difference?!

256. Re: Atari Financial Report

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 20:07:55 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2vceir$n4h@golem.wcc.govt.nz>
Source record: 184107

] >I build PC systems for people who want them, I do about 4 systems
] >a week. I have had everything from a '286-8 to a '486DX4 PCI system
] >in here, anything other than a Mac or and Atari is NOT a home computer
]
] Yes there is , its called a Risc PC made by Acorn, a UK firm, they
] have more computers here in schools than Macs or PC's....

You're getting as bad as Sinclap. Soon you're going to be giving us
comprehensive price listings and availability status every week....

257. ***** 1040 and 520ST system For Sale *******

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 21:10:22 UTC
From: gathings@cs.utk.edu
Message-ID: <2vci7uINNqto@duncan.cs.utk.edu>
Source record: 184108
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

F O R S A L E

Item Desc Asking Price

Atari 520stfm 512k ram
system mouse, internal 3.5"
drive (ssdd)
68000 main processor
with communcation
software and books $200
(GEM programming etc.)

Atari 1050stf 512k ram (other 512k $400
in above system
mouse internal 3.5"
drive (dsdd)
68000 main processor
with communcation
software and books
(same as above)
SC1224 color monitor
sf354 and sf314
external floppy drives.

Atari 1200XL 64k ram /books $30

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando

258. Re: NVDI

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 21:45:27 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2vck9n$kf5@mother.usf.edu>
Source record: 184143

mipap@ars.ath.forthnet.gr wrote:

: I am using NVDI 2.5 and I can't live without it.
: I have a Falcon030/4MB and usually I use it in 768x480x16 color mode.

: I can't wait for NVDI v3!!

: Michael Papadopoulos.
: mipap@ars.ath.forthnet.gr

Will the new version of NVDI be faster than 2.5?

259. Re: Falcon Warrantee Fix

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 21:46:58 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2vckci$kf5@mother.usf.edu>
Source record: 184144

mipap@ars.ath.forthnet.gr wrote:

: IM>The changes of my local dealer being able to (or being willing to) do it are
: IM>slim to none. Knowing Atari, I'd have to send it back to them, let them
: IM>butcher it, and wait a year or two before I get it back.

: They install a small chip and connect some wires to the motherboard.
: After that all timing problems with the sound are over. The installation
: is very easy to do. It takes half an hour max and even here in Greece
: the service department fixes it in 4 days.

: Michael Papadopoulos.
: mipap@ars.ath.forthnet.gr

My warantee is out in two months, and the way things are, it looks like I'm going to have to make the fix myself. Where can I get two sets of the chips? I'll make the installation into a friend's Falcon also. And I need instructions too.

260. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 21:52:04 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2vckm4$kf5@mother.usf.edu>
Source record: 184145

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
:] From: millert@grad.csee.usf.edu (Timothy Miller)
:]
:] For VT-100 and VT-102 support geared for UNIX, the one of the best terminal
:] programs is ANSITerm. It handles stuff coming from UNIX virtually flawless
:] and it also does 16 color ANSI graphics without any annoying flicker, altho
:] it does it by using 4x8 characters (surprisingly easy to read) in ST Low.
:]
:] ANSITerm 1.91, is also, by FAR, the fastest terminal program available. On
:] Falcon it keeps up with full tilt 57600 bps without hardly getting behind a
:] all.

: Ahh, but as the author (?) you're biased! :)

Yeah, I'm the author, but I DARE you to find a faster terminal program. :)
Nothing can scroll as fast as version 1.91 either.

: It's not bad, but someone lacking in features! (Not terribly simple Capture).

What's not simple about the capture buffer? Or are you ANOTHER person who
didn't take a few minutes to read the manual?

: For ease-of-use, speed, and net-compatibility, don't look any further
: than Uniterm or Flash (Not Flash-2 which is very slow, and quite buggy!).

: They will both need an external Z-Modem, but from flash at least, this
: can be set-up to happen with a single keypress!

ANSITerm uses Alan Hamilton's XYZ program to so transfers, and it handles it
quite well.

261. 1040st for sale

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 22:26:52 UTC
From: mgr@aggroup.aggroup.com
Message-ID: <mgr-0507941426520001@mike.aggroup.com>
Source record: 184109

1040 st, B&W, with 10 meg hard disk, loads of "slightly" out of date software and manuals, including several C compilers, midi software, and other stuff. Hardware docs and drawings, and complete developer's kit. Minix for the ST, book and disk. In the end it really depends on how much shipping you want to pay for.

Any offer of $100 or more accepted immediately. But hey, what's it worth to you?

262. Re: ** RSI kills my ST use **

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 22:52:28 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.UNOLfjy8uvs@semprini.waterloo-rdp.on.ca>
Source record: 183925

In <1994Jun28.172200.3229@nosc.mil>, Mike Healy writes:
> In article <H.eg.cMM&2HbdibM@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
> >
> >IBM has an _incredible_ voice recognition system for OS/2; I saw it
> >demoed a while ago at a multimedia show. OS/2 has other advantages over
>
> I read where a company was demoing a pc voice recognition system and
> as they asked the audience to quiet down someone yelled out "format
> c: return" and apparently the voice recognition program worked :-)

Must've been some lame DOS or Windows app; format c: return won't do
anything nasty under OS/2...

IMHO speach recognition will be totally pointless in an office... I can
just imagine the person sitting behind you saying "open
some_document.doc" and having your computer do the same... "select
all", "delete". Whoops!

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

263. Re: 1st Jag Letter Writing Campaign (MKII,SSFII,ELEC.ARTS,ATARI)

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 22:53:52 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.L1m2pc&EPd2@semprini.waterloo-rdp.on.ca>
Source record: 183926

```
In <2v3utt$7rc@usenet.INS.CWRU.Edu>, Len Stys writes:
>
> Hi all, sorry about posting this in a computer newsgroup, but I thought some
> of you might want to help out! Thanks.
>
> _____ _____ _____ __ _
> | ___| | _ | |__ __| | \ | | | A.C.T. NOW
> | | | |_| | | | | | \ | | | Atari Community Together Now
> | |___ | _ | _| |_ | |\ \| | | JAGUAR WRITING CAMPAIGN
> |_____| |_| |_| |_____| |_| \___| |_________________________________
>
> -=-=-=-=-=-=-=-=-=-=-=-=-=-=- July, 1994 -=-=-=-=-=-=-=-=-=-=-=-=-=-

Have any of these letter-writing campaigns ever had _any_ impact at all?
They seem to come up about every six months...

--
------------------==========================================------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth
```

264. Re: UK: hard drive recommendations?

Newsgroup: comp.sys.atari.st
Date: 1994-07-05 23:08:30 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.SmYFmq7R8&U@semprini.waterloo-rdp.on.ca>
Source record: 183927

In <hW8wBSy.lmcclure@delphi.com>, Lonnie McClure writes:
> In a message dated 7-1-94, Chris Herborth said:
>
> "Linux for the PowerMac should prove interesting; I wonder
> how hellish it'd be to use X with a one-button mouse
> though..."
>
>
> Believe it or not, I saw a 3-button mouse for the Mac in advertised
> in a recent Mac mag. Of course, you would need the proper driver
> to recognize the other two buttons as I expect the included software
> only works with the native OS.

Those things only let you attach "macros" to the other mouse buttons
(well, otherwise it'd be pretty useless for interacting with all the
one-button software) like "middle button = double-click" and such. Most
of the trackballs do that, too, since they all seem to have at least two
buttons.

I suppose the Linux hackers could pick one and write a driver for it...
they're all ADB devices at least (not like all the hackery you find on
the PC).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

265. Re: Karate Kid II

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 00:14:56 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2vct20$guq@mailer.fsu.edu>
Source record: 184111

John M. Klassa (klassa@aur.alcatel.com) wrote:
> Anybody remember the game Karate Kid II (came out about seven years ago
> maybe)? I could never figure out how to get past the final (?) round --
> the one where you're on something that looks like a mat, after the bonus
> round where you try to break ice sheets.
>
> Did anybody ever play that game successfully? I'd love to know what I
> was doing wrong...

Hey John!

I don't have an answer for you, as I have not seen the game. However, I do have a cheat for it. Perhaps being able to get to the final round easily a few times will allow you to figure it out.

Ok, the cheat is easy. Get a high score, and put in the name MIAGI into the highscore table. You should then be able to press "P" to advance a level. Hope that helps.

--

****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

266. Re: Search a VIRTUAL DISK-RAM MEMORY : HELP !

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 00:21:35 UTC
From: atwareck@novice.uwaterloo.ca
Message-ID: <CsHt00.BnE@watserv2.uwaterloo.ca>
Source record: 184112

In article <EGFSFDVE21-UP@harold.ukmail.net>,
Steve Parker <sbparker@harold.ukmail.NET> wrote:

>In <2e160b67@p13.secom.ct.se> Samuel Arvidsson wrote :
>
>>........ Well, the PD program VRAM works at
>>least on TT/Falcon, anyone tested it on an 68000?
>
>If you are referring to VRAM from Overscan, then it is a commercial
>product and can only work on a machine with a PMMU. This rules out the
>68000 as far as I can see.

I never managed to get VRAM to work on my Falcon. As far as I understand,
you need to have an alternative VDI manager such as NVDI, since the built-in
VDI assumes it has the blitter all to itself... and the blitter is used
for HD access... So my VRAM crashes even before the desktop shows up...

Am I correct in this reasoning?
--
Art Twarecki
Atwareck@Novice.UWaterloo.Ca

267. Re: 1040st for sale

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 00:52:41 UTC
From: mgr@aggroup.aggroup.com
Message-ID: <mgr-0507941652410001@mike.aggroup.com>
Source record: 184110

The ST is gone, although I will continue to keep a list
of respondents should the buyer change his mind.

268. Re: RSVE German/English docs on a.a.u.e

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 02:38:08 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2vd5eg$qdb@golem.wcc.govt.nz>
Source record: 184114
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
] I will explain it: It is impossible to switch die MFP (which handles MODEM1
] to a higher rate then 19200 only by software - if you like to use the
] asynchronous mode! You NEED this mode (more technical: the /16 divider)
] to synchronize on the async data your computer receives.

The RSVE is a hardware modification! With a software driver for software
not specifically supporting 38400, 57600 and 115200 baud on MODEM1.
```

269. problem with new TeraDesk 1.39!

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 02:46:12 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Jul5224612@wpi.WPI.EDU>
Source record: 184113

well, I was hoping Wout had added Geneva support to TeraDesk...

Guess again...

I usually use TD1.38 under Geneva for file management and launch from the Geneva Taskmanager. That still works fine under 1.39...

However, if I try to launch a program from TeraDesk with a double click, TD tries to run the program twice and then spawns itself twice as well! Yow! Sounds like a problem to me... Since launching a program from TD1.38 just put it in singletasking mode, I assume the problem is in the new TD 1.39 code...

Any suggestions?

Also, changing the string "00020010" in Pchrome 4 to "00010010" really DOES fix it for use with a MegaSTE!!! Yow!!!

.s.
--
- lancer@wpi.wpi.edu - -
- "Satisfactory sex, transmitted long distance via computer, -
- will require a 3,000,000,000-baud modem" -
- - Dr. Thomas Furness, University of Washington -

270. need Monkey Island Manual

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 03:07:41 UTC
From: MPARKHUR@UCSVAX.UCS.UMASS.EDU
Message-ID: <2vd75t$5oh@nic.umass.edu>
Source record: 184118

I bought Monkey Island used (in a hurry, I'm afraid) and was chagrined to find that I'd ended up without the manual. The seller can't find it anywhere...

Which means its pretty much useless.

Is anyone willing to copy the relevant sections and send it to me?

--mp
parkhurst@polsci.umass.edu

271. Starball high scores?!

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 03:10:19 UTC
From: MPARKHUR@UCSVAX.UCS.UMASS.EDU
Message-ID: <2vd7ar$5oh@nic.umass.edu>
Source record: 184117

I give up.... Some people have reported scores many times higher than
I have been able to attain.

What are the best strategies/targets for racking up big scores? How do
I get the bonus multi above 3x?

272. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 03:35:40 UTC
From: hoga0006@gold.tc.umn.edu
Message-ID: <CsI1yv.403@news.cis.umn.edu>
Source record: 184120

>Ahh, but as the author (?) you're biased! :)
>
>It's not bad, but someone lacking in features! (Not terribly simple Capture).
>
>For ease-of-use, speed, and net-compatibility, don't look any further
>than Uniterm or Flash (Not Flash-2 which is very slow, and quite buggy!).

I would like to know what bugs there are in Flash II. I have been using
it now for over a year, and I have not had any trouble. As for speed, I
don't see it as a slow program. It flies right along for me.

I use it on the internet many hours a week, and I have NO problems what so
ever. Please list on the net the problems that you have with Flash II.

Jut trying to get the bugs flushed out, so that they can be squashed.

take care,

Joseph

273. Re: RSVE German/English docs on a.a.u.e

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 03:45:02 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2vd9bu$4ce@mailer.fsu.edu>
Source record: 184121
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Steve Wells (wells_s@kosmos.wcc.govt.nz) wrote:
>] I will explain it: It is impossible to switch die MFP (which handles MODEM1
>] to a higher rate then 19200 only by software - if you like to use the
>] asynchronous mode! You NEED this mode (more technical: the /16 divider)
>] to synchronize on the async data your computer receives.
>
> The RSVE is a hardware modification! With a software driver for software
> not specifically supporting 38400, 57600 and 115200 baud on MODEM1.

I think Harun (the author of RSVE and poster of the original message :-) is
trying to say is that the 115200 baud setting is not usable on 8mHz machines,
and that 57600 is usable only if used used with a large disk buffer and mouse
interrupts disabled. In other words, he did not want folks to get the wrong
idea from my overly brief announcement of his product.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

274. vt100 animations

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 03:54:51 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2vd9ub$4ce@mailer.fsu.edu>
Source record: 184122

I grabbed the vt100 animations (animations that require only a vt100 emulator to view, moving character graphics) someone mentioned and tried them with CoNnect. Wow, pretty cool! I had never seen any similar files in the past. I was quite impressed at how intricate they are (particularly the Twilight Zone one). There is also a .sig file with a moving Atari fuji in it. If you have never seen one of these, I recommend a look. When viewed properly, there are graphics made with characters that represent small line segments. If everything is made of a bunch of characters, your modem program probably cannot do VT100 properly (or does not have a real VT100 character set).

In case the site was missed, ftp to

calypso.oit.unc.edu

and cd to pub/multimedia/animation/vt100-animation

To view them, I just did "cat fname" while logged into a UNIX host via CoNnect. Within CoNnect, I have "VTxxx(IS0)" selected in the

Setup
-Character Set...
-Character Set

dialog (and "VT100" as the terminal type, of course).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

275. Re: vt100 animations

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 03:58:12 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2vda4k$4ce@mailer.fsu.edu>
Source record: 184123

```
Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
> If everything is made of a bunch of characters, your modem program probably
> cannot do VT100 properly (or does not have a real VT100 character set).

Uh, I meant "...a bunch of normal alphanumeric characters...". It would be
difficult for a vt100 animation to be made of anything but a bunch
of characters :-).

--
*******************************************************************************
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
*******************************************************************************
```

276. Maple for Atari

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 05:26:19 UTC
From: h54118@sakura.kudpc.kyoto-u.ac.jp
Message-ID: <h54118.773472379@sakura>
Source record: 184124

Dear everybody,

I've recently heard that MAPLE existed for the Atari, but that it's
of course not supported any more.

Is anybody out there willing to sell me her/his MAPLE?
Or any other idea where to get it?

Many thanks in advance,

Christian

277. ??Tempus Word (was Papyrus vs Redacteur)

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 06:08:38 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Jul6.060838.11447@news.unige.ch>
Source record: 184125

I recently saw a review of the newest version of Tempus Word in
a German mag (which I am afraid I could only half understand) -
sounded terrific, parrticularly for its macro functions and its
ability to use almost all font types - including Calamus - at last!!!
Does anyone know if this will be available in English or French?
If so, when?

****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

278. Re: ICD Pro UTILS....

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 06:47:53 UTC
From: mattk@netcom.com
Message-ID: <mattkCsIAvt.9JG@netcom.com>
Source record: 184127
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

steve-j@teleport.com (Steve Johnson) writes:

>In article <2v60jm$kum@golem.wcc.govt.nz>,
>Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:

>>NOTE: This could be out of date, ICD does not support there
>>customers on GEnie these days to well...

>Roger, your incessant whining about ICD is becoming quite
>tiresome.

Hey Steve,

IMHO, his whining about ICD is true. But, yer right, enough said...

279. FTP access from the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 06:55:37 UTC
From: mabdul@viking.dvc.edu
Message-ID: <2vdkh9$rlm@viking.dvc.edu>
Source record: 184126

Hi, I've got access to the internet recently (after years of patiently waiting) and would like to FTP the files to my computer from the school's main computer.

I have downloaded fa9q.lzh --> net.tos program (which, by the way runs only under MultiTOS--fine with me) but have not been able to get it to work.

My scenario: I use Interlink (cause I gots no money for anything up to date) to call the school's computer and then ftp files to my account. I would like to be able to ftp the files from my account to my TT.

I'd appreciate any suggestions.

Thanks.

--
Abdulkareem @ home

280. Re: Maple for Atari

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 07:06:53 UTC
From: hoga0006@gold.tc.umn.edu
Message-ID: <CsIBvG.D3r@news.cis.umn.edu>
Source record: 184128

Christian_Goltz <h54118@sakura.kudpc.kyoto-u.ac.jp> wrote:
>Dear everybody,
>
>I've recently heard that MAPLE existed for the Atari, but that it's
>of course not supported any more.

I am just curious. What is MAPLE??

Joseph

281. Re: Correct Info on ICD Files

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 07:14:20 UTC
From: mattk@netcom.com
Message-ID: <mattkCsIC3w.BBD@netcom.com>
Source record: 184129

HOwdy,

Perhaps I opened a can of rotten worms. I've nothing but respect for the products ICD has put out over the years. I've never needed to call support because I've never had anything from them crap out on me.

That said, I have heard a lot of sour grapes over the years about ICD. MOstly, the complaints surround the way that ICD seems to hide out. It might have been that there was bad management at one time and the problems were fleshed out. One can never tell when one is dealing with hearsay. I've no way of knowing how ICD's support in 1994 is. The complains I remember are late 1980s. Consequently, you could say that the comments are irrelevant and useless, and I probably couldn't contradict that.

As far as the bitching and moaning about various Atari vendors, perhaps my views are a bit poisoned. I've not been on the net that long, but have been in BBSes since 1984 and CIS for nearly that long. So 3 years on the Net is peanuts. But with a company like Atari which has always had a rabidly loyal following, the cynicism runs deep. I can't count how much vaporware I've seen. I can't count how many companies have folded from lack of market or simply because the kids were hungry. Atariland is like a boom town that keeps booming up and down, year after year. So those like me get rambling and put both feet in the mouth.

Sorry if I offended you. Eleven years of being an Atari fan doesn't give me the right to be careless about what I say no matter how I feel. I don't know what else to say, so I'll end here...

Catch ya later...
Matt <mattk@netcom.com>

282. Re: Atari on www (revisited)

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 07:58:54 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994Jul6.075854.6444@euclid.earth.ox.ac.uk>
Source record: 183948

```
In article <CsF7EH.Co1@westminster.ac.uk>,
Denesh Bhabuta <vctec@westminster.ac.uk> wrote:
>Jaak A. (arendi@loke.enet.dec.com) wrote:
>
>
>: Hi!
>: A while back someone posted some URL's related with ATARI.
>: Could that someone please post them again as i've lost them.
>
>
>Here goes
>
>http://micros.hensa.ac.uk/
>http://student.dhhalden.no/studenter/jonal/Atari/Atari.home.html
>http://www.upi.edu:8080/~lanar/atari.html
>http://godel.ph.utexas.edu/Members/timg/welcome.html
>http://earth.ox.ac.uk/~steve/mintos.html
^^^^^^^^^^^^^^
As of a couple of day ago this should read:-

http://www.earth.ox.ac.uk/~steve/mintos.html

I'm not sure if the former still works.

Steve
--
------------------------------------------------------------------------
Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).
```

283. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 08:06:16 UTC
From: wwc@dxhrb3.desy.de
Message-ID: <WWC.94Jul6100617@dxhrb3.desy.de>
Source record: 184130

In article <2e198fe2@p2.stacken.ct.se> patrik.sanfridsson@p2.stacken.ct.se (Patrik Sanfridsson) writes:

> I'm curious to know if anyone has gotten the ISO 8859-1 (Latin-1) character set
> to work with Connect, and also the "meta" key needed for emacs. I can't seem to
> get these working, but then I haven't tried all options yet. Do I have to
> select VT220 emulation for this to work?

No - vt220 is not needed for this.

Try the following steps:

select connect.fnt as your DISPLAY font for the terminal (any other 'ansi' font will as well)
select 'iso' font in the FONT dialog and switch bank0 to 'american' and bank1 to multinational

Concerning the emacs meta key: make sure to have a 8Bit line in direction to the host. (this is not always fulfilled!!!) and use the ALT-key as the normal meta key in emacs. This works fine for me... ;-)

Wolfgang

284. Re: help! Starball locks up

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 08:16:11 UTC
From: oldcornd@cs.man.ac.uk
Message-ID: <2vdp8b$21s@m1.cs.man.ac.uk>
Source record: 184139

In article <1994Jul5.161132.25423@cc.ic.ac.uk>, rm03@cscmgb.cc.ic.ac.uk (Mr R. Mellish) writes:
|> Starball locks up on my machine unless I hold down 'alt' as it loads.
|> (It locks up just after the bit that prints `Starball 1.10 loading').
|> This happens if I run from HD, or even if I do a totally clean load from a
|> floppy.
|> My setup is a Tos 1.62 STe with 4Mb. Curiously, a friend of mine doesn't have
|> this problem, and he has an identical setup, except that it has only 2Mb.
|> Could this be another case of the 'Four Megs Bad' problem that seem to hit
|> lots of games? (e.g. Railroad Tycoon, Civilization)

To use a phrase that's increasingly popular nowadays... I'm sorry I haven't a scooby. So it locks up if it loads the intro.... sorry can't help on this one. You aren't missing too much anyway!

(This is beginning to get confusing)

Dave
V11 Software

285. Re: Little Computer People

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 08:26:21 UTC
From: laramary@eden.rutgers.edu
Message-ID: <Jul.6.04.26.20.1994.11321@er5.rutgers.edu>
Source record: 184092

I have it. Just the disk, no docs. Yes, it's an origonal
copy. Who wanted it? E-mail me, and I'll mail it to ya...

286. Re: Maple for Atari

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 08:40:48 UTC
From: mdekker@fwi.uva.nl
Message-ID: <2vdqmg$1d8@radiaal.fwi.uva.nl>
Source record: 184131

h54118@sakura.kudpc.kyoto-u.ac.jp (Christian_Goltz) wrote:

:Dear everybody,
:
:I've recently heard that MAPLE existed for the Atari, but that it's
:of course not supported any more.
:
:Is anybody out there willing to sell me her/his MAPLE?
:Or any other idea where to get it?
:
:Many thanks in advance,
:
:Christian
:

I would also be very interested in maple for atari! please let me know
if such a program exists! and how to get it.
--
Martijn Dekker +---+
University of Amsterdam | member of PFF-software developers |
department of Mathematics +---+
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

287. Re: Search a VIRTUAL DISK-RAM MEMORY : HELP !

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 08:55:53 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.773484953@acp5>
Source record: 184133

atwareck@novice.uwaterloo.ca (Art Twarecki) writes:

>you need to have an alternative VDI manager such as NVDI, since the built-in
>VDI assumes it has the blitter all to itself... and the blitter is used
>for HD access... So my VRAM crashes even before the desktop shows up...

>Am I correct in this reasoning?

Yes and no. The blitter is a problem but the virtual memory manager can
solve this in most cases. The virtual memory manager OUTSIDE (by Lexicor in
the US and UK) does so.

```
**************************************************************************
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
**************************************************************************
```

288. Linux and/or Mint

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 09:00:28 UTC
From: muecke@trick.geo.Uni-Koeln.DE
Message-ID: <2vdrrcINN234n@rs1.rrz.Uni-Koeln.DE>
Source record: 184132

Hello,

I'm quite new to the atari world and am accustomed to unix (may it live long and prosper). I would like to make my atari mega ste as unix-like as possible. As far as I have have read the atari
newsgroups there exists Mint which supports multitasking and unix-like shells and quite new Linux as a whole new operating system.
Could someone be so kind to tell me some advantages and disadvantages of both solutions or whether there are other possiblilties to achieve my goal ? A hint to a FAQ would be appreciated
either.

thanks in advance

Dorothea
--

****
* Dorothea M"ucke-Herzberg *
* Universitat zu Koln *
* Institut fur Geophysik und Meteorologie *
* Albertus-Magnus Platz ----------------------*
* 50923 K"oln | Tel.: 0221/470-2554 *
* FR Germany | Fax.: 0221/470-5198 *
****
* e-mail: muecke@geo.uni-koeln.de *
****

289. Re: Interface or ACS?

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 09:09:55 UTC
From: mboom@mswe.dnet.ms.philips.nl
Message-ID: <1994Jul6.100955.132044@mswe.dnet.ms.philips.nl>
Source record: 184098

In article <h54118.773284037@sakura>, h54118@sakura.kudpc.kyoto-u.ac.jp (Christian_Goltz) writes:
> Dear everybody,
>
> I used to do a lot of GEM programming several years ago and
> remember that it was rather tedious...
>
> Now I'd like to use GEM again and I've heard about INterface
> and ACS(Pro).
>
> What's the difference, which is better?
>
> Many tnx in advance,
>
> Christian
>
--

Interface is (just) a .RSC file editor/creator.
ACS-Pro is a Application Builder. It does much more. It comes with a library which does all the difficult things for you (objects in windows etc.)

example: Create an object, create a window, link them together in ACS, connect a function to a button(icon etc), save. (= about 10 minutes)
Write sw which has to be executed when the button is clicked.
compile, link, ready = full gem program, multitos compatible, 3D look when wanted etc.

for more information, mail me.

Marcel.

PS. I have no gain in promoting ACS, just a very happy customer.

#include <stddiscl.h> Are you sure you won't change your mind?
email: mboom@mswe.dnet.ms.philips.nl Why, what's wrong with the one I have?
voice: +31 40 762007 / +31 4408 3531 Spock in ST4

290. Re: help! Starball locks up

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 09:36:46 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2vdtve$et@golem.wcc.govt.nz>
Source record: 184141

In article <1994Jul5.143340.7072@vax.sbu.ac.uk>, mcnaugra@vax.sbu.ac.uk (Ross McNaughton) writes:
>
>>>I have a MegaSTE with TOS 2.06, and it works perfectly from the hard disk.
>>>Feel free to email me if you would like me to test something on my (currently
>>>working) Starball setup.
>
>It's definitely the HD driver. It might help if I remembered to check which
>drivers I'm using at the moment! It's a fairly recent version of AHDI, anyway.
>
>>
>> People must bootup with a clean system before they go blaming the
>> software hard drive set up...
>>
>
>Actually, other than the HD driver, I don't think there's much that does cause
>problems. I can quite happily run Starball with Quick ST 3 installed, as long
>as I run from floppy, and generally if QST3 doesn't crash it, not much will!

I would never ever trust Quick ST or Turbo ST or Warp 9, I even have problems
with NVDI 2.5, but that so far in only with one or two programs....

Install a Boot Manager, I use Xboot III, and I can recomend it some 200%,
then its so easy to have sets of TSR's/ACC/ and CPXes just for the application
that you are running, I also have setups for a bland system etc...

>--
>Ross McNaughton
>mcnaugra@vax.sbu.ac.uk

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

291. Re: help! Starball locks up

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 09:43:17 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2vdubl$et@golem.wcc.govt.nz>
Source record: 184142

In article <1994Jul5.161132.25423@cc.ic.ac.uk>, rm03@cscmgb.cc.ic.ac.uk (Mr R. Mellish) writes:
>Starball locks up on my machine unless I hold down 'alt' as it loads.
>(It locks up just after the bit that prints `Starball 1.10 loading').
>This happens if I run from HD, or even if I do a totally clean load from a
>floppy.

>My setup is a Tos 1.62 STe with 4Mb. Curiously, a friend of mine doesn't have
>this problem, and he has an identical setup, except that it has only 2Mb.
>Could this be another case of the 'Four Megs Bad' problem that seem to hit
>lots of games? (e.g. Railroad Tycoon, Civilization)

Nothing to do with 4megs at all, I think you are running Ataries AHDI,
try a copy of the ICD Utils or even the Supra one if you are not using BGM
partitions, the Supra one is now in the PD....

Or even buy ICD's Pro utils, far better than the Atari stuff....

>-- Robert Mellish, F.O.G. --
> Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

292. Searching for GENISCAN Users!

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 10:42:32 UTC
From: chris-m@pz-oekosys.uni-kiel.d400.de
Message-ID: <chris-m.79.000AB5CF@pz-oekosys.uni-kiel.d400.de>
Source record: 184134

Hi!

I'm searching for users of the GENISCAN scannerinterface. I am writing now a new program for scanning images and I would like to know wether out there are other users who are interested in a new software. My little program will use GEM-Windows, flying dialogues or dialogues in a window and will run without problems under MTos and almost any resolution. (Hopefully :-)

So if you are interested in a new (freeware) program please contact me!

Hejdaa,
Christian


```
*****************************************************************************
* Christian Mittendorf * Phone: +49 - (0)431 - 338838 ||| *
* Manrade 41 * eMail: christian_mittendorf@ki.maus.de / | \ *
* 24106 Kiel-Germany * chris-m@pz-oekosys.uni-kiel.d400.de ATARI F030 *
*****************************************************************************
```

293. Re: Papyrus vs Redacteur - any thoughts

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 10:46:54 UTC
From: oberle@informatik.uni-koblenz.de
Message-ID: <2ve22u$k8o@newshost.uni-koblenz.de>
Source record: 184135

In article <1994Jul4.232726.17026@abo.fi>, THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK) writes:
|> In <2v9js5$j3s@lyra.csx.cam.ac.uk> dqh10@cus.cam.ac.uk writes:
|>
|> > Like it says, really; does anyone have any thoughts about these two packages.
|> > I'm looking for an upgrade to Protext 4.3, largely 'cos I'm bored of its

|> Papyrus Gold is fantastic - easily one of the best serious software ever
|> created for Atari computers.. It, however, does have its limitations:
|>
|> 1) It needs a fast machine (Mega-STE/Falcon is a minimum, when using Speedo
|> fonts, I think)
|> 2) ...???...
|>
|> Well, that's about it. No further complaints! Great to use, reliable, lots of
|> useful features, innovative, multitasking-capable (demo has some problems with
|> Geneva, however..), supports color, Speedo, clipboard, NVDI, etc.
|> It has many Desktop Publishing-features, too - and they really work.
|>
|> I haven't tried Redacteur - but I think it's a lot faster - but much less
|> capable of DTP-oriented word processing.
|>
|> Tommi

I don't know anything about the functionality/speed/compatibility of redacteur, but I can absolutely confirm Tommi's statements about papyrus GOLD. I own this program since several weeks now, and I'm enthusiasted what a large functionality it has and how easy it is to use. It also works fine under MagiC (<- new name for Magix) and probably as well under MultiTOS. You can get a demo version of this program with which the maximum text length is restricted to one page (I've also heard of another demo version which substitutes some letters in the printout (a and e) so that the full funtionality can be well tested, but no serious work can be done.
I don't have the e-mail adress of the papyrus developer here right now, but if you wanted me to, I could look it up in the papyrus documentation.

Greetings,

Christoph

294. Re: Papyrus vs Redacteur - any thoughts

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 10:50:43 UTC
From: oberle@informatik.uni-koblenz.de
Message-ID: <2ve2a3$k8o@newshost.uni-koblenz.de>
Source record: 184136

In article <2vaumi$db3@vega.info.isbiel.ch>, petep@info.isbiel.ch (Patrick Peter) writes:

|> > Geneva, however..), supports color, Speedo, clipboard, NVDI, etc.
|> > It has many Desktop Publishing-features, too - and they really work.
|>
|> i agree, papyrus Gold IS fantastic, sometimes (by table operations) it's very slow,
|> but still great. it's realy easy to use.
|> the actual version doesn't have a spelling checker, the next version (3.5) i havn't got it yet, has one included.
|> a big PLUS is, the authors are reachable on Internet!
|>
|> i used redacteur once for testing, what i liked most was the grammar(!) and spelling checker. my french isn't very good, so the grammer checker was helpful for me, to look up verbs,...
|>
|> but for me, the better choice is Papyrus...
|>

Another remark: Papyrus has hyphenation operations for several languages
(English, German, French, Spanish, Dutch ...)

295. Re: Jeff Minter & Llamasoft

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 11:11:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2e1aa006@p2.stacken.ct.se>
Source record: 184094

Hello, Mickey! On 05 Jul 94 you wrote:

MB> From: boyd@gauss.math.fsu.edu (Mickey Boyd)
MB>
MB> Ah yes, the demo version looks very nice indeed. However, I did not
MB> think it had ever been completed for the ST. For those that don't
MB> know, there is a demo of Hardcore on atari.archive.umich.edu in
MB> /Demos. It is a wild shoot'em up game, definitely worth a look. It
MB> only has 5 levels.
MB> Has anyone seen a completed version for the ST?

It doesn't exist. I asked the Yak about it and he said he never had time to
finish it... But the preview demo is quite nice on its own.

296. Re: Papyrus vs Redacteur - any thoughts

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 11:17:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2e1aa161@p2.stacken.ct.se>
Source record: 184095

Hello, Tommi! On 05 Jul 94 you wrote:

TH> From: THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK)
TH>
TH> Papyrus Gold is fantastic - easily one of the best serious software
TH> ever created for Atari computers.. It, however, does have its
TH> limitations:
TH> 1) It needs a fast machine (Mega-STE/Falcon is a minimum, when using
TH> Speedo fonts, I think)
TH> 2) ...???...
TH>
TH> Well, that's about it. No further complaints! Great to use,
TH> reliable, lots of useful features, innovative, multitasking-capable
TH> (demo has some problems with Geneva, however..), supports color,
TH> Speedo, clipboard, NVDI, etc. It has many Desktop Publishing-
TH> features, too - and they really work.

Sounds great! Where can I get a demo version?

297. Re: RSVE German/English docs on a.a.u.e

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 11:35:16 UTC
From: s002893@YPSERV.rz.fhtw-berlin.de
Message-ID: <2ve4tk$6ut@RW320B49.rz.fhtw-berlin.de>
Source record: 184138
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2vd5eg$qdb@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
> The RSVE is a hardware modification!
Yes. Did I say other things?

>With a software driver for software
> not specifically supporting 38400, 57600 and 115200 baud on MODEM1.
No. Every software which is able to set MODEM1 to 110, 134 or 150 can use the high data rates. The driver provides more services than the TOS, and is much faster!

Greetings, HS

298. Re: MIME

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 11:36:49 UTC
From: mparrott@connected.com
Message-ID: <2ve50h$2sa@hebron.connected.com>
Source record: 184137

ESSCODE version 6.1 handles MIME encoding and decoding. It's currently available on any of the commercial services, and probably a few FTP sites.

299. Soft PC Latest news.

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 11:59:11 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2ve6af$85k@bognor.barclays.co.uk>
Source record: 184140

OK, as promised, I have been pursuing the possibility of getting SoftPC - the software PC emulator for TTs and Falcons, released as PD/Shareware. Insignia, who wrote the package have considered putting it out as PD, given that it will never be released officially and is already pirated to hell. Their legal department believes that the rights to it are still held by Atari and unless Atari give the OK to release it to the public, their hands are tied. If Atari are happy to release it, Insignia will then strongly consider releasing it as PD/Shareware to the extent that they are willing to advertise it as being available and sell it at a notional cost. They fully understand the revenue will be minimal but hey, they seem like nice guys :-)

I am now in the process of finding someone at Atari who knows of the product and can get an answer on this. More news when I get it.

--

```
+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------+
```

300. Re: Calamus SL

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 13:19:22 UTC
From: djs@jet.uk
Message-ID: <1994Jul6.131922.3754@jet.uk>
Source record: 184147

In <2v71fq$4v1@mother.usf.edu> millert@grad.csee.usf.edu (Timothy Miller) writes:

>David Stevenson (djs@jet.uk) wrote:
>: In <2us8st$149@infa.central.susx.ac.uk> kaps3@central.susx.ac.uk (Steven Constantine) writes:

>: >Anyone know how good the PS/EPS import/export is, and what modules are
>: >available for such operations.
>: There is absolutely NO support for PS or EPS import or export in
>: Calamus SL. By paying extra for the Bridge Module ($150 in the US,...

>Yes, but as we've said COUNTLESS times, working from our EXPERIENCE with the
>program, we do not NEED Postscript.
Yes, we know that you do not need PostScript. You do need your keyboard
fixed, though, the Caps Lock seems to keep coming on. :-)

However, Steven specifically asked about PostScript support, so that's what
I told him about. PostScript is important for many people.

--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

301. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 13:22:43 UTC
From: djs@jet.uk
Message-ID: <1994Jul6.132243.3853@jet.uk>
Source record: 184148

In <JCxSRlO.ari2550@delphi.com> Ari Feldman <ari2550@delphi.com> writes:

>
>Try STORM (patched to v1.02) and Uniterm...
Uniterm (I have v2.0e) only runs in ST-High.

Connect looks like it might be a better bet.

--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

302. Re: Soft PC Latest news.

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 13:27:03 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <2vebf7$fab@charm.magnus.acs.ohio-state.edu>
Source record: 184146

In article <2ve6af$85k@bognor.barclays.co.uk>,
<ilaskey@cix.compulink.co.uk> wrote:
>OK, as promised, I have been pursuing the possibility of getting SoftPC - the
>software PC emulator for TTs and Falcons, released as PD/Shareware. Insignia,
who
>wrote the package have considered putting it out as PD, given that it will nev
er
>be released officially and is already pirated to hell. Their legal department
>believes that the rights to it are still held by Atari and unless Atari give t
he
>OK to release it to the public, their hands are tied. If Atari are happy to
>release it, Insignia will then strongly consider releasing it as PD/Shareware
to
>the extent that they are willing to advertise it as being available and sell i
t
>at a notional cost. They fully understand the revenue will be minimal but hey,
>they seem like nice guys :-)
>
>I am now in the process of finding someone at Atari who knows of the product a
nd
>can get an answer on this. More news when I get it.
>
>--
>+---+
>|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
>+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
>|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
>+-------------+---+
>

Food for thought. Have you netter's ever thought that to get IBM to make a
game machine that Atari may have to back down of of the American market
where there computers are concerned.

IBM did not have a game machine market, but in gaining that market might
they could dictate the terms of the agreement particularly win they hold the
key to bringing new money to Atari.

Just, a thought. Would explain the loss of the Atari PR man.

Raymond Collins

303. MetaDOS 2.4

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 13:31:51 UTC
From: reschke@uni-muenster.de
Message-ID: <2vebo7$1ftn@obelix.uni-muenster.de>
Source record: 184056
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've just uploaded MetaDOS 2.4 (metads24.zip) to ftp.uni-muenster.de, pub/atari/Atari.
It fixes some small bugs and gives driver writers the possibility to support
stuff like long filenames.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

---

304. Falcon and Apple-CD-ROM drive

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 13:40:47 UTC
From: tichel@wembley.uni-paderborn.de
Message-ID: <2vec8v$gjm@news.uni-paderborn.de>
Source record: 184149

Hello.

Does anybody have experience with the external Apple-CD-ROM drive
at the Falcon. Probably somebody can tell me wether that works
or not, because that is a SCSI-Drive and very cheap here in
Germany.

Thanx, Tichel.

305. Re: Soft PC Latest news.

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 13:41:27 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <2veca7$9cj@lyra.csx.cam.ac.uk>
Source record: 184051

Iain.Laskey@barclays.co.uk writes:

>OK, as promised, I have been pursuing the possibility of getting SoftPC - the
>software PC emulator for TTs and Falcons, released as PD/Shareware.
[snip]
>Insignia will then strongly consider releasing it as PD/Shareware to
>the extent that they are willing to advertise it as being available and sell it
>at a notional cost. They fully understand the revenue will be minimal but hey,
>they seem like nice guys :-)

>I am now in the process of finding someone at Atari who knows of the product and
>can get an answer on this. More news when I get it.

I would be interested in buying this. If it does get sold, any idea where
would we buy it from?
Running basic dos programs on my Falcon (at any speed) would be very
helpful for me, but it is not worth me buying a special card (too
expensive) because I probably wouldn't use it _that_ often.

>--
>+---+
>|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
>+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
>|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
>+-------------+---+

Thanks for getting the info!
(I'm sure this is a great help to lots of people)

BTW how much do 68882's cost and what programs can use it? Does it make
that much difference?
Phil
[E-mail pd@mole.bio.cam.ac.uk]

306. Re: Soft PC Latest news.

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 13:45:53 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2vecih$874@bognor.barclays.co.uk>
Source record: 184052

In article <2vebf7$fab@charm.magnus.acs.ohio-state.edu>,
rcollins@magnus.acs.ohio-state.edu (Raymond Collins) writes:
|> Food for thought. Have you netter's ever thought that to get IBM to make a
|> game machine that Atari may have to back down of of the American market
|> where there computers are concerned.
This is a joke right? Atari are in no way any kind of threat to IBM in the computer stakes. IBM probably hadn't even heard of Atari until they approached them to manufacture the Jag.

|> IBM did not have a game machine market, but in gaining that market might
|> they could dictate the terms of the agreement particularly win they hold the
|> key to bringing new money to Atari.
Your paranoid!

|> Just, a thought. Would explain the loss of the Atari PR man.
No it wouldn't.
--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

307. Re: Falcon Warranty Fix

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 13:48:35 UTC
From: djs@jet.uk
Message-ID: <1994Jul6.134835.4055@jet.uk>
Source record: 184054

In <2v9nj8$c45@mother.usf.edu> millert@grad.csee.usf.edu (Timothy Miller) writes:

>David Stevenson (djs@jet.uk) wrote:
>: Version 3.10 of Diamond Back 3 (patch from 3.0x available on atari.archive)
>: works around this timer problem. My SCSI tape now works fine (like it...
>What does the existing timing problem cause? Will my Falcon not work properly
>with some hard drives or something>?
Two known timing problems (but I do not know enough about them to give more
detail than this; your nearest repair centre should be able to help)
1. "The CPU timing problem". I believe this fixes slight instability to the
16MHz clock fed to the main processor. It was first publicised by
Steinberg, as its effect was to mess up some timing in Falcon Cubase Audio.
2. "The Timer C problem". As I understand it, this does not affect SCSI
per se (after all, my hard drive, CDROM work OK, as does my tape with
Gemar). It apparently broke the SCSI driver in DB3, which relied on
this timer. DB3.10 uses a different timer, so gets around the problem.

As I say, for more technical info you'd be best talking to a repairer or
dealer.

--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

308. Re: Falcon and Apple-CD-ROM drive

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 13:49:55 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2vecq3$9m0@bognor.barclays.co.uk>
Source record: 184053

The CD300 from apple is sold in the UK by system solutions for the Falcon and works very well by all accounts.

```
--
+-------------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------+
```

309. Re: Soft PC Latest news.

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 13:54:01 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2ved1p$9m0@bognor.barclays.co.uk>
Source record: 184055

In article <2veca7$9cj@lyra.csx.cam.ac.uk>, pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:
|> I would be interested in buying this. If it does get sold, any idea where
|> would we buy it from?
Lets wait until we get the rights/release sorted out first!

|> Running basic dos programs on my Falcon (at any speed) would be very
|> helpful for me, but it is not worth me buying a special card (too
|> expensive) because I probably wouldn't use it _that_ often.
It's not stunning - the norton SI is about 1 on a Falcon and 1.4 or so on a TT.
It works though. For occasional use and running simple DOS stuff, it's fine.

|> Thanks for getting the info!
|> (I'm sure this is a great help to lots of people)
I just hope I can get something going here after all the interest that has been shown..

|> BTW how much do 68882's cost and what programs can use it? Does it make
|> that much difference?
I paid 35GBP for mine. Beware that there are a and b mask ones. Get a b mask - I'm told it's a lot quicker. Not a lot uses it though. I bought it to run a 68882 version of POV. There are a few commercial progs like raytracers that use it and if you program, you can get your compiler to produce 68882 aware versions of your code.
--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

310. Re: help! Starball locks up

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 14:37:48 UTC
From: etlgtme@etlxd30.ericsson.se
Message-ID: <1994Jul6.143748.25255@ericsson.se>
Source record: 184057

Ross McNaughton writes:
: > I think the problem is to do with the Hard Disk driver they are using
: > or even the version, I have found problems with some software and a older
: > version of the ICD utils....
: >

: It's definitely the HD driver. It might help if I remembered to check which
: drivers I'm using at the moment! It's a fairly recent version of AHDI,
: anyway.

I have to agree with Ross here and blame it on the HD driver (and according to
Dave Oldcorn the underlying TOS version is involved too). I too have the
'can't run from hard disc' problem and Dave suggested I change my driver to
an ATARI one (I was running a non-atari one written by some bloke called
Illias Lazaridis ????? Who ??). Anyway, I installed Atari's AHDI V5.00
(dated Dec 1991) and it still doesn't work, however, the problem is
different now, so this proves that the fault type is dependant upon the
version of the driver you are running.
Does anyone know where I can get my hands on the very latest AHDI from
Atari (ftp site ?). I know it's at least V6.1 'cos there's a file on
a.a that upgrades the driver from 6.0 to 6.1 but I assume you have to
have 6.0 in the first place before you can make this upgrade ??
Someone correct me if I'm wrong.

Cheers,
Grant.
--

_/_/_/_/_/ _/_/ _/_/ _/_/_/_/_/ | Grant McFarlane, Ericsson Telecom.
_/ _/ _/ _/ _/ _/ | E-Mail: etlgtme@etlxdmx.ericsson.se
_/ _/_/ _/ _/ _/ _/ | "Don't mess with anything thats got
_/ _/ _/ _/ _/ | more teeth than the whole of the
_/_/_/_/_/ _/ _/ _/_/_/_/ | entire Osmond family. (A Rimmer)

311. Re: Soft PC Latest news.

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 14:49:17 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jul6.144917.18400@boojum.lanl.gov>
Source record: 184058

In article fab@charm.magnus.acs.ohio-state.edu, rcollins@magnus.acs.ohio-state.edu (Raymond Collins) writes:
>
>Food for thought. Have you netter's ever thought that to get IBM to make a
>game machine that Atari may have to back down of of the American market
>where there computers are concerned.
>
>IBM did not have a game machine market, but in gaining that market might
>they could dictate the terms of the agreement particularly win they hold the
>key to bringing new money to Atari.
>
>Just, a thought. Would explain the loss of the Atari PR man.
>
>Raymond Collins

Ray, have you been smoking that 'funny' tobacco again??? :)

I've read your post a dozen times and I _still_ can't make any sense out of it. I don't know whether you meant this seriously or just as an ill-informed joke. IBM does not have a game machine market. They only manufacture the Jag for Atari and don't dictate _any_ terms as to how it is marketed. And Bob Brodie (I assume that's the PR man you meant) quit Atari of his own choice for entirely personal reasons.

And whatever your comments had to do with Ian's post about SoftPC is a mystery!

-Hutch- @ Fair Dinkum Tech

312. Re: Calamus SL

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 15:01:01 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2vegvd$opo@mother.usf.edu>
Source record: 184059

David Stevenson (djs@jet.uk) wrote:
: In <2v71fq$4v1@mother.usf.edu> millert@grad.csee.usf.edu (Timothy Miller) writes:

: >David Stevenson (djs@jet.uk) wrote:
: >: In <2us8st$149@infa.central.susx.ac.uk> kaps3@central.susx.ac.uk (Steven Constantine) writes:

: >: >Anyone know how good the PS/EPS import/export is, and what modules are
: >: >available for such operations.
: >: There is absolutely NO support for PS or EPS import or export in
: >: Calamus SL. By paying extra for the Bridge Module ($150 in the US,...

: >Yes, but as we've said COUNTLESS times, working from our EXPERIENCE with the
: >program, we do not NEED Postscript.
: Yes, we know that you do not need PostScript. You do need your keyboard
: fixed, though, the Caps Lock seems to keep coming on. :-)

Caps are for emphasis.

: However, Steven specifically asked about PostScript support, so that's what
: I told him about. PostScript is important for many people.

I was responding to tone of your message, not its content. It was very
negative. You see, most people think that Postscript is synonymous with DTP,
so if you simply tell them it's not there, then they won't think Calamus is
DTP, when in fact, it beats all others at DTP and doesn't NEED Postscript,
which is good, because, on a technical level, I still do not like Postscript.

: --
: David Stevenson, JET Joint Undertaking +44 235 465028
: Email: djs@jet.uk or hoagy@cix.compulink.co.uk
: - Disclaimer: Please note that the above is a personal view and should not
: be construed as an official comment from the JET project.

313. Re: Falcon-Music-Workstation

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 15:09:46 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2vehfq$opo@mother.usf.edu>
Source record: 184060

iagaw@cluster1.urz.uni-halle.de wrote:
: A few days ago there was a message abouta deal between Atari and C-Lab.
: I like to know some more things about it:
: -when will the machine come out

Never.

: -specs

None.

: -will C-Lab only buy Falcon from Atari, or make them themselves?

It's a joke. Atari's not REALLY going to give them the information. Why do you think they picked C-Lab instead of a company that hasn't split up and could actually produce the machine? Atari has absolutely no intention of letting people cloan their computers and succeed.

: -price?

Undefined.

: I hope to hear some news!

314. Re: Reparatie atari in buurt Amsterdam

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 15:11:32 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2vehj4$opo@mother.usf.edu>
Source record: 184061

bike (bike@xs4all.hacktic.nl) wrote:
: Mijn atari 520 is min of meer dood. Het ziekteproces heeft +- een jaar
: geduurd en de ziekte was waarschijnlijk het onvoorzichtig inpluggen van
: geheugen (niet eens zelf gedaan). Waar kan ik mijn atari laten repareren
: in de omgeving van Amsterdam, of kan dat niet? Wie weet een telefoonnummer
: van Atari Nederland of is dat er niet?

: ----
: "If songs were lines in a conversation * bike@hacktic.nl
: the situation will be fine" - Nick Drake * Bert Menting@real.world

I'm very curious. What language is that? And what is meant by the doubled
vowels? Elongated? Is a 'j' in this language like in German or French?

315. Re: Falcon-Music-Workstation

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 15:13:34 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2vehmu$9m0@bognor.barclays.co.uk>
Source record: 184062

```
In article <2vehfq$opo@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) writes:
|> It's a joke. Atari's not REALLY going to give them the information. Why do
|> you think they picked C-Lab instead of a company that hasn't split up and
|> could actually produce the machine? Atari has absolutely no intention of
|> letting people cloan their computers and succeed.
You may be surprised....

--
+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-----------------------------------------------+
```

316. Re: Maple for Atari

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 15:45:41 UTC
From: Paul Purdom <pwp@cs.indiana.edu>
Message-ID: <1994Jul6.104547.21775@news.cs.indiana.edu>
Source record: 184063

h54118@sakura.kudpc.kyoto-u.ac.jp (Christian_Goltz) writes:

>I've recently heard that MAPLE existed for the Atari, but that it's
>of course not supported any more.

One of the programmers for MAPLE had an Atari, so MAPLE for the Atari was
developed. At one time the price was around $700. This is all I remember.

317. Re: Soft PC Latest news.

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 15:45:58 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2vejjm$ovl@mother.usf.edu>
Source record: 184064

Raymond Collins (rcollins@magnus.acs.ohio-state.edu) wrote:
: In article <2ve6af$85k@bognor.barclays.co.uk>,
: <ilaskey@cix.compulink.co.uk> wrote:

: Food for thought. Have you netter's ever thought that to get IBM to make a
: game machine that Atari may have to back down of of the American market
: where there computers are concerned.

: IBM did not have a game machine market, but in gaining that market might
: they could dictate the terms of the agreement particularly win they hold the
: key to bringing new money to Atari.

: Just, a thought. Would explain the loss of the Atari PR man.

: Raymond Collins

This makes so much sense, it's scarey.

318. Re: Reparatie atari in buurt Amsterdam

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 15:51:21 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CsJ01M.8uD@cs.vu.nl>
Source record: 184066

millert@grad.csee.usf.edu (Timothy Miller) writes:

>bike (bike@xs4all.hacktic.nl) wrote:
>: Mijn atari 520 is min of meer dood. Het ziekteproces heeft +- een jaar
>: geduurd en de ziekte was waarschijnlijk het onvoorzichtig inpluggen van
>: geheugen (niet eens zelf gedaan). Waar kan ik mijn atari laten repareren
>: in de omgeving van Amsterdam, of kan dat niet? Wie weet een telefoonnummer
>: van Atari Nederland of is dat er niet?

>: ----
>: "If songs were lines in a conversation * bike@hacktic.nl
>: the situation will be fine" - Nick Drake * Bert Menting@real.world

>I'm very curious. What language is that? And what is meant by the doubled
>vowels? Elongated? Is a 'j' in this language like in German or French?

This is Dutch. The guy's Atari 520 ST has died and he wants to get it
repaired somewhere in the neighbourhood of Amsterdam.

As for the vowels... take for example 'waar' and 'kan'
-- -
in the first case it's a long sounding 'aaaaaaa' (well, no that long :) and
in the second case it's a short 'ah'. I try to think of English sounds which
sound the same, but I can't think of any. The Dutch sound of an a is not
in the English sounds.

yes, the 'j' is like the 'j' in German (a closely related language) but
not in the case of 'ij'. Then those two together have the sound of a vowel
sounding a bit (I say a bit!) like a 'y' in the English word 'fly'

Regards,
Ivo (You probably pronounce this wrong also... :-)

319. MIDI -> speaker

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 15:59:23 UTC
From: rune@colargol.edb.tih.no
Message-ID: <2vekcr$ks1@astfgl.edb.tih.no>
Source record: 184065

Is ithere a program for the F030 that play's MIDI files trough the speaker ??
I know it possible but....

****
* Arild Reiten * Call XBASE !!! *
* BOX 4404 * - F030 32MHz 68882 *
* N-7013 TRONDHEIM * - 1.8GB space *
* NORWAY * - 14400 speed *
****

320. Re: Soft PC Latest news.

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 16:05:35 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2vekof$9m0@bognor.barclays.co.uk>
Source record: 184067

```
In article <2vejjm$ovl@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) writes:
|> This makes so much sense, it's scarey.
If you think that, you're scarey!

--
+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-----------------------------------------------+
```

321. a few Storm questions

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 16:28:47 UTC
From: glenn@loose.apana.org.au
Message-ID: <2vem40$hdp@loose.apana.org.au>
Source record: 184071

```
Has anyone got an archive shell (like FlexiArc) to work with Storm?
I can upload Zmodem but on download I get the filename then nothing. Any
ideas?
Has anyone had trouble with Storm appearing to use 999 columns at the host?
If so, were you able to fix it from the Storm end as opposed to the host?
Any advice appreciated.
--
------------------------------------------------------------------------
Glenn Reither glenn@loose.apana.org.au
"If you owned the word 'copyright' would you own everything?"
------------------------------------------------------------------------
```

322. Re: anyone know about Script V3 ??

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 16:49:41 UTC
From: c3028@rsls4.sprachlit.uni-regensburg.de
Message-ID: <C3028.94Jul6184942@rsls4.sprachlit.uni-regensburg.de>
Source record: 184069

Yes there is a german shop "Pagedown" I think, which distributes Script V3.5
and they had a really cheap special offer for it. Since we used Script 2.0
we tried to update, but that made no sense, they offered the update for DM170
and their special offer was DM130. Bizarre, but true!!
My girlfriend is using the Program mostly with Speedo-Fonts now (I am a
TeXnician) and I liked what I saw. She hates computers and software even
more, so when she can handle it, it has to be a nice program.
Sorry that I have no address for "Pagedown". If you really need it send a
PMail to me.
ciao
Sascha, Regensburg --- Germany

323. ** Is there a good video titling prog. for ST? **

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 16:57:52 UTC
From: peterw@io.org
Message-ID: <2venqg$6d@ionews.io.org>
Source record: 184070

Just wondering if anyone knew of a half decent video titling program that one could use with the st. Nothing fancy (I don't have genlock) I'd just like to create some nice titling effects with perhaps some animation with the letters and choices of several fonts. So far I've just been using Degas and a program called Shadow. I've come accross a shareware prog. called TV_Title, but it bombs before it can load. Anyone had any luck with this program? I'd appreciate any help I could get with this.

--
--
Peter Weinzettl | If all the world's a stage....
peterw@io.org | ..... I want more props

324. MR STOS MAN NEEDS A FIX

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 17:26:58 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1994Jul6.172658.3681@bay.cc.kcl.ac.uk>
Source record: 184068

Help! I use STOS occasionally and in the manual it explains that programs can be converted to Desktop executeble files. I've gone through the 'motions' (saving the prog as name.prg and preparing a library disk), and yet on running the file, the computer 'bombs' on me! Have I got an incompatible TOS version? Mine's 1.02 (quite an old machine!) I think.
Can anyone please enlighten me.

-AL-

325. Re: Mouse recommendations for ST

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 17:40:08 UTC
From: ben@sound.demon.co.uk
Message-ID: <060794184008.gem1m@sound.demon.co.uk>
Source record: 184083

In article <pUzQRQm.ari2550@delphi.com>,
Ari Feldman <ari2550@delphi.com> wrote:

>NOTE:kO Never buy an ALPHA-DATA mouse. The one I bought was a clone of the
>MicroSoft mouse. It was the biggest piece of shit I ever bought and died on
>me after only two months of use{

Was this the normal opto-mechanical jobbie? Coz I've heard that the optical
one is pretty good - nice and smooth.

Another mouse to keep away from is the Golden Image optical mouse.
The mouse mat (which you NEED) is really naff, thin and floppy, and the
bottom of the mouse has sort-of foam type stuff while the mat has a
shiney surface. (opposite to a normal mouse). There is so much friction
between the two surfaces that the mouse has a really nasty feel to it
when you're moving it about.
Having said that, the pointer never 'slipped' as it often does on my
ball mouse, which is why I'm looking for another optical.
Oh, and mine conked out after 2 months too.

--
|)
|)en
* GEM-News * Chemists really know their bismuth.

326. Monitors/Drives/Modems/etc. For Sale!

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 17:43:36 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <2veqg8$dap@usenet.INS.CWRU.Edu>
Source record: 184072

```
Atari SC1224 1989 Model 12" Color Monitor $100
Atari SM124 1986 Model 12" Mono Monitor $75

Supra 2400 Baud SmartModem $45
Hayes 1200 Baud SmartModem $25

Indus GTS-100 DSDD 3.5" Drive $50

ALL THE ABOVE ARE IN MINT CONDITION, AND PRICES INCLUDE SHIPPING.

Thanx.
```

327. GIFs in B&W on 1040 with SM124 monitor?

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 18:13:25 UTC
From: upjclimie@cc.memphis.edu
Message-ID: <1994Jul6.131325.20907@msuvx1.memphis.edu>
Source record: 184073

Is there a public domain program that will allow me to view GIFs on my
1040ST with a B & W SM124 monitor.

Please post any programs names and ftp sites that it can be found at.

Thank you in advance,

Peter J Climie

328. Re: Help! Hard Drive Problems

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 18:20:30 UTC
From: blai1690@mach1.wlu.ca
Message-ID: <CsJ6y7.DqL@mach1.wlu.ca>
Source record: 184074

I have exactly the same problem! My setup is a new Maxtor 345Meg SCSI with an ADSCSI+ ICD board and the included software (about 4.8.5). I can't even access the HD to try to reformat it. I have a few hints:

1) Could be a bad DMA chip;
2) Are you using an STe with TOS 1.06? I am, and I hear this release has trouble talking to quick SCSI devices;
3) Could be my old ICD software;

If you learn anything more about your troubles, please email me. BTW: My Megafile 30 still works just fine when I hook that up. Its just the SCSi that is skewed.

Jeff Blair

329. Re: Looking for the Gemulator, help please

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 18:57:34 UTC
From: gbennett@friendly.sim.es.com
Message-ID: <2veuqu$lba@cnn.sim.ES.COM>
Source record: 184076

In article <1994Jul3.132256.1@otago.ac.nz>, is30225@otago.ac.nz writes:
>
> I have look through several ftp sites but I could not find the Gemulator.
> I was wondering if anyone out there could tell me where I can find it.
>
The Gemulator is a commercial product. It is not available via FTP.
You should be able to obtain one through any reputable Atari dealer.
Or you can contact the creator, Darek Mihoka, at darekm@microsoft.com
--
Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
* See Hitchhiker's Guide to the Galaxy (US version)

330. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 19:15:37 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <773522136@amazon.cs.duke.edu>
Source record: 184075

From the Holy Book of <1994Jul6.132243.3853@jet.uk>
as spake by djs@jet.uk (David Stevenson) :

>Uniterm (I have v2.0e) only runs in ST-High.

This comes as something of a shock to me, as I've been using Uniterm successfully in ST-Med for going on six years now... ;) I assume you mean it doesn't run in any of the higher resolution TT/Falcon screen modes.

>Connect looks like it might be a better bet.

If you have a screen resolution of 640x400 or better and NVDI or similar, it probably is. Otherwise, I'd go with Uniterm.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1994 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

331. Re: CD-ROM Music player

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 20:09:00 UTC
From: Stu.Huffman@231-370.dswhq.omahug.org
Message-ID: <b91_9407070357@dswhq.omahug.org>
Source record: 183865

I am really puzzling about CD-ROM drives: (1) Kent Kordes (Systems for Tomorrow at Independence MO) offers a $99 drive that uses a SCSI connector [it's an NEC CDR25 150kbyte/sec with 800msec seektime] ... and I am curious to hook up a CD-ROM drive to the old Mega4 STe ... but then there's today's Wall Street Journal with a headline about disappointed CD-ROM drive buyers who are even more disappointed with the extremely low quality of the CD-ROMs available to buy (ugh!) ...

What genuine opinion from some USERS ????????

332. Re: Soft PC Latest news.

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 20:24:43 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2vf3ub$ntr@mailer.fsu.edu>
Source record: 184078

Raymond Collins (rcollins@magnus.acs.ohio-state.edu) wrote:
> Food for thought. Have you netter's ever thought that to get IBM to make a
> game machine that Atari may have to back down of of the American market
> where there computers are concerned.

I believe IBM simply came in as the low bid. My understanding is that
Atari fully expected the Jag to be made in Taiwan or some other similar
cheap labor area. IBM Connecticut getting it was probably a big surprise.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

333. 1040st system for sale (austin,tx)

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 20:25:47 UTC
From: drray@bga.com
Message-ID: <2vf40b$38b@lia.bga.com>
Source record: 184077

This CPU is in the austin, texas area. And local buyers get first dibs.

Atari 1040STf (1 meg ram, tos 1.2) internal DSDD drive.
Atari SC1223 Color Monitor
Atari SMM804 printer
2400 baud modem with cable
1 joystick
3 mouses or meese?
1 deskcart

Misc Original games.

Couple of issues of STformat.

Plus - Abacus Books - ATARI ST Machine Language
ATARI ST GEM programmers reference
ATARI ST Internals

Everything is in excellent condition.

Asking $150 OBO buyer picks up and pays in cash please..

Email me if interested..

I might be willing to ship if noone in austin wants it. And we can work
out terms.

334. Re: MR STOS MAN NEEDS A FIX

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 20:27:03 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2vf42n$ntr@mailer.fsu.edu>
Source record: 184079

udem148@bay.cc.kcl.ac.uk wrote:
> Help! I use STOS occasionally and in the manual it explains that programs can
> be converted to Desktop executeble files. I've gone through the 'motions'
> (saving the prog as name.prg and preparing a library disk), and yet on
> running the file, the computer 'bombs' on me! Have I got an incompatible TOS
> version? Mine's 1.02 (quite an old machine!) I think.
> Can anyone please enlighten me.

I am not a STOS expert, but there seem to be a lot of files on atari.archive
that deal with patching various things in STOS to work on various versions
of TOS. You might check these files out and find an answer. Look in the
index files for /Languages and /Programming.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

335. Re: [Q]: Mega ST ethernet,

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 21:26:00 UTC
From: Dieter_Lorteye@bi.maus.de
Message-ID: <199407062326.a24933@bi.maus.de>
Source record: 184003

Ahoi,

i tried the TUW-TCP and got some problems.

While my TT is booting i get a message meaning that my pocket
ethernet adapter isn't the D-LINK nor the Riebl-Card.

What do i have to do?

Thanx...

Dl'O

336. Re: GIFs in B&W on 1040 with SM124 monitor?

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 21:47:52 UTC
From: d2viktor@dtek.chalmers.se
Message-ID: <d2viktor.773531272@dtek.chalmers.se>
Source record: 184080

upjclimie@cc.memphis.edu (PETER J. CLIMIE) writes:

>Is there a public domain program that will allow me to view GIFs on my
>1040ST with a B & W SM124 monitor.

mgif is excellent. Now in version 4.2b
Most likely available from atari.archive.umich.edu, as mgif42b.

Have fun!

/Viktor...
--
* If the odds are ten million to one against something bad happening,
* chances are 50-50 it will.
* Snailmail: Viktor Fougstedt, Pl 335, S-430 64 Hallingsjo, SWEDEN.

337. spectre gcr for sale

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 21:51:50 UTC
From: ken@isgtec.com
Message-ID: <CsJGqE.678@isgtec.com>
Source record: 184082

```
Spectre GCR for sale, mint condition with all disks + Mac Sys 6.0.5 disks.
US$200, email if interested.

--
Think honk if you're a telepath.

ken@isgtec.com [ ...!uunet.ca!isgtec!ken ] Ken Newman
```

338. nptn.science.atari.qa

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 22:22:31 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <2vfar7$3f1@usenet.INS.CWRU.Edu>
Source record: 184081
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari,alt.games.lynx

I don't know who has access to nptn.science.atari.qa but if you do, this newsgroup will be for any Atari related news.

Check it out if you subscribe to it.

Thanks.

Len Stys, Atari SIG Manager
Cleveland Free-Net

--

339. SACRIFICE SALE! Atari 1040ST with color monitor

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 22:54:54 UTC
From: mikew@soda.berkeley.edu
Message-ID: <2vfcnu$p4l@agate.berkeley.edu>
Source record: 184086

I am selling an Atari 1040STf with Color monitor for my brother. It is in EXCELLENT condition (no scratches, marks) and is hardly used. He doesn't want to split the system. The first $350 takes it. He will throw in all his software (many titles).

Please reply with e-mail

--

::
: Michael Wang ------------------ mikew@soda.Berkeley.edu :
: -*-*-*-*- \------------------- mikewang@ocf.Berkeley.edu :

340. Where to find mpegs?

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 23:33:34 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94187.193334STIRRE31@MAINE.MAINE.EDU>
Source record: 184088

The subject says it pretty well. I'd like to know where to
a find a reasonably small mpeg file to try with my Falcon's
mpeg player. Thanks.
-scott tirrell
-stirre31@maine.maine.edu

341. Re: Soft PC Latest news.

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 23:36:59 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2vff6r$rdp@mother.usf.edu>
Source record: 184085

Iain.Laskey@barclays.co.uk wrote:
: In article <2vejjm$ovl@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller)
writes:
: |> This makes so much sense, it's scarey.
: If you think that, you're scarey!

What?

342. Re: SIMILAR REPOST: Jag Letter Writing Campaign (read me)

Newsgroup: comp.sys.atari.st
Date: 1994-07-06 23:38:24 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94187.193824STIRRE31@MAINE.MAINE.EDU>
Source record: 184089

I'd mostly agree with your post. However, Atari has stated, I believe,
that they will be earmarking around $35 million dollars for
advertising this year which brings it very close to 3D0's figures.
Atari seems to be waiting till the end of 1994 which is a good
strategy. I believe they will put on a media blitz at year's
end and if the games are available (30-35 including Doom (Wolf 3D
is now out, BTW)) the Jag will sell well. Atari has cut operating
costs now to the point where I believe that they can stay in business
whether they sell as many systems as Nintendo or not (which they
won't). Atari's strategy of having system sellers just may work.
AvP, Doom, Wolf 3D and Tempest 2000 by themselves will justify
the cost of a Jag in many gamers' minds. How many people wanted
faster IBM systems to play Doom? Quite a few.
You are probably right about waiting, though. I'd be kinda weary
about buying any game system right now. But the Jag definitely
is the best on the market, IMO.
-scott tirrell

343. Re: SIMILAR REPOST: Jag Letter Writing Campaign (read me)

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 00:02:33 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <R+3RxnZ.ari2550@delphi.com>
Source record: 184084

I know I'm gonna catch alot of flames for what I'm about to say but...

Why bother??? Seriously, a letter writting campaign might make you feel
better but it sure won't change Atari corporate decisions.

We have to stop trying to be backseat managers. We can scream all we want
until we're blue in the face for Atari to do this or to do that, etc.
However, we must be realistic about Atari's limitations.

Atari HAS about $35 million in cash and marketable securites left. This
is not a whole lot of money when you consider the industry they're in
and they have to spend alot of that money on such mundane things like
interest expense, rent, salaries, R&D all in addition to marketing.

After all of that, Atari may have a few million to spend on marketing...
Remember, the industry is competative and media like magazines and TV are
extremely expensive. I'm not sure if they have the dough to make a dent
in an industry obssessed wh Nintendo and Sega.

Then, you have to take into account the fact that most potential Jag consumers
won't be like us on the net - they will be ignorant, pizza faced teens and
pre-teens who don't care if the Jag is the most advanced system out but
rather if it has the games they WANT!

Most Jag developers are small-time operations. The low price of the Jag
development system and license is a major reason. If the Jag was selling
big numbers this would be great - but, the reality is that most of these
developers are part-time operations with little or no capital. This means
they can't pay their staff up-front, they can't market their own wares, and
they can't afford to spend full-time on their development, so games will
take substantially longer to come out.

Now, if Atari could convince some big names to defect over to their camp
and develop and they CAN ACTUALLY deliver the hardware they've been promising
then Atari might make things turn around. If not, they are dead.

I like to play it safe. I'm gonna wait and see.

Just my two cents.

Ari

344. email address for Backwards?

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 00:06:04 UTC
From: sammcgee@crl.com
Message-ID: <2vfgtc$elv@crl5.crl.com>
Source record: 184087

Does anyone know if Dupuydauby Cyrille, the author of Backwards for the Falcon, has an email address?

Sam

sammcgee@crl.com
or
s.mcgee2@genie.geis.com

345. ST Software for sale, prices reduced

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 01:06:36 UTC
From: osteele@u.washington.edu
Message-ID: <2vfkes$e4d@news.u.washington.edu>
Source record: 184091

MONDO BIG SALE! 290 STILL LEFT!
==========

Well, I've sold a LOT of stuff, but still have a lot left. I'm leaving on vacation soon and would like to sell as many as possible before then. I don't expect to sell everything, but I have lowered the prices on all items so that things will move faster. Item prices are still negotiable.

I also have a complete collection of Infocom games that can be sold as a set or separetely (they're really text adventure games).

Text from before:

All these used ST titles are for sale, everything is going. Most are only one piece items, so it's a first come first serve situation. All prices are NEGOTIABLE, and the highest price takes the item (no matter what the price, like it says, everything is being sold). Please notice the stress on the word negotiable.

Everything is in good condition and works, send e-mail if interested.

Also, if you are looking for PC (Dos or Windows), Macintosh, Apple II, Amiga, Commodore 64/128 or other tiles, please e-mail to get a list of those items.

Title	Maker	Price ($)
3D Glasses	StereoTek	74.25
520/1040 ST Clear Plexiglass	The STation	11.25
A-Copier	MegaSoft	1.5
Advanced OCP Art Studio	Rainbird	4.5
Alcon	Taito	3
Assempro	Abacus	10.5
Balance of Power	Mindscape	4.5
BattleChess	Interplay	12
Battletech	Infocom	8.25

Black Cauldron	Sierra	9
Blood Money	Psygnosis	6.75
Bobo	Infogrammes	3
Boulder Dash Cnst. Kit	Epyx	3
Bureaucracy	Infocom	7.5
Cable: TT to Image Systems monitor		6.75
Captain Blood	Mindscape	5.25
Cartoon Capers	Mandarin	6
Championship Wrestling	Epyx	3
Chessmaster 2000	Software Toolworks	8.25
Codename Iceman	Sierra	9
Combat Course	Mindscape	3
Cosmic Pirate	Outlaw	3
Crash Garret	Infogrammes	3
Crimson Crown	Polarware	2.25
Crystal	Antic	1.5
Curse of Azure Bonds	SSI	10.5
Cyber Control	Antic	6.75
Cybermate	Antic	3.75
DAC Easy Accounting	DAC	6.75
Dark Castle	360	3
Dark Side	Spotlight Software	3
Data Manager ST	Timeworks	13.5
Datamap Collection I	Antic	3.75
Death Sword	Epyx	3

DEGAS	Electronic Arts	4.5
Deluxe Paint	Electronic Arts	21.75
Demon's Winter	Strategic	7.5
DeskMaster	Startroniks	1.5
Devon Aire	Epyx	3
Digisound	Alpha Systems	25.5
Digispec	Trio	6.75
Discovery Cartridge	Happy Computers	59.25
Dive Bomber	Epyx	2.25
Dollars & Sense	Monogram	6.75
Double Dragon	Melbourne	3
Drafix CAD	Drafix	29.25
Dragons of Flame	SSI	9
Drakken	Draconian	13.5
Drive Master	Practical Solutions	14.25
Easy Draw Font Pak 1	Migraph	5.25
Echo	MichTron	6.75
Educational Graphics	Timeworks	3
EmailMan	SRG	3.75
Enchanter	Infocom	6
eSTeem PILOT	eSTeem Inc.	18
Experimental Statistics	Lionheart	25.5
Eye of Horus	Fanfare	2.25
EZ Track ST	Hybrid Arts	15.75
F-15 Strike Eagle	Microprose	8.25

F-16 Combat Pilot	Digital	5.25
Falcon	Spectrum Holobyte	10.5
Fast Basic	Computer Concepts	10.5
Final Assault	Epyx	4.5
Fire & Forget	Titus	3
Firezone	PSS	3
Flash	Antic	3.75
Flexessory	EA Brown	3.75
Flight Simulator II	Sublogic	6.75
Flight Simulator II Japan Scenery	Sublogic	3
Flight Simulator II Scenery 7	Sublogic	5.25
Font Writer Plus	Startroniks	2.25
Fontz	Neocept	6.75
Forecasting/Time Series	Lionheart	25.5
Foundations Waste	Exocet	2.25
Galdregon's Domain	Pandora	3.75
Gauntlet	Mindscape	3
GBA Championship Basketball	Gamestar	3
GFA BASIC	MichTron	5.25
GIST Sound Tool	Antic	3.75
Global Commander	Datasoft	3
Gold of the Americas	SSG	8.25
Golden Path	Firebird	3
Goldrunner	microdeal	3
Goldrunner II	microdeal	5.25

Great Battles	Royal	4.5
Guild of Thieves	Rainbird	3.75
Habaview	Haba	1.5
Hacker	Activision	2.25
Hammerfist	Vivid Image	5.25
Hard Drive Turbo Kit	MichTron	6
Heroes of the Lance	SSI	5.25
High Roller	Mindscape	1.5
Hippo Almanac	Hippo	1.5
Hippo Spell	Hippo	1.5
HiSoft BASIC Professional	HiSoft	18
Hitchhiker's Guide to the Galaxy	Infocom	9
Hound of Shadow	Electronic Arts	9
IB Drive	IB Computers	36.75
Immortal	Electronic Arts	9.75
Imperium	Electronic Arts	8.25
Impossible Mission 2	Epyx	3.75
Imprint	HAL	5.25
Interlink	Intersect	4.5
Internal Mega Host Adaptor	Supra	25.5
International Soccer	microdeal	4.5
International Soccer Challenge	Microstyle	4.5
Jack Nicklaus Golf	Accolade	10.5
Jet	SubLogic	5.25
Jewels of Darkness	Firebird	2.25

Jug	microdeal	3
Juggler	MichTron	6.75
Jupiter Probe/Karate Kid 2/Slaygon	microdeal	3.75
K-Data	Kuma	8.25
K-Graph 3	Kuma	13.5
K-Resource 2.6	Kuma	10.5
K-Roget	Kuma	6.75
K-Word 2	Kuma	10.5
Karate Kid 2	microdeal	3
Kick Off	Anco	3.75
Kid Talk	First Byte	8.25
King of Chicago	Cinemaware	4.5
King's Quest 3	Sierra	9
King's Quest II	Sierra	3
Knight Force	Titus	9
Kult	Exxos	4.5
Language Disk	Atari	1.5
Lattice C	Metcomco	10.5
LDW BASIC Compiler 2.0	LDW	10.5
Leader Board Golf	Access	5.25
Leatherneck	microdeal	3
Leisure Suit Larry	Sierra	9
Light Corridor	Infogrammes	9
Link	ICD	66.75
Live and Let Die	Domark	3

Logistix	Precision	14.25
Lurking Horror	Infocom	7.5
M-Disk + RAMdisk	MichTron	1.5
Mach 3	Loriciels	3
Macro Assembler	Metcomco	10.5
MacSee	Reeve Soft	18
Make it Move	MichTron	3.75
Mavis Beacon Typing	Software Toolworks	11.25
Mean 18 Course #2	Accolade	3
MegaFont	Xlent	2.25
MegaTraveller 1	Empire	12
Metrocross	US Gold	3
Mi-Term	MichTron	0.75
Micro C-Shell	Beckmeyer	3.75
Micro C-Tools	Beckmeyer	3
MicroLeague Wrestling	Micro League	5.25
Milennium 2.2	Electric Dreams	7.5
Mindshadow	Activision	2.25
Mini Golf	Magic Bytes	3
Mixed Up Mother Goose	Sierra	6
ML '86 NL & AL Teams	Micro League	4.5
ML '87 NL & AL Teams	Micro League	3.75
ML Baseball Owners' disk	Micro League	4.5
Modula 2 v. 2	TDI	14.25
Modula 2 v. 3	TDI	25.5

Moebius	Origin	4.5
Molgraph	ST Club	4.5
Mortville Manor	European	3
Mouse Master	Practical Solutions	13.5
Nether World	Hewson	3
Obliterator	Psygnosis	3.75
Oo-Topos	Polarware	2.25
Outrun	Sega	3.75
PageStream Fonts A & 1 to 13	SoftLogik	22.5
PaintPro	Abacus	6.75
Paintworks	Activision	6
Pandora	Firebird	3.75
Partner Fonts Disk 1	SoftLogik	1.5
Pawn	Rainbird	3.75
pc-ditto	Avante-Garde	14.25
Phantasie III	SSI	6
Phantasm	Exocet	3
Pinball Wizard	Accolade	6.75
PM Interface	Xlent	3
PM Interface	Xlent	0.75
Police Quest	Sierra	9
Populous	Electronic Arts	9
Power Drift	Activision	6
Power Struggle	PSS	3
Precious Metal	Ocean	5.25

Prince	ARC	4.5
PrintMaster Art Gallery I	Unison World	5.25
PrintMaster Art Gallery II	Unison World	5.25
Pro Tennis Tour	UBI Soft	5.25
Procopy	Proco	3
Protext 5	Arnor	25.5
Publishing Partner (mono)	SoftLogik	2.25
Q*Ball	Mindscape	3.75
Quartet	microdeal	10.5
Questron 2	SSI	5.25
Quick ST 3.0	Branch Always	9
RAMdisk	Power Systems	0.75
Real BASIC	Real	3.75
Red Lightning	SSI	6.75
Red Storm Rising	Microprose	10.5
Replay 4	Microdeal	36.75
Revolver	Intersect	7.5
Rick Davis Soccer	Melbourne	4.5
Rings of Zilfin	SSI	6
Road Wars	Arcadia	3
Roadwar Europa	SSI	4.5
Robocop	Ocean	5.25
Rockford	Electronic Arts	3
Running Man	Ocean	6
S.D.I.	Cinemaware	3.75

Scan Art	Migraph	8.25
Scruples	Leisure Genius	6.75
SF354 Disk Drive (non-working)	Atari	7.5
Shackled	US Gold	3
Shadowgate	Mindscape	3
Shoot 'em up Construction Kit	Outlaw	10.5
Shuffleboard	Shelbourne	3
Shufflepuck Cafe	Broderbund	4.5
Sidearms	Go	3
Silent Service	Microprose	4.5
Silicon Dreams	Rainbird	2.25
Sinbad	Cinemaware	3
Slaygon	microdeal	3
Slicctop	Sliccware	6.75
SM1224 Color Monitor	Atari	104.25
Space Ace II	Readysoft	13.5
Space Cutter	Rainbird	4.5
Space Rogue	Origin	6.75
Space Station Oblivion	Epyx	3
Spectre 128 3.0	Gadgets by Small	74.25
Spectrum 512	Antic	6.75
Spellbreaker	Infocom	7.5
Speller Bee	First Byte	9
Spiderman	Adventure Int'l	4.5
Spitfire 40	Avalon Hill	4.5

ST BASIC & Sourcebook	Atari	3.75
ST Karate	Eidersoft	2.25
ST Logo	Atari	3.75
ST Wars	Miles	2.25
Stalker 2.0	Strata	4.5
Starglider	Rainbird	2.25
Starglider II	Rainbird	9.75
Stealth PMC 1.5	PMC	3
Stellar Crusade	SSI	4.5
Steno	Gribnif	10.5
Stone Breaker	Softgold	3
STOS BASIC	Mandarin	9.75
Strider 2	US Gold	6.75
Sub Battle Simulator	Epyx	5.25
Super Huey	Cosmic	2.25
Superbase Personal	Precision	18
Superbike Challenge	Broderbund	3.75
Supercharger	Migraph	5.25
Switchblade	Gremlin	6
Tass Times	Activision	3.75
Tau Ceti	Thunder Mountain	2.25
Tax Advantage '87	Double Eagle	1.5
TC! Power	Dept.Tech	10.5
TCB Tracker	mph	9
Techno Cop	US Gold	4.5

Tempus II	MichTron	10.5
Terramex	Victory House	2.25
Terrorpods	Psygnosis	4.5
Test Drive	Accolade	4.5
Tetris	Spectrum Holobyte	7.5
Their Finest Hour	Lucasfilm	14.25
Time Bandits	MichTron	2.25
Top Gun	Ocean	2.25
TOS 1.0 on Disk	Atari	10.5
Touchup	Migraph	9
Tournament of Death	Infogrammes	1.5
Tracker	Rainbird	2.25
Trinity	Infocom	7.5
Turbo Cup	Loriciels	4.5
Turbo ST	Softrek	5.25
Tusker	System 3	5.25
TV Sports Football	Cinemaware	6
Tweety Board	Practical Solutions	10.5
Typhoon Thompson	Broderbund	3
Typing Tutor	Atari	5.25
Typing Tutor/Word Invaders	Academy	6.75
U.N. Squadron	U.S. Gold	4.5
UltraScript ST-1	Imagen	44.25
Untouchables	Ocean	7.5
Video Vegas	Baudville	4.5

Virus	Rainbird	4.5
Wanderer	Pyramide	2.25
War in Middle Earth	Virgin	6
Willow	Mindscape	3.75
Winter Challenge	Thunder Mountain	3
Winter Games	Epyx	3.75
Wishbringer	Infocom	6
Wizard's Crown	SSI	5.25
World Championship Karate	Epyx	2.25
Xybots	Domark	5.25

ATARI 8-BIT STUFF:

Title	Maker	Price
1010 Program Recorder	Atari	$12.00
1050 Disk Drive	Atari	$75.00
130 XE Computer	Atari	$74.00
410 Program Recorder	Atari	$8.00
600 XL Computer	Atari	$38.00
800 XL Computer	Atari	$52.00
810 Disk Drive	Atari	$75.00
Basic	Atari	$9.00
Basic XL	OSS	$19.00
Conversational French	Atari	$14.00
Conversational Spanish	Atari	$14.00
DOS 2	Atari	$9.00
DOS 3	Atari	$10.00

Gato XE	Spec. Holobyte	$9.00
MAC/65	OSS	$12.00
Macro Assembler	Atari	$11.00
More! Graphics	Pierstorff	$2.00
Paddle Controllers	Atari	$12.00
SynCalc	Synapse	$12.00
Tax Advantage 85	C Arrays	$3.00
Telelink 1	Atari	$11.00

GENERAL STUFF:

Title	Maker	Price
1A HP Laser Font Set	Microsoft	$79.00
20 Disk Holder	Flip 'n' File	$9.00
20 Disk Holder	Perfect Data	$13.00
20 Disk Holder	Amaray	$5.00
2400/9600 baud/FAX Modem	Zoom	$59.00
3.5" Disk Drive	Epson	$45.00
3.5" Drive Case/Power		$39.00
30 Disk Holder	Disk Bank	$6.00
8" Floppy Disk	Athana	$5.00
9 to 25 pin Changer		$3.00
9600 baud modem	US Robotics	$49.00
Electronic Printer Switcher	Bothway	$59.00
Joystick	Atari	$8.00
ROMs for "complete" Spectre		$124.00

Microline 82A Printer	OKI	$25.00
Mouse Pad		$2.00
Power Players joystick	Mindscape	$6.00
Printer Cable		$4.00
ScanTrac	ScanTrac Products	$21.00
Trackball	Atari	$15.00
TV Switchbox		$3.00

346. Re: Search a VIRTUAL DISK-RAM MEMORY : HELP !

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 01:08:44 UTC
From: Lexicor@world.std.com
Message-ID: <CsJpuK.n1K@world.std.com>
Source record: 184090

If you want any more information on Outside you can either contact Lexicor at (510) 848 7621 or email: services@lexicor.com

We'll be happy to send you any product info or answer any questions in regard to outside in North America or the UK.

A demo version exist on your favourite ftp sites for atari.

Cheers

347. Re: Reparatie atari in buurt Amsterdam

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 01:18:26 UTC
From: walra%moacs11@nl.net
Message-ID: <n3t1nguz8m_@moacs11>
Source record: 184093

In <2vbatrINN7r8@xs4all.hacktic.nl>, bike wrote:

> Wie weet een telefoonnummer van Atari Nederland of is dat er niet?

Het nummer van klantenservice is 03473 77272.

mvg,
Waldi (walra%moacs11@nl.net)
--
Zwei Wochen, nachdem Petrus einen Stahlwerkdirektor in die Hoelle
geschickt hat, beschwert sich der Teufel: "Den Stahlboss nimmst Du
sofort wieder zurueck. In zwei Wochen hat er schon drei Oefen still-
gelegt, und der Rest der Mannschaft macht nun Kurzarbeit. "

348. NVDI, GDOS fonts, and GEM NetHack

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 03:44:37 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2vftn5$19v@uqcspe.cs.uq.oz.au>
Source record: 184096

Could NVDI use a 4-pixel wide font for the standard screen font?

I have a 4-pixel-wide GDOS font that would make my GEM NetHack playable
on ST's in low resolution (GEM NH needs 80 columns, 16 colours).

I was considering making GEM NH able to use GDOS fonts in all dialogs
and windows, but this is a great deal of work for something I personally
will never use (I run it in 800x488x16).

```
--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /
/ * <-- Computer Science Department, / WIT SPACE TO LET
\_.-._/ University of Queensland, /
v Brisbane, Australia. /
--
```

```
_-_|\ warwick@cs.uq.oz.au /
/ * <-- Computer Science Department, / WIT SPACE TO LET
\_.-._/ University of Queensland, /
v Brisbane, Australia. /
```

349. Want to borrow/rent Atari ST (Wash., DC)

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 04:14:13 UTC
From: glennj@cs.umd.edu
Message-ID: <2vfvel$id4@ringding.cs.umd.edu>
Source record: 184097
Cross-posted to: comp.sys.atari.st,dc.forsale

When I sold my Mega STe a while ago, I didn't have a chance to get the data off my hard drive. Now I need some kind-hearted person to let me borrow an ST so I can finally get it off! I need an ST with at least TOS 1.4 (so I can read my 32Mb partition), a mouse, and a working floppy drive (720K or 1.44Mb). I am in Annandale, VA and am willing to drive about an hour to pick up and return the computer. I would like to do this this weekend (7/8), but I can do it early next week too. I will probably need your machine for three days. In return, I will give you

Two of the following (all have docs unless noted):

Dungeon Master
Shufflepuck Cafe
Spectrum 512
MaxiFile (v2.0, 1989)
Quick ST (v2.1, '90; has registration card)
Populous
Flash! (v1.6, 1988)
1st Word Plus (v2.02, 1987)
War in Middle Earth (I think this had a map. I've lost it)
DC Desktop (v1.0, 1990)
DC Utilities (v2.0d, 1990)
Bubble Bobble
Valgus^2 (registered shareware Tetris derivative)

OR, one of the following:

STalker (v3.00, 1991)
STeno (v2.00, 1991; has registration card)
pc-ditto
Data Diet (v1.0, 1991)
Lemmings (in box, never used)
Replay 4 cartridge (has software, no docs)
Ultima V (I'm looking for the docs, contact me for a status report)

OR, credit towards the following (listed with asking price BEFORE credit):

SC1224 color monitor ($100)
ICD host adapter & case w/50Mb Seagate HD ($100)
Okidata 182 9-pin printer ($50)

OR, a small amount of cash.

I will test things for compatibility and operation when I get your machine.

Jim Glenn glennj@cs.umd.edu

350. Re: NVDI, GDOS fonts, and GEM NetHack

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 04:27:51 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2vg087$304@uqcspe.cs.uq.oz.au>
Source record: 184011

Oooooh... a doubled-up signature. Made me feel all virginal again :)

Ooops.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /
/ * <-- Computer Science Department, / WIT SPACE TO LET
_.-._/ University of Queensland, /
v Brisbane, Australia. /

351. Re: SIMILAR REPOST: Jag Letter Writing Campaign (read me)

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 05:17:28 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <2vg358$9ji@usenet.INS.CWRU.Edu>
Source record: 184099

In a previous article, ari2550@delphi.com (Ari Feldman) says:

>I know I'm gonna catch alot of flames for what I'm about to say but...
Ari, you are right, you are going to receive a lot of flames about this only because you obviously did not ___READ___ the message that you are responding to!

It bugs me to no-end when people read a few sentences of a message and then write a response which is already covered in the original message...

>Why bother??? Seriously, a letter writting campaign might make you feel
>better but it sure won't change Atari corporate decisions.

For one thing, this letter campaign has nothing to do with the decision making process at Atari Corporation.

>
>We have to stop trying to be backseat managers. We can scream all we want
>until we're blue in the face for Atari to do this or to do that, etc.
>However, we must be realistic about Atari's limitations.
>
>Atari HAS about $35 million in cash and marketable securites left. This
>is not a whole lot of money when you consider the industry they're in
>and they have to spend alot of that money on such mundane things like
>interest expense, rent, salaries, R&D all in addition to marketing.

If you'd read over the original message, you'd see how really stupid you look for writing this.

The campaign asks NOTHING of Atari but to use multi-player features in their games. That is it. NO advertising demands are asked nor does the letter writing campaign ask of Atari to spend ANY money.

The campaign is directed at game companies who have not yet signed to develop popular games for the Jaguar. This includes Mortal Kombatt II, Street Fighter II, and Electronic Arts games.

>
>After all of that, Atari may have a few million to spend on marketing...
>Remember, the industry is competative and media like magazines and TV are
>extremely expensive. I'm not sure if they have the dough to make a dent
>in an industry obssessed wh Nintendo and Sega.

Again you are rambling on and on about nothing.

>
>Then, you have to take into account the fact that most potential Jag consumers
>won't be like us on the net - they will be ignorant, pizza faced teens and

>pre-teens who don't care if the Jag is the most advanced system out but
>rather if it has the games they WANT!

THIS is EXACTLY the point of the campaign. To make sure the games are out
there that EVERYONE wants. Read over the message.

>
>Most Jag developers are small-time operations. The low price of the Jag
>development system and license is a major reason. If the Jag was selling
>big numbers this would be great - but, the reality is that most of these
>developers are part-time operations with little or no capital. This means
>they can't pay their staff up-front, they can't market their own wares, and
>they can't afford to spend full-time on their development, so games will
>take substantially longer to come out.
>

The original message mentions that the Jaguar developers Atari has now are
small and it may take them awhile to make games. That is why the campaign
is concentrating on known game makers. Read over the message.

>Now, if Atari could convince some big names to defect over to their camp
>and develop and they CAN ACTUALLY deliver the hardware they've been promising
>then Atari might make things turn around. If not, they are dead.

The Jaguar letter writing campaign is to help Atari convince big names to
defect to their camp and develop. Read over the message!

>
>I like to play it safe. I'm gonna wait and see.

Do me a favor Ari, read over the messages completely before you reply to them.
You won't look so silly next time!

Len
>

--

352. Neodesk 4

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 05:32:56 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2vg428$ato@golem.wcc.govt.nz>
Source record: 184100

What's the current progress status of Neodesk 4?

Apparently it's horribly impressive - it'd better be! :)

353. Problems with gcc, please help!

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 06:38:17 UTC
From: hjanz@informatik.uni-rostock.de
Message-ID: <2vg7sp$hrg@taiwan.informatik.uni-rostock.de>
Source record: 184001

I tried to install gcc on my MSTE4, but I have a lot of trouble. It seems
that the version # of inc, lib and bin do not work together. I tried
different versions but there was no way to make it work together.
Please, would someone mail my Which version of inc, lib and bin I must
have or better is there any install package for the gcc on ST?
It would be very kind of you.

Bye
Holger Janz
hjanz@informatik.uni-rostock.de

354. OMEN O/S...!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 06:43:53 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2vg879$ba1@golem.wcc.govt.nz>
Source record: 184002

***** OMEn *****

I have not seen any posts here about OMEn, so here is
a Text file that came from GEnie, there are 2 other files,
and a Demo version there...

```
_____________________ ____________________________
/ ___________________ \ / Esquimalt Digital Logic Inc \
| / \ | | 820 Dunsmuir Road |
| | OMEn Herald | | | Victoria, BC |
| | Volume 1 Number 1 | | | Canada V9A 5B7 |
| | Dec 1993 | | | Phone: (604) 384 0499 |
| \___________________/ | | Fax: (604) 384 0575 |
\_______________________/ \____________________________/
```

For all who have shown interest in the OMEn operating system, this
newsletter will bring you up to date with OMEn developments. Other
readers should call, write or fax to be placed on the regular mailing
list.

```
_____________________________________________________________________
/ What Is OMEn? \
| |
| The Open Multitasking Environment (OMEn) is an open architecture, |
| true preemptive multitasking operating system based on the 680x0 |
| processor family. It is also a graphical environment where the |
| user has free access to all commands and features, even while |
| running multiple programs simultaneously. |
| |
| OMEn is a modular system in which I/O function files are created |
| and configured without reference to the system core. It can thus |
| be interfaced with ease to any type of hardware and to any type of|
| software protocol, existing or new. This includes printers, disk |
| drives and file systems, networks, input devices, displays, GPIB |
| devices, industrial controls, MIDI, multi-media and so on. |
| |
| OMEn is intended to run on most current 680x0 based computers |
| (Macintosh, Atari, Amiga) including older low end models, as well |
| as PC (via a 680x0 card) and new machines such as Power PC, DEC |
| Alpha and Pentium by 68000 emulation and other techniques. |
| Implementation progress for individual machines will be detailed |
| in the OMEn Herald starting with this issue. |
| |
| The OMEn interface is nearer to UNIX X-Windows than to any other |
| interface, but OMEn's size is a fraction of UNIX, and the generic |
| object oriented drag-&-drop interface is unique. In addition, |
```

| since a single version of an application program or I/O protocol |
| interface will run on all computers, OMEn, in critical areas, is a|
| much more open system than UNIX. |
_____/

Feedback

We invite your comments and suggestions so that we can improve usability for programmers and users.

OMEn General Progress

Conceptually, the basic OMEn system is now completely implemented except for font dictionary implementation and configurable bootup.

Current targets also include the addition of more display/print commands, printer protocols, and file manipulation features. Network file client protocols for Appletalk servers are also under consideration.

In addition, much of the documentation is just now being prepared for release.

Development Tools

A structured 68000 assembler and FORTH language run in OMEn. Atari-GEM based compilers may also be used. The next issue will include more coverage on this subject.

OMEn for Atari

Atari is the original OMEn development system, so OMEn for Atari is currently the most advanced, making use of a number of special Atari hardware features, such as a scrolling display giving more room for windows. ST, STe and TT features are fully supported and digitized audio works on ALL models. Special Atari disk formats such as 800K and 900K are covered as well as DOS standard 720K. Falcon video modes will be supported before release. An OMEn release for Atari (with development tools) is planned for 2nd quarter '94. Please reply to receive your copy!

OMEn for Macintosh

OMEn for Macintosh is now running on 68000 based machines: 512K & Plus, SE and Classic. The current version works only with monochrome displays. No 68030 Mac has been tested yet.

OMEn programs that ran on the Atari ran unchanged on the Mac. Software protocol files also worked unchanged. For example, the DOS disk file protocol used DOS disks properly on Macs capable of reading them. Thus one of OMEn's key features, complete software portability except for the core and I/O ports, is finally demonstrable. (A Mac disk file protocol has yet to be created... Here we have Macs that will read DOS disks, but not Mac disks!)

Does anybody know if it would be physically possible to read 720K DOS disks on a Mac Plus if the appropriate software was written to go straight to the hardware? These are the ONLY machines for which OMEn software couldn't be distributed on a 720K DOS disk.

OMEn for Power PC

If Apple's 680x0 emulation is flawless, OMEn for Mac should run on the Power PC without any changes. It is more likely that there will have to be some amount of adaptation.

OMEn for Amiga

Well... we've got Amigas! (500, 2000 & 1200) What would help now is if some Amiga hacker fanatic in the Victoria BC area would like a bit of contract work sitting in and spelling out Amiga details to assist in adapting the OMEn core to run on Amiga. It took four days to get OMEn running on the Mac, so Amiga should take two, right?

Marketing Strategies

On 680x0 based computers such as Mac, Atari and Amiga, OMEn is simply software on a disk. The shareware marketing method will be employed with the versions of OMEn for these computers, and also for our software development tools. Contrary to popular belief, people have made their million(s) with shareware with a good product and careful business planning.

For software publishers, the wide availability of OMEn as shareware will guarantee its accessibility to their customers. A growing list of OMEn features and computer compatibility will result in steadily expanding markets for OMEn software.

OMEn for PC requires a circuit card, so it cannot be distributed as shareware. It will be marketed at first by direct mail for developers and early users, with distribution through regular marketing channels to follow as volumes increase. The 68331-ISA card with OMEn-PC will be about $199 plus the price of two SIMM memories required for the card. (Volume sales should reduce the price significantly.)

System Tidbits

Topic This Issue: System Calls, I/O Calls and I/O Commands

With OMEn, internal system calls (for you hackers: 680x0 line-A traps, starting at $AFFF and working downward) are distinct from I/O calls (trap #4-11 instructions), which are handled externally.

A system call is dispatched inside the OMEn core, while an I/O call is dispatched through an I/O channel to separate files loaded into memory at startup: a Protocol Translator (software I/O interface layer) and an I/O Port (hardware I/O interface layer). In special cases (display, inter-task mail...) the two layers may be combined.

When an I/O CALL is made, the application passes an I/O COMMAND (in D0.word. Any further parameters are in other registers) that tells the Protocol Translator (or the I/O port directly) what operation is to be performed. For example, passing "A" (hex code $0041) means "output the letter 'A'". passing -1 (hex code $FFFF) means "scan for input and return it if any" (else return "NoInputData" error). Code $141D is "Draw Line"; $1805 is "GetFile", and so on to cover every implemented I/O function. (Additional parameters are passed in other registers by commands which require them.)

Next Issue

OMEn for PC is underway, and it has some unique hardware features afforded by the 68331-ISA card. "System Tidbits" will feature the dynamic memory management system that allows practical true multi-tasking without memory management hardware. Software development tools for OMEn will be given the once-over.

Please call, write or fax all your comments to:

Craig Carmichael Phone: (604) 384 0499
Esquimalt Digital Fax: (604) 384 0575
820 Dunsmuir Road
Victoria, BC, Canada
V9A 5B7
Canada

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

355. Re: Neodesk 4

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 07:31:54 UTC
From: hoga0006@gold.tc.umn.edu
Message-ID: <CsK7KK.KxC@news.cis.umn.edu>
Source record: 184004

In article <2vg428$ato@golem.wcc.govt.nz>,
Steve Wells <wells_s@kosmos.wcc.govt.nz> wrote:
>What's the current progress status of Neodesk 4?
>
>Apparently it's horribly impressive - it'd better be! :)

I wrote to Gribnif a week or so ago because I was concerned about getting my copy that I ordered, because I was moving in a couple of weeks. He said that it should be done. But, it would not be ready to ship:(I figure if this is true, estimate a month or so to get it out their door:)

I am looking forward to it!!

Joseph

356. Re: Maple for Atari

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 08:02:47 UTC
From: a740778@san.tiuk.ti.com
Message-ID: <2vgcr7$8q1@osage.csc.ti.com>
Source record: 184013

This probably isn't a lot of help, but I heard of Maple (algebraic manipulation package similar to MathCAD w/o the graphics, right?) through an article in BYTE magazine. It specifically mentioned the Atari version as well (which kinda surprised me).

Anyway, it was probably around 90-91 if anyone has access to back issues. The article was several pages long, and covered MathCAD and Mathematica as well if I remember rightly.

Hope that's some help...

TTFN, Jason

_
* Jason B.E. Julyan BEng(Hons) MSc * Texas Instruments Ltd. * | |_o_ _
* TI380 LAN Products Design Team * Manton Lane, * __| |_i_| |
* a740778@server1.tiuk.ti.com IMS: JBEJ * Bedford, U.K. * \ |i| |
* All opinions expressed herein are personal ONLY * __ |_| /
|___/

357. Re: Soft PC Latest news.

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 08:13:58 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2vgdg6$9m0@bognor.barclays.co.uk>
Source record: 184005

```
In article <2vff6r$rdp@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) writes:
|> Iain.Laskey@barclays.co.uk wrote:
|> : In article <2vejjm$ovl@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller)
writes:
|> : |> This makes so much sense, it's scarey.
|> : If you think that, you're scarey!
|>
|> What?
If you don't get it, it's not worth explaining, sorry.

--
+-------------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-----------------------------------------------------+
```

358. Re: Jeff Minter & Llamasoft

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 08:48:11 UTC
From: meister@tatertot.com
Message-ID: <1y53oc2w165w@tatertot.com>
Source record: 184023

Ari Feldman <ari2550@delphi.com> writes:

> Some old news on Jeff Minter:
>
> He wrote the commercial game Andies Attack, a Stargate/Defender clone for the
> ST back in 1987/88. I have this game and it is pretty. It is also one of the
> few games that uses rasters effectively to give the impression of more than
> 16 colors on the ST. It runs on all STs and STe and worth a look if you
> can find it in a bargain bin somewhere.
>
> BTW, I've seen Tempest 2000 on a friend's Jaguar and thought it pretty nice
> for this kind of game. Tempest is just not my kind of game...
>
>
> Ari
>

Just Minter also wrote a great game for the ST called LLamatron, a
Robotron clone. I still play it every once in a while

=-=-=-

359. Re: FTP access from the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 09:02:24 UTC
From: meister@tatertot.com
Message-ID: <Pm63oc4w165w@tatertot.com>
Source record: 184024

mabdul@viking.dvc.edu (M. Abdulkareem) writes:

>
> Hi, I've got access to the internet recently (after years of patiently waitin
> and would like to FTP the files to my computer from the school's main compute
>
> I have downloaded fa9q.lzh --> net.tos program (which, by the way runs only
> under MultiTOS--fine with me) but have not been able to get it to work.
>
> My scenario: I use Interlink (cause I gots no money for anything up to date)
> call the school's computer and then ftp files to my account. I would like to
> be able to ftp the files from my account to my TT.
>
> I'd appreciate any suggestions.
>
> Thanks.
>
>
>
>
>
> --
> Abdulkareem @ home

Why don't you grab ANSITerm? It is shareware, and supports Zmodem (with
XZY.TTP). That's what I now use after years of using Interlink...

=-=
meister@tatertot.com (Meister)
TaterTot News & Mail, San Francisco CA 94103 1.415.255.8340 Waffle 1.65

360. Atari User Group

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 09:12:15 UTC
From: vctec@westminster.ac.uk
Message-ID: <CsKC3J.2nw@westminster.ac.uk>
Source record: 184006

Hello

If you know of anyone who may be interested, then please pass this info onto them. Although meetings will be held initially in the North West, we do hope to go national at some point (a big hope), and also hope to hold national meetings some time in the future.

People from all over the country are welcome to join.

--------------PRESS RELEASE----------------

A new Atari support group has been set up in the North-West of England.

Known as "Manchester Atari Group" (MAG) it will be providing free technical support, regular meetings, a newsletter (the "MAG mag"), a free Public Domain service (through 'CyberSTrider'), and reduced shareware fees on selected software.

It plans to open a BBS for members in the future. Meetings will feature demonstrations of current hardware and software, and discussions of past experiences and problems.

MAG has been set up by two experienced Atari enthusiasts, Steve Taylor and Denesh Bhabuta, owing to the need for an Atari community in the North of England.

The first meeting will be organized when an idea of the number of interested people is known.

For more information, contact Danny (Denesh) on 061 796 5864 (evenings), or Email [danny@micros.hensa.ac.uk].

MAG is a non-profit making organisation.

-------------END OF PRESS RELEASE-----------------

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

361. Re: Atari Financial Report

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 09:52:17 UTC
From: jhenders@vanbc.wimsey.com
Message-ID: <2vgj8h$l7m@wolfe.wimsey.com>
Source record: 184007

Ari Feldman <ari2550@delphi.com> writes:

><abarbiero@delphi.com> writes:
>
>>If only there was still a viable market for real Home computers,
>>stuff that a guy like me could afford, and ENJOY messing around with.
>>
>
>Back in the days when I bought my first ST (1986), there was a differentiated
>market for micros. Now there isn't except in regards to price.

I don't understand the price thing here. When I bought my first
ST, a 1040 with colour monitor and a 20 meg drive cost about $1800
Canadian. It was a lot better for the price than the 286's that were
available at that time for more money. Now, local PC dealers are selling
486/66 systems with 340 meg hard drives for $1799. Seems the price of a
reasonably decent computer is always at the slightly under $2000 mark.
If you want the equivalent to a 1986 520 with a 360k floppy and
color monitor, the 386/40 system you mentioned is about the right price.

--
John Henders -- Wimsey Information Systems.
Vancouver's original internet service provider.
Dialup SL/IP and PPP for Mac, DOS and Windows
Voice: (604) 421-4741, FAX: (604) 421-4742

362. Re: Jeff Minter & Llamasoft

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 10:33:54 UTC
From: andrew@minster.york.ac.uk
Message-ID: <773577234.6226@minster.york.ac.uk>
Source record: 184008

On a completely different subject (but still Llama related), I still
can't get Llamatron to work on my Falcon with Backward. There
is no option of STE emulation as far as I can tell which I'm told
I need.

Which ST emulator do I need to get Llamatron to work on my Falcon.

--

Andrew Hague -- Researching Motivation in Human-Computer Interaction
Department of Computer Science. University of York, YORK. YO1 5DD
Tel: (+44/0)904 432762 E-MAIL: andrew@minster.york.ac.uk

363. Re: Maple for Atari

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 10:35:50 UTC
From: bengel@uni-muenster.de
Message-ID: <2vglq6$1bam@obelix.uni-muenster.de>
Source record: 184009

In article 21775@news.cs.indiana.edu, "Paul Purdom" <pwp@cs.indiana.edu> writes:
> h54118@sakura.kudpc.kyoto-u.ac.jp (Christian_Goltz) writes:
>
> >I've recently heard that MAPLE existed for the Atari, but that it's
> >of course not supported any more.
>
> One of the programmers for MAPLE had an Atari, so MAPLE for the Atari was
> developed. At one time the price was around $700. This is all I remember.
> ^^^^^^^

Canadian $, that was version IV of maple. To my knowledge Maple V has not been perted to the Atari ST

Gunter Bengel <bengel@math.uni-muenster.de>
Mathematisches Institut der WWU Muenster
Einsteinstrasse 62 , D-48149 Muenster,Germany
Tel. 0251/83-2484

364. OMEn News Leter #2

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 11:14:38 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2vgo2u$df3@golem.wcc.govt.nz>
Source record: 184014
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
OMEn New Letter No.2...


_______________________ ____________________________
/ _____________________ \ / Esquimalt Digital Logic Inc \
| / \ | | 820 Dunsmuir Road |
| | OMEn Herald | | | Victoria, BC |
| | Volume 1 Number 2 | | | Canada V9A 5B7 |
| | February 1994 | | | Phone: (604) 384 0499 |
| \_____________________/ | | Fax: (604) 384 0575 |
\_________________________/ \____________________________/

This newsletter keeps you up to date with developments of the OMEn
cross-platform operating system. We invite your comments and
suggestions so that we can improve usability for programmers and
users. Newsletter #1 is available in the Atari RT library on GENIE,
or request it from us.

_____________________________________________________________________
/ What Is OMEn? \
|
|
| The Open Multitasking Environment (OMEn) is an open architecture, |
| true preemptive multitasking operating system based on the 680x0 |
| processor family. It is also a graphical environment where the |
| user has free access to all commands and features, even while |
| running multiple programs simultaneously. |
| |
| OMEn is a modular system in which I/O function files are created |
| and configured without reference to the system core. It can thus |
| be interfaced with ease, and BY ANY DEVELOPER, to any type of |
| hardware and to any type of software protocol, existing or new. |
| This includes printers, disk drives and file systems, networks, |
| input devices, displays, industrial controls, MIDI, multi-media |
| and so on. |
| |
| OMEn is intended to run on most current 680x0 based computers |
| (Macintosh, Atari, Amiga) including older low end models; PC via |
| a 680x0 card; and new machines such as Power PC, Alpha IPX and |
| Pentium by 68000 emulation and other techniques. Implementation |
| progress for individual machines is detailed in issues of the |
| OMEn Herald. |
| |
| OMEn interface operation is nearer to UNIX X-Windows than to any |
| other interface, but OMEn's size is a fraction of UNIX, and the |
| generic object oriented drag-&-drop interface is unique. In |
```

| addition, A SINGLE VERSION of an OMEn application program or I/O |
| protocol interface will run on ALL COMPUTERS, making OMEn a much |
| more open system than UNIX in this critical area. |
_____/

Two Good Reasons To Write Software For OMEn

1. It is plain that under current market conditions, Atari and Amiga have become dead-end systems, and even Apple is failing to gain its share of the expanding market. The pool of 680x0 programmers is split into incompatible camps based on each proprietary brand of computer, while the pool of Intel programmers are all writing for the same non-proprietary systems.
OMEn will run on all 680x0 machines (including PCs with the 680x0 card, and RISC machines by emulation) independently of the fortunes of any one particular computer company. It is the only system conceptually capable of reversing the well-developed trend toward a closed Intel-Windows marketplace, and bringing good market share to 680x0 based and open architecture systems.
OMEn will be viable on almost the entire installed base of existing computers, from the oldest 7 MHz monochrome Macs without hard drives to the latest mega-feature machines. The potential market area for OMEn software is thus set to the widest possible limits, and developers who start early will have a head start on penetration of the platforms not covered by early releases. This could propel small companies from fringe markets to advantageous positions in major markets.

2. There's just one operating system to know for any and all machines, and it's a straightforward, easy to learn and use system. OMEn software makers will not have to know a variety of systems to hit all the potential markets for a program.

OMEn General Progress

Conceptually, only configurable bootup remains to be tackled for a complete open architecture operating system. It is intended that a text based "Boot Script" somewhat akin to DOS'es CONFIG.SYS and AUTOEXEC.BAT will be used to install desired I/O drivers, preferences, startup applications and miscellaneous at boot time.

A scaleable font handling system is now in place. It currently manages certain Postscript Type Three fonts which use a simple text based definition system editable with a text editor. These fonts are easy to add extended character definitions to. They mesh neatly with the rest of the scaleable graphics system, which uses the same definition format, which we call "ZipScrip". An example of an object defined by ZipScrip is:

```
n New object
0 200 m Move to co-ordinates 0,200 (X,Y)
0 700 l Draw a line (from 0,200) up to 0,700
```

100 700 l From there, line right to 100
500 700 500 200 100 200 c Then a big curve back to the bottom
e End polygon with a line back to the start
f Fill it in. It's a filled in "D" shape.

On a similar note, the "code page 437" character set (the IBM extended character set) has been adopted as characters 256 to 383 (hex 100 to 17F) of the OMEn character set. Character codes 384 to 1023 (hex 180 to 3FF) are currently reserved. The single byte defined character set is:
0 to 15: Control Characters (End of File, NewLine, Wordwrap, etc)
16 to 31: Extra OMEn printing characters (arrows, checkmark, etc)
32 to 127: Regular ASCII printing character set
128 to 255: Various non-printing commands (SetColors, bold, italics, SetTabs/Margins, PrintExtendedChar(>256), SetFont, ...)

Release Dates

The OMEn release for ATARI with development tools and documentation is still planned for 2nd quarter '94, probably in April. Please reply to receive your copy!

A preliminary MACINTOSH release for 512K, Plus, SE, Classic, SE 30 and Classic II will also be available upon request at that time. (The Classic III hasn't been tested.) Monochrome displays ONLY, of any size, will work, and Mac hard drives are not accessable. 68030 based machines with color or shades-of-grey displays are currenly not working, even if set to two-color mode in the "Monitors" control panel. OMEn starts up fine, and applications run okay, but everything "freezes" after about 20 to 30 seconds. (Ideas are welcome.)

The same OMEn software runs on both the Atari and the Mac. Since Mac Plusses can't use standard format DOS disks, a special feature called "DOSsify" has been added to convert an 800K Mac disk into an 800K DOS software compatible disk that works only on Macs. Transfer of software from/to real DOS disks must be done running OMEn on a Mac that can read both formats.

Development Tools

The current tools for software development within OMEn include a general purpose word processor (editing code, documentation, writing OMEn Herald, etc.), a structured 68000 assembler, debug monitor and a simple paint program for making icons, etc. The crash (/debug /breakpoint /single-step) window in the OMEn system is also very useful. Although they are separate programs, OMEn features allow the cursor in the word processor to jump instantly to compiler errors found in assembly. Documentation includes "The Software Development Process with Eazy-Asm" to quickly introduce you to the most effective use of these simple but powerful tools. Source code, documentation, debuggers, and the program under test can all be on screen at once.

In addition, Atari-GEM format programs (sorry, NOT GEM programs, just the GEM executable file FORMAT!) will work with OMEn, making it possible to use GEM based compilers (Assembler, C, Modula2, Pascal, etc) to write OMEn software. The development setup would include an Atari computer running the compiler to create the program, and any computer running OMEn to test it on, with a floppy disk being used to transfer the program to the test machine. Until appropriate interface libraries are created, a bit of in-line assembly will be required here and there for OMEn system and I/O calls.

GEM based compilers could be modified with relative ease by their creators to run in OMEn, where they would work on any OMEn machine as well as Atari!

OMEn for PC

Since OMEn is a 680x0 based system, it does not run on Intel processors directly, but the strength of the PC architecture is that new hardware can be added on bus cards.

OMEn for the PC is currently under design with a 16.68MHz 68331 card. This is equivalent to a 22.24MHz 386SX because the '331 takes three clock cycles to access memory while the '386 takes four clock cycles. The PC does all the I/O including video, and the card does internal processing. In PC terms, the top speed of the system would be the speed of the PC plus 22 MHz!

The prototype card will be ready in the next month or two, but it will take further time to get OMEn running on the PC. Two DRAM SIMMs (30 pin, 8 or 9 bits wide) are required. SIMM size may be from 256KB to 8MB, giving 1/2 to 15MB (the card's limit) of memory. Odd size SIMMs (512K or 2MB) will work.

The card has an 8 bit stereo/16 bit mono audio output, a serial port (Appletalk compatible?), and a special synchronous serial port for control applications. With some restrictions, the memory on the card can be used as DOS/Windows extended memory if OMEn is not in use.

System Tidbits: Writing an Application

We had planned to feature the dynamic memory/file management system, but patent considerations preclude it this month, so here is another topic: The steps to writing a typical OMEn application.

The structure of a simple OMEn application can be as follows:

1) Title, copyright, and includes (include OMENEQU.TEXT)
2) Define storage requirements for scratch memory
3) Initialize the program
4) The Event Loop
5) Subroutines (as required)
6) Place or VInclude Constants

Initialization (3) can be broken down as follows:
a) Open a window (or menu/dialog box). This is a simple step

requiring five machine language instructions, which includes checking for error.
b) Open and initialize scratch memory as required. Opening (allocating) memory is also a simple proceedure.

The event loop (4) should handle at least the following events:
a) #CloseWw (Close Window) If there is only one, the appropriate response is to end the program.
b) #RedrawWw (Redraw Window) The display protocol manager sends this when a window is in need of updating, including when it is first opened.
Some other events that are commonly handled are: #<$400 (text/keystroke event), #Click (mouse), #DragFile (open file or ?), and #AboutWw (tell about program or window). There are many more events such as #TaskClosing (another program shutting down) and #DisplayAttrChange (change of display mode or zoom) which may be handled or ignored as desired.

The constants section (5) includes such items as menu text and window definitions. Whole files such as Icon pictures or digitized sounds can be inserted into the program with the structured assembler's VInclude (Verbatim Include) feature.

These steps are all simple. An example runnable program can be as short as 1/4 page of assembly code.

Next Issue (April)

Atari Release Notes. More good reasons to write software for OMEn. Real-time Control.

Please call, write or fax all your comments to:

Craig Carmichael Phone: (604) 384 0499
Esquimalt Digital Fax: (604) 384 0575
820 Dunsmuir Road Genie: CCARMICHAEL
Victoria, BC, Canada
V9A 5B7

For Internet try ccarmichael@genie.geis.com

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

365. Re: Falcon and Apple-CD-ROM drive

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 11:14:57 UTC
From: BRARDA@VXCLIA.CERN.CH
Message-ID: <BRARDA-070794131337@128.141.55.215>
Source record: 184010

In article <2vec8v$gjm@news.uni-paderborn.de>,
tichel@wembley.uni-paderborn.de (Dirk Stichling) wrote:

> Hello.
>
> Does anybody have experience with the external Apple-CD-ROM drive
> at the Falcon. Probably somebody can tell me wether that works
> or not, because that is a SCSI-Drive and very cheap here in
> Germany.
>
> Thanx, Tichel.

I made my falcon work with the Apple CD-300.

You can download the FAQ I've done on ftp at micros.hensa.ac.uk. (I don't
remember the exact place).

Loic
----

366. Re: Falcon and Apple-CD-ROM drive

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 11:30:35 UTC
From: evgaster@hvsae01.ns-nl.att.com
Message-ID: <CsKIMz.1tv@nntpa.cb.att.com>
Source record: 184012

The Apple PowerCD also works great with a Falcon.

Ed

367. OMEn News Letter #3

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 11:33:33 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2vgp6d$df3@golem.wcc.govt.nz>
Source record: 184015
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

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OMEn News Letter No. 3..


_______________________ _____________________________
/ _____________________ \ Atari OMEn / Esquimalt Digital Logic Inc \
| / \ |version 2.46| 820 Dunsmuir Road |
| | OMEn Herald | | is now | Victoria, BC |
| | Volume 1 Number 3 | | available! | Canada V9A 5B7 |
| | June 1994 | | Call for | Phone: (604) 384 0499 |
| \_____________________/ | Free 100% | Fax: (604) 384 0575 |
\_________________________/ functional | Genie: CCarmichael (Pres)|
demo! \_______________________________/

This newsletter keeps you up to date with OMEn developments. Give us
your comments and suggestions. Newsletters #1 & 2 and the Atari OMEn
demo are available in the Atari RT library on GENIE or from us.

_____________________________________________________________________
/ What Is OMEn? \
|
|
| The Open Multitasking Environment (OMEn) is an open architecture, |
| true preemptive multitasking operating system based on the 680x0 |
| processor family. It is also a graphical componentware environment|
| where the user has free access to all commands and features, while|
| running multiple OMEn application programs simultaneously. A |
| SINGLE VERSION of an OMEn application program or I/O protocol |
| manager will run on ALL COMPUTERS. |
| |
| OMEn is a modular system in which I/O function files are created |
| and configured without reference to the system core. It can be |
| interfaced by any developer to any type of hardware and to any |
| type of software protocol, existing or new: printers, disk drives |
| and file systems, networks, input devices, displays, industrial |
| controls, MIDI, multi-media and so on. |
| |
| OMEn will run on 680x0 based computers (Mac, Atari, Amiga, [OEM?])|
| including older low end models; PC via a 680x0 card; and new |
| machines such as Power PC, Alpha IPX and Pentium by 680x0 |
| emulation and other techniques. Implementation progress for |
| individual machines is detailed in issues of the OMEn Herald. |
| |
| OMEn interface operation is nearer to UNIX X-Windows than to any |
| other interface, but OMEn's size is a fraction of UNIX, and the |
| generic object oriented drag-&-drop interface is unique. |
\_____________________________________________________________________/
```

OMEn General Progress

A name has been coined for one of OMEn's major features: it's "componentware". Componentware was the feature article in April BYTE magazine. OMEn is a componentware operating system where applications and I/O managers become components of the system as a whole.

OMEn for ATARI has been released and the OMEn software development system will be ready by the time you're reading this.
Virtually all attention for the past four months has been focused on getting out OMEn for Atari and the OMEn software development package, and the documentation required for these. There was no OMEn Herald in April.
Now that this project is complete, attention can be focused on portings to other computers and system and utility software improvements, as well as promotion and business contacts and contracts.
The latest new improvement, just completed, is the ability to save video display mode and view size preferences for restoration next time OMEn is run. The first version Laserjet laser printer driver is also completed. Next on the agenda is improvements to the Text Ed program.

Mac: The 68030 problem has been solved. Some newer model Macs, and some types of displays are still being uncooperative. The four main work areas to bring out a fully functional Macintosh version are (1) Colour Displays. The driver will be in the works shortly. (2) HFS disk management. (3) Solve the compatibility problems. (4) Misc.
The same OMEn software runs on both the Atari and the Mac from GEM/DOS disks.

Amiga: Although some routines are working, the Amiga porting contractor has been too busy with other work to complete his assignment, resulting in much delay to the Amiga version.
The demise of Commodore leaves just three distinct systems in the low-cost spectrum of the computer manufacturing business: Atari (barely), Apple, and PC compatibles. The few low-volume Unix systems at the higher end don't seem to run each other's software.

PC: The prototype circuit card has been fabricated but is not yet tested. The PC end software has not been written. A contract with a local software company for this work is pending further discussions. If it goes through or other arrangements can be made, the PC version could be out in three to six months; otherwise, it has a lower priority than the Mac and Amiga versions.
Enthusiasm for OMEn related contracts by local companies should improve as OMEn starts to spread around and third party software is in the works. (Yes, there are interested developers.)

ReleasED Date

OMEn for ATARI (version 2.46) was finally released on "D-Day" (Demo-Disk-Distribution-Day), June 6th 1994. This was later than planned, but it seems like a fitting day as many copies went to Europe. OMEn

2.46 is greatly improved over the late March rendition previewed for June Atari ST Review magazine, and 2.47 is still improving.
To receive the FREE demo or to order a licenced copy, just call, fax, or write. You can leave a message 24 hours a day, and it is safe to leave a credit card number. The demo is also available for downloading in archived form on GEnie and a number of local bulletin boards in different areas.

Three More Good Reasons to Write Software For OMEn

1) Because of OMEn's modularity, third parties will be able to write software protocol managers and I/O port drivers for any protocol, device or I/O system just as easily as writing application software. For example, if you think Esquimalt Digital's audio manager isn't very good, or you'd like to have audio run through your "Super Stereo Atari Cartridge" port instead of the internal system, that's a market opportunity instead of a compatibility problem. All audio in existing or new OMEn software can be re-routed through your system. Or, you could write a file protocol manager for Mac(HFS), Amiga, Unix, ISO9660 CD or Photo CD disks if you've worked with one of these disk formats. Or support Novell Netware, or currently unsupported printers? Anything but the small OMEn Core (copyright, patents pending) is fair game.
Companies locked out of creating useful system level software products by current closed systems can gain a stake in their best areas of expertise with OMEn. Those making hardware accessories will have the ability to make their products compatible with existing and new software. OMEn users will be much less dependent on one company for improvements to the system as they are with other systems.
PS: We'll sell source code for adaptation. Divide the size of the object file by 100 to obtain the price in Canadian dollars. I.E. the Dot Matrix Printer protocol at 4048 bytes, would be $40.48.
* * * * *
2) OMEn makes assembly language portable. The biggest argument against coding in fast, compact assembly language is that code isn't "portable"; source code for programs can't be transferred from one machine or system to another. Since OMEn runs the SAME software on all machines, this will no longer be an issue.
* * * * *
3) Poised for the future: Although OMEn is a 680x0 based system, it is possible to write I/O managers (as well as applications) in the language of any new RISC chip: Pentium, Power PC or Alpha IPX. It is intended to create cross-assemblers which will take Eazy Asm 68K source code and render RISC machine code for these systems instead of 680x0 code. This will generate full-speed drivers without source code changes.
In addition, these new systems are capable of running 680x0 software by emulation. Other systems which have both a 680x0 and a RISC chip or a DSP can off-load I/O managers onto the non-680x0 while the applications' instructions are executed on the 680x0 to yield OMEn multi-processor systems of "blinding" speed.

And although new RISC systems are in the news, older machines still form much of the software market. It will likely take some time for the new models to become a major share of a computer market which is already somewhat saturated.

System Tidbits

Working With Bitmapped Pictures

The "_ConvertBitmap" system call converts bitmapped pictures between different numbers of colours and scales them to arbitrary sizes. Printer managers use "_ConvertBitmap" to generate an appropriate image from a picture that they couldn't otherwise print properly. The Colour Dot Matrix Printer protocol converts colour pictures to 16 colours at 80 by 72 DPI, using slight patterning for three of the colours. (People who see the pictures often think that they are colour inkjet printouts.) The first version "Laserjet" protocol converts all pictures to black & white, 300 DPI. The next version is to have a patterned gray scale at 150 or 100 DPI for colour pictures. Currently there are no dithering options when converting bitmaps to a lesser number of colours. The 16 colour palette was mathematically designed. It does quite a presentable rendition of many 256 colour pictures. The four colour palette often does a fair monochrome showing of colour pictures as well.

In addition, the "upward compatible colour palette" system allows four colour (four shade) bitmaps to display on a 16 or 256 colour device, and 16 colour pictures to show properly on a 256 colour palette. Two colour images can be shown on any display or printer in any available colours. A coming version of OMEn will handle true colour.

GEM/DOS Disks With OMEn

OMEn's DOS Disk File protocol uses any GEM or DOS partition on a hard drive and any GEM or DOS format of 3-1/2 or 5-1/4 inch floppy disk on any machine including Macintosh.
Fourteen character file names, four character file extensions, and file version numbers are permitted by making use of the ten unused bytes (!) in a DOS file entry. Upper and lower case names are allowed.
If an OMEn file is copied or viewed from GEM or DOS, the extra information simply disappears and the remaining file name becomes upper case. Two minor compatibility problems occur: (A) when shortening the file name to eight characters causes a duplicate file name, and (B) some systems can't read lower case names (e.g. Falcon). Both problems are easily remedied by renaming the required file from OMEn and are minor beside the benefits.
The OMEn system itself defines file names up to 47 characters plus additional file information, which is optionally saved to GEM/DOS disks within the file itself.

Industrial/Home/Office/Shop/Lab Control

It is intended that OMEn be an excellent system for controlling things. An OMEn control system could run HVAC (Heating, Ventilation and Air Conditioning) equipment, fire alarms, security, lighting, school bells and synchronized clocks.
A PC card with its own power and battery backup are planned for the future to provide high reliability, round the clock control for homes, schools, offices, labs and factories. Another company in Victoria is considering using OMEn in a proprietary MC68332 based control system.
Graphical interface software to set up controls will allow any computer literate person to program and schedule these systems. This means the control system can be mass-marketed instead of being sold mainly to trained installers who are able to program in if-then-else BASIC like languages as is the case with current systems.

This is the last letters that have been posted on GEnie so far....

I will try and get the Demo uploaded on A.A...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

368. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 11:59:15 UTC
From: djs@jet.uk
Message-ID: <1994Jul7.115915.11511@jet.uk>
Source record: 184016

In <773522136@amazon.cs.duke.edu> dsb@duke.cs.duke.edu (Scott Bigham) writes:

>From the Holy Book of <1994Jul6.132243.3853@jet.uk>
> as spake by djs@jet.uk (David Stevenson) :

>>Uniterm (I have v2.0e) only runs in ST-High.

>This comes as something of a shock to me, as I've been using Uniterm
>successfully in ST-Med for going on six years now... ;) I assume you
>mean it doesn't run in any of the higher resolution TT/Falcon screen
>modes.
Indeed, I didn't write what I meant to. You are correct. Sorry
for any confusion!

--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

369. FPU (was: Soft PC Latest news.)

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 12:03:35 UTC
From: djs@jet.uk
Message-ID: <1994Jul7.120335.11617@jet.uk>
Source record: 184017

In <2veca7$9cj@lyra.csx.cam.ac.uk> pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:

>BTW how much do 68882's cost and what programs can use it? Does it make
>that much difference?
>[E-mail pd@mole.bio.cam.ac.uk]

Systems Solutions are selling them for 30 quid (20MHz chips).

Some ray tracers can use it. Also, any programs for which you have the
source can of course be recompiled to use it.
--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

370. Re: Calamus SL

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 12:09:22 UTC
From: djs@jet.uk
Message-ID: <1994Jul7.120922.11728@jet.uk>
Source record: 184018

In <2vegvd$opo@mother.usf.edu> millert@grad.csee.usf.edu (Timothy Miller) writes:

>You see, most people think that Postscript is synonymous with DTP,
>so if you simply tell them it's not there, then they won't think Calamus is
>DTP, when in fact, it beats all others at DTP and doesn't NEED Postscript,
>which is good, because, on a technical level, I still do not like Postscript.
For fuck's sake, Tim. He asked about PostScript support, so that's what
I told him about. It's not that difficult for you to understand, surely?

We know you don't like PostScript, because you've told us so many times.
We know that I do like it, because I have said to many times. Neither
of these statements is relevent to the original post or to me answer.

If someone asks "How do I import my EPS files", an answer of "PostScript
fonts are inferior to Calamus ones" is not very helpful. It's bollocks
anyway, because according to previous mail and postings you compare PD
PostScript Type 1 with commercial CFN.
--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

371. Re: Falcon-Music-Workstation

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 12:11:12 UTC
From: djs@jet.uk
Message-ID: <1994Jul7.121112.11818@jet.uk>
Source record: 184019

In <2vehfq$opo@mother.usf.edu> millert@grad.csee.usf.edu (Timothy Miller) writes:

>Atari has absolutely no intention of letting people cloan their computers
>and succeed.
Really? What about the Medusa, then? What's your source for the above
statement?
--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

372. Re: Falcon-Music-Workstation

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 12:50:28 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <2vgtmk$699@lyra.csx.cam.ac.uk>
Source record: 184020

djs@jet.uk (David Stevenson) writes:

>In <2vehfq$opo@mother.usf.edu> millert@grad.csee.usf.edu (Timothy Miller) writes:

>>Atari has absolutely no intention of letting people cloan their computers
>>and succeed.
>Really? What about the Medusa, then? What's your source for the above
>statement?

I saw a picture of a Medusa in a recent ST Review I think. It was very
professional looking. Didn't look like an ST clone at all really :)

(I want one!!)
(I also want the cash to buy one :( )
>--
>David Stevenson, JET Joint Undertaking +44 235 465028
>Email: djs@jet.uk or hoagy@cix.compulink.co.uk
>- Disclaimer: Please note that the above is a personal view and should not
> be construed as an official comment from the JET project.

Thanks for the info on the FPU BTW.

I might get one later on. First I am getting Blowup + NVDI + Multisync
monitor. (instead of my Philips monitor I have now which basically sucks)

Phil
[E-mail pd@mole.bio.cam.ac.uk]

373. DeskJet 520 compatibility? (Summary)

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 12:53:32 UTC
From: cordes@ac.dal.ca
Message-ID: <1994Jul7.095332.25464@dal1>
Source record: 184021

Some time ago I posted a query about the compatibility of older DeskJet 500 drivers with the new DJ520 printer. I wish to thank several folks who posted responses here and also one person who responded by email.

It appears that the consensus is that the older drivers should work fine, except that presumably they will not access the 600 x 300 dpi capability of the DJ520. What does not yet seem entirely clear is whether a _new_ driver (dj520 specific) can print graphics on the dj520 at 600 x 300, or whether it is only 'internal' fonts which can be printed at the enhanced resolution.

For myself, I don't think I'll worry overly about the 600 x 300 resolution; I now have to figure out how to get some gdos fonts to go with the dj5.sys gdos driver from the fontgdos package. [I don't actually have a dj520 but am seriously thinking of ordering one]. Maybe it would be better to buy SpeedoGDOS?

Thanks again for your input.

John

374. Wanted: Hard drive for 1040ST

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 13:38:09 UTC
From: hvu@bnr.ca
Message-ID: <HVU.94Jul7093809@bmtlh207.bnr.ca>
Source record: 184022

I would like to get a used harddrive for my ST.

I would also appreciate any recommandation on
which brand I should get. Should I get an internal
one or not etc.etc.etc.

Please Email

Thanks
--
Huy Vu
Bell Northern Research Ltd.
Department 6U34
Tel. (514) 765-7788
Email: hvu@bnr.ca

375. Re: The objc_add() Call - Help!

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 14:37:21 UTC
From: reiner@kommu
Message-ID: <3132@kommu.UUCP>
Source record: 184030
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michel Forget (ess@tibalt.supernet.ab.ca) wrote:
: Hi,

: I am hoping that someone can help me with this problem; I want to add
: items to an existing object tree. For example, I load the resource file
: into memory using rsrc_load() and then decide that I want to add twenty
: icons to the first tree.

Hallo Michel,

obj_add does only establish the references between the objects in a tree,
i.e. references from the desired parent object to the added child object
and from and to the sister objects. The record/data of the object to be
added must already be available in the object array. In your case,
after loading an object tree from a resource file you have to allocate a
buffer which is big ennough to contain the object tree and the objects
you want to add. Then you have to copy the object tree and now you can
add an object which is not already in the tree as long as the provided
object index identifies an object which can be located in the allocated
buffer. You need not to initialize the object before objc_add, this can
also be dawn afterwards.

Hope I could help,
Greetings Reiner Plaum.

376. Re: Falcon-Music-Workstation

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 14:53:37 UTC
From: 895822ja@cent.gla.ac.uk
Message-ID: <895822ja.773592817@cent.gla.ac.uk>
Source record: 184025

pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:

>I saw a picture of a Medusa in a recent ST Review I think. It was very
>professional looking. Didn't look like an ST clone at all really :)

Maybe because it's a TT clone? :)

Michael.

--
-- { Opinions are mine, etc., etc..}
| Michael James <895822ja@udcf.gla.ac.uk>|- ||| <- Cliched, but easy
--| ||| to draw!!
-- _/ | _ < F A L C O N 0 3 0 >

377. New Version of MasterBrowse...v4.5a

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 15:48:26 UTC
From: vctec@westminster.ac.uk
Message-ID: <CsKuFu.55D@westminster.ac.uk>
Source record: 184026

A new version of MasterBrowse is now available....Version 4.5a
This version fixes a couple of bugs in version 4.5

Download and enjoy.
Danny
HENSA/micros Atari moderator

Site: micros.hensa.ac.uk
Access: ftp, gopher, telnet, WWW, Lynx
Directory: micros/atari/tos/n/n114
Date mounted/updated: 07/07/94
File names: mb45abin.lzh

Description:

MasterBrowse is a GEM text file viewer, packed with features. For a
complete list, see the documentation inside the archive, or see descriptions
to previous versions on the archive.

See the documentation for an extensive list of bug fixes, and new features.

MasterBrowse 4.5a July 4, 1994 (w\ Installation program V.4.5a)

BUG FIX: The file selector should not work correctly (again).

BUG FIX: AutoSave Options will now always save the options to the
path pointed to by MB_CONFIG.

* Version 4.5 June 29, 1994 (w\ Installation Program V.4.5)

NEW FEATURE: MasterBrowse now has even more powerful windowed dialog box
editing capabilities. The following keys can be used inside
a windowed dialog box:

UNDO = Exit (Cancel)
Return = Exit (Done)
TAB = Next Editable Field
Control + TAB = Previous Editable Field
Shift + Left Arrow = Start Of Editable Field
Shift + Right Arrow = End Of Editable Field
Shift + Up Arrow = First Editable Field
Shift + Down Arrow = Last Editable Field
Control + Left Arrow = Start Of Previous Word
Control + Right Arrow = Start Of Next Word
Shift + Backspace = Delete From Start Of Field
Shift + Delete = Delete To End Of Field
Alternate + [UNDERLINED LETTER] = This will exit the dialog
box as if you had clicked on

the button containing the
underlined letter.

NEW FEATURE: MasterBrowse now has context sensitive online help, if you
use the ST-Guide accessory. If the accessory is installed
on your system, pressing the Shift + HELP key will cause
MasterBrowse to instruct ST-Guide to open a window with
information relavent to your current position. Since all
of the information is external, this option does not affect
the size of MasterBrowse at all, or how much memory it
uses. The entire MasterBrowse manual is available (accessed
by entering the help system while you are NOT in a dialog
box).

NEW FEATURE: When marking a block, the SHIFT key can be used to "continue"
a previously marked block. This means that the start of the
block will remain the same, and you are only adjusting where
it ends.

NEW FEATURE: MasterBrowse now has an "Edit" menu; "Clip Block" is now
"Copy" and "Open Clipboard" is now "Paste". This change
was implemented so that MasterBrowse would be more compliant
with existing (and future) standards.

NEW FEATURE: MasterBrowse now has a "Delete" option under the "Edit"
menu; it will delete the SCRAP.TXT file inside the
clipboard folder.

NEW FEATURE: The keyboard shortcut manager has been completely rewritten;
you can now add and remove keypresses at will, and change the
keyboard shortcut for ANY action (not just menu entries).
MasterBrowse no longer makes any distinction between the
left shift key and the right shift key. The interface to
the keyboard shortcut manager has also been rewritten; it is
now much more user-friendly!

BUG FIX: Selecting "Skip" in the colour configuration dialog box will
no longer cause MasterBrowse to set that colour to white.

BUG FIX: If the text or background colour is chnged, the window affected
is now completely redrawn.

NEW FEATURE: MasterBrowse now has a push/pop position feature; this can be
thought of as a temporary bookmark. You "push" (set) the
position, then "pop" (unset and move to) the position. This
is much faster than setting a bookmark because it does not
cause a dialog box to appear on the screen.

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

378. Freeze Dried Terminal

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 16:02:50 UTC
From: s9205525@otto.bf.rmit.oz.au
Message-ID: <s9205525.773596970@otto>
Source record: 184027

Can anyon

379. Re: Jeff Minter & Llamasoft

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 16:23:52 UTC
From: cgra@se.alcbel.be
Message-ID: <4723@btmwj1.se.bel.alcatel.be>
Source record: 184029

Try running Llamatron with 68030 and blitter set to 8 MHz, Data and address caches switched off, and ST bus mode selected. This is supposed to work according to a chart that was published in comp.sys.atari.st last April, but to be honest I haven't tried it. (Tonight maybe?)

O yes, ST LoRez of course.

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

"So how's life?"
"Hm, it's got mushrooms in it".

380. Re: Jeff Minter & Llamasoft

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 16:59:21 UTC
From: sammcgee@crl.com
Message-ID: <2vhc99$4gk@crl5.crl.com>
Source record: 184028

Andrew Hague (andrew@minster.york.ac.uk) wrote:
: On a completely different subject (but still Llama related), I still
: can't get Llamatron to work on my Falcon with Backward. There
: is no option of STE emulation as far as I can tell which I'm told
: I need.

: Which ST emulator do I need to get Llamatron to work on my Falcon.

The STE emulation is the sound mode. I got it to work with Backward
2.52 on my Falcon TOS 4.04 but it's too fast to be playable. I tried
switching the clock frequency to 8 MHz and switching off the caches but
then the movements are not smooth. (all the sprites jump around instead
of move)

Maybe there is some combination of MHz and caches that works.

Sam

sammcgee@crl.com
or
s.mcgee2@genie.geis.com

381. *** Atari ST Hard/Software For Sale In The UK ***

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 18:04:34 UTC
From: matzy@butthead.demon.co.uk
Message-ID: <773604274snz@butthead.demon.co.uk>
Source record: 184031

```
==========================================================================
The following Atari ST items are for sale as quickly as possible due to a
VERY expensive repair job needed on my car.
==========================================================================

I recommend personal collection (or delivery if in Leicester) for some of
the hardware items such as the computers, printer or harddisk etc. although
I am willing to send items by post as long as you pay the postage. Any
Items sent by post will only be released once a cheque has been cleared, if
you pay by cash or postal order however I will send them straight away.

==========================================================================
```

Atari 520 STE, 4Mb Ram, hardware switchable 38400/19200
serial port, clock cartridge ..... £ 170.00

Atari 520 STFM, 1Mb Ram, hardware overscan board ..... £ 70.00

Quantum PD210S 210Mb Harddisk, includes case with power
supply and slot for floppy drive B, ICD ADSCSI controller .. £ 250.00
If you would like the harddisk supplied with approx 150Mb of
assorted PD/Shareware please add £20 to the price.

Philips Mk1 CM8833 colour monitor ..... £ 110.00

Atari SM124 Mono monitor ..... £ 70.00

Star LC24-10 24pin Printer, includes printer stand & good
quality printer lead ..... £ 60.00

Star LC10 cut sheet feeder ..... £ 15.00

Bromcom tape streamer. Includes 3 50Mb tapes ..... £ 15.00

WYSE VT100 dumb terminal ..... £ 10.00

Xtra-RAM Deluxe. Allows STF/m's to be upgraded to 4Mb by
using SIMMS. Complete with 1Mb (4 x 256k SIMMS) ..... £ 25.00

Z-Ram 2.5Mb/4Mb upgrade board for STF/m's. Unpopulated.
Upgrade to 2.5Mb with 16 x 1 Megabit chips, or upgrade
to 4Mb RAM with 32 x 1 Megabit chips. Unopened package. .... £ 15.00

Naksha Mouse. Includes Operation Stealth Game (Atari &
Amiga versions), mouse mat, mouse holder ..... £ 10.00

Golden Image Optical Mouse ..... £ 5.00

Games
=====
F29 Retaliator ..... £ 2.00
Carrier Command ..... £ 2.00
Sim City ..... £ 2.00
Sleeping Gods Lie ..... £ 2.00
Frenetic ..... £ 2.00
Xenon 2 - Megablast ..... £ 2.00
Driller ..... £ 2.00
Robocop ..... £ 2.00
Robocop 2 ..... £ 2.00
Castle Master & The Crypt ..... £ 2.00
R-Type ..... £ 2.00
Hard Drivin' ..... £ 2.00
Trivial Pursuit. Genus Edition ..... £ 2.00
Trivial Pursuit. New Beginning ..... £ 2.00
Night Breed ..... £ 2.00
Treasure Island Dizzy ..... £ 2.00
Blood Money ..... £ 2.00

Compilations
============
Demons & Drivers
Ghouls 'n' Ghosts
Turbo Outrun ..... £ 3.00
Champions
Jahangir Khan Squash
Manchester United
Boxing Manager ..... £ 4.00
Virtual Reality
Resoloution 101
Thunderstrike
Weird Dreams
Virus
The Sentinel ..... £ 4.00
Light Force
Voyager
IK+
Bio Challenge
R-Type ..... £ 4.00

Various
=======
STOS Maestro (Software Only) ..... £ 2.00
Degas Elite ..... £ 2.00
Canvas ..... £ 2.00
Quartet ..... £ 2.00
Master Sound (Inc Cartridge) ..... £ 5.00
Replay 4 (Inc Cartridge) ..... £ 5.00

ST-Format Magazines
==========
Issues 1 to 38,
most with coverdisks ..... 0.50p each (£15.00 for all)

ST-User Magazines
==========
Aug 89, Sep 89, Oct 89, Nov 89, Dec 89, Jan 90, Feb 90,
Mar 90, Apr 90, May 90, Jun 90, Issues 53 to 79, 83, 84.
most with coverdisks ..... 0.50p each (£15.00 for all)

==========

Contact: Mark Matts: matzy@butthead.demon.co.uk
Phone: UK - 0533 433348 International - 44 533 433348

Once the computer has been sold I will no longer have access to internet
so please EMail me on scoates@filesys.demon.co.uk and Stuart will forward
any mail onto me.

--
Mark Matts
matzy@butthead.demon.co.uk

382. Atari Internet Clients

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 18:43:02 UTC
From: ejacobso@cln.etc.bc.ca
Message-ID: <1994Jul7.184302.22152@news.etc.bc.ca>
Source record: 184032

Hi all,

I'm kinda new to this whole Internet thing, I use STORM 1.02 (great program!) on my 1040ST. What I would like to know is are there any Gopher or WWW clients for the Atari?

383. Re: Search a VIRTUAL DISK-RAM

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 18:59:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199407072059.a21630@m4.maus.de>
Source record: 183952

```
>] have virtual memory as a file on hard disk
>
>It can, and has, been done on an XT (8088 @ 8Mhz), So I'd be surprised
>if say, a 1040STE couldn't handle it, but there are no PD programs around
>that will do it! :(

Yes, a given application can do it for itself: Calamus SL will do so, even
on a 520ST+.
But one cannot do a transparent virtual memory manager on operating system
level without a PMMU and thus a 68030.

bye, Peter
```

384. Re: SpeedoGDOS v5.0 Announceme

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 19:07:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199407072107.a21631@m4.maus.de>
Source record: 183953

>As I said before, I get *much* better output on the 550C using a
>GhostScript driver which does colour Floyd-Steinberg dithering. If
>Calamus could give me that without going via PostScript, I would be glad
>to ditch PageStream. I have not had much success trying to improve the
>default line screen for Calamus to the 550C.

It can! Here in Germany, a low-cost FM Raster add-on for Calamus S/SL has
just been released - costs DM 398,-.

385. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 20:36:02 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2vhovi$icv@golem.wcc.govt.nz>
Source record: 184033

] I would like to know what bugs there are in Flash II. I have been using
] it now for over a year, and I have not had any trouble. As for speed, I
] don't see it as a slow program. It flies right along for me.

In which case you're either using it on a TT or Falcon, or have never
tried using a 14.4K modem with the port locked at 19.2K! It can't
redraw fast enough to keep up with the text, and you see red's and blue's
all over the place as it tries to cope!

Using NVDI shouldn't _have_ to be a solution for a non-GEM terminal....

386. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 20:39:41 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2vhp6d$icv@golem.wcc.govt.nz>
Source record: 184034

```
] >Try STORM (patched to v1.02) and Uniterm...
] Uniterm (I have v2.0e) only runs in ST-High.
]
] Connect looks like it might be a better bet.
]
```

Uniterm run's in (AFAIK) any screen mode 640*200 or better. (ST-Medium, and ST-High. I remember someone saying that it worked on a falcon or TT resolution... anyone care to confirm this?)

387. Re: help! Starball locks up

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 21:17:19 UTC
From: healy@nosc.mil
Message-ID: <1994Jul7.211719.10970@nosc.mil>
Source record: 184037

Starball runs ok on my 4 meg 1040stfm (tos 1.04) but
how do you exit the beast? If I hit escape twice it
shows the title screen and then goes back to the game.
I have read the docs and didn't see anything.

Mike Healy

healy@nosc.mil

388. Re: Falcon-Music-Workstation

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 21:50:02 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2vhtaa$48h@mother.usf.edu>
Source record: 184035

David Stevenson (djs@jet.uk) wrote:
: In <2vehfq$opo@mother.usf.edu> millert@grad.csee.usf.edu (Timothy Miller) writes:

: >Atari has absolutely no intention of letting people cloan their computers
: >and succeed.
: Really? What about the Medusa, then? What's your source for the above
: statement?

Exactly. What about the Medusa. They're all hand produced, EXTREMELY
expensive, they don't sell, and THEY STOPPED PRODUCING THEM.

389. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 21:58:18 UTC
From: hoga0006@gold.tc.umn.edu
Message-ID: <CsLBoM.9zG@news.cis.umn.edu>
Source record: 184036

```
>] I would like to know what bugs there are in Flash II. I have been using
>] it now for over a year, and I have not had any trouble. As for speed, I
>] don't see it as a slow program. It flies right along for me.
>
>In which case you're either using it on a TT or Falcon, or have never
>tried using a 14.4K modem with the port locked at 19.2K! It can't
>redraw fast enough to keep up with the text, and you see red's and blue's
>all over the place as it tries to cope!

I am using a MSTE 4 , and the only modem I have is a 14.4K baud modem
locked in on 19200 baud.

>
>Using NVDI shouldn't _have_ to be a solution for a non-GEM terminal....
>

Unfortunately this NVDI program(that I do not have), seems to be the
_solution_ to a lot of programs speed problems. Fortunately, it is not
needed for Flash II.

Joseph
```

390. Re: Dorfman Report..

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 22:16:00 UTC
From: gizmo@dswhq.omahug.org
Message-ID: <160_9407071950@dswhq.omahug.org>
Source record: 183725

> Yes. In fact, warner owns 100% of the coin-op division, the Tramiels own
> 0% of it. This dual Atari confusion is part of the reason Warner merged
> it and Tengen into Warner Interactive (or whatever it's called)

Did Warner repurchase Atari Coin-Op or some such? Last I had heard, Namco purchased Atari from Warner, and then Namco sold Atari to an investment group of some sort.

Later,
Gizmo

391. Re: Soft PC Latest news.

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 22:54:44 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <2vi13k$n69@charm.magnus.acs.ohio-state.edu>
Source record: 184039

I don't think so. Plus correction IBM manufacturing is North Carolina.
A few things stand out, One Atari is now letting Falcon to 3rd party
developement.

Also, loke at the fact a third party is soon to produce a Jaguar card for the
PC platform.

They are searching for third parties to develope the TT030 platform also.
This perpahs is due to low funds on their part, but if I had to say I won't
produce additional machines and had a machine that was rooted in the business
world of Europe. I would still produce through other sources then I could say
I did not go back on my agreement I am not producing these machines myself.

Last, but the most important, IBM was showing of the Jaguar at a trade show
that Atari could not attend last year.
But, where are the Jaguars. I know IBM can do high volume production.
So, why is IBM dragging their feet?
They got the Pentium produced and out on shedule.

It just doesn't add up to me. What is the verdict on the Net???????

Raymond Collins	Atari TT030 4/4, MB ST/TT RAM
rcollins@magnus.acs.ohio-state.edu	245 HD, Via ZyXEL 19,200 bps
or rcollins@freenet.columbus.oh.us	Die Hard Atari Fan since 1984

392. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 23:17:27 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <2vi2e7$n85@charm.magnus.acs.ohio-state.edu>
Source record: 184040

I use a TT030 with a ZyXel U-1996E Plus, it is 19,200 baud, and can compress the data for DTE through put of up to 76,800 bps.

I use STalker and use the number 2 modem port. With a modem cable that has hardware flow control. You will not need to use any serial fix program but you will have to expand the buffers when sending at 9600 baud and up.

The a serial patch program is included with STalker for use of the number 1 modem port.

Raymond Collins	Atari TT030 4/4 MB ST/TT RAM 245 HD
rcollins@magnus.acs.ohio-state.edu	Travel By ZyXEL 19,200 bps
or rcollins@freenet.columbus.oh.us	Die Hard Atari Fan since 1984

393. Re: SIMILAR REPOST: Jag Letter Writing Campaign (read me)

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 23:48:32 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <Jy3wBBo.ari2550@delphi.com>
Source record: 184038

Len Stys <aa399@cleveland.Freenet.Edu> writes:

>If you'd read over the original message, you'd see how really stupid you
>look for writing this.
>

Len:

First, I'm far from stupid! :) Second, I've been involved with the REAL world and have been involved with commercial Atari software development. Drawing on that experience, I can tell you that these companies don't write games for a particular platform out of love. They do so only because they feel it will be profitable. Developing big name software is extremely expensive and most developers in today's competative market can't afford to make an investment in a technology that is neither proven or very profitable at this point in time.

I do agree with you that wooing the big name developers is one of the big keys to the Jag's success - but it's gonna take a lot more than a letter writting campaign and corporate promises to bring them into our camp.

Now, coming back to the stupid part - Electronic Art's games, Len? C'mon! Have you forgotten that Trip Hawkins, founder and current CEO of EA has a vested interest in 3DO?

Ok, granted, perhaps I did stray from the topic a bit - but the gist of my message was the same - Letter Writting Campaigns for this industry and market are a waste of time. Save your stamps for activities where such things are more effective like saving the whales and the O-Zone layer, etc.

Just one correction to Scott's post:

Scott, Atari has only $35 million available to run the whole show - not just for marketing! It is because of this that Dorfmans of the world have condemed them to death. If they are lucky, they might have $1-2 million to spend on advertising...

Ari

394. Atari STe forsale Cheap!!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-07 23:59:40 UTC
From: mistress@cats.ucsc.edu
Message-ID: <2vi4tc$77j@darkstar.UCSC.EDU>
Source record: 184041

My friend has an atari STe forsale with a monochrome monitor and
Master Tracks Pro software. If you would like more info or are interested
in purchasing please reply to this account.

395. Bug with DCJH

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 00:54:34 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <199407080054.UAA17307@top.magnus.acs.ohio-state.edu>
Source record: 184042

I just found out that some of you are experiencing problems with Don't click Jim's head. Instead of getting Jim's snappy ;) retort, you are just experiencing bombs. :(Well don't worry, I have been alerted to what caused this and within days we should have the problem fixed. I'm sure all of you excepting of course Jim, will thank Tom Haines for bringing this to my attention.

So wait a couple of days and get the new version of the program and source code. Sorry to have left so fatal a bug in there, I thought they were all minor, like the missing intial mouse call.

Well till next time remember 'Don't click Jim's Head' ;)

Dan Ackerman
ackerman.29@osu.edu
aka. baldrick@terminator.rs.itd.umich.edu

396. Writing 1040ST on a SUN IPC floppy drive

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 01:11:22 UTC
From: brian@mel.dit.csiro.au
Message-ID: <1994Jul8.011122.2934@mel.dit.csiro.au>
Source record: 184048

OK, novice time. I'm sittin' here on my SUN IPC wantin' to grab
some s/w from the micsro.hensa.ac.uk site.

My question is: How do I get the s/w from the SUN to my 1040???

Can anyone point me to s/w which will write 1040ST format on a SUN
floppy drive??

Ta,

brian@mel.dit.csiro.au
sonical@zikzak.apana.org.au

397. Re: ICD's CleanUp

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 01:12:19 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <773629939snz@gw6hva.demon.co.uk>
Source record: 183851
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2v7vhh$iem@mailer.fsu.edu> boyd@math.fsu.edu "Mickey Boyd" writes:

> Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:
> > From the info that is in the ICD Pro , it looks like that CleanUp is no longer> > sold, its now part of the ICD Pro Utils...
> >
> > I did ask them the other day and the same comment came back, buy
> > the Pro Utils....
>
> Strange. I had no problems updating mine, so I guess if one finds a used
> copy the latest version can be obtained with an update. Toad and other
> mail order companies still advertise it. I got mine updated just a few weeks
> ago, and it is version 5.08. This version requires 6.5.x of the ICD software
> (it comes with icdboot.prg).

Forgive me if I'm a little out of touch with what happens on your side
of the pond but are ICD updating the ProUtils suite and if so how much
is being asked for it - I've not seen or heard of any updates over here
for my suite which is about 12 months old now (the driver is 6.4.3)

Cheers, Martin.
--
Martin Vernon, Supavision
Sysop GB7OS & GB7OSP
BBSnet: GW6HVA@GB7OSP
AMPRnet: gw6hva@gb7osp.ampr.org
Internet: martin@gw6hva.demon.co.uk

398. Re: VR on Ataris

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 01:13:22 UTC
From: jperez@uhunix.uhcc.Hawaii.Edu
Message-ID: <CsLKqB.DzJ@news.Hawaii.Edu>
Source record: 184043

Rowland Baker (sccoe@ucscb.UCSC.EDU) wrote:

: I am interested in hearing from anybody who has experimented with low-end,
: "Garage-VR" stuff on the Atari line og
: computers. I am working on a system for using Sega-3D glasses and cheapo
: Mattel Powergloves. I saw some code that had originally been written on
: an ST (and had since been converted into ugly PC code), written by some

I saw such a PC system outfitted with a Nintendo Power glove, I was told
that the original code had originally been done on an ST - so that means
we have to find the original code and seek out the author/s. From what I
understand, they abandoned the ST for speed reasons, but I'd like to see
how their VR software runs on some of our machines!
I'll see if I can find the code on my end...

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio -- Lynx - Jaguar - 400 - 800

399. AtariInternet

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 01:28:56 UTC
From: jperez@uhunix.uhcc.Hawaii.Edu
Message-ID: <CsLLG8.EHF@news.Hawaii.Edu>
Source record: 184045

So what's the story? Are there any internet tools/shells/programs for the Atari computers? I heard that there was one called UPOINT. Am I going to have to write one? I was thinking that a Stalker 3 script might be the best way to go.

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio -- Lynx - Jaguar - 400 - 800

400. Re: Starball high scores?!

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 01:50:09 UTC
From: d93rkr@t.hfb.se
Message-ID: <d93rkr.773632209@txfs1.hfb.se>
Source record: 184046

In <2vd7ar$5oh@nic.umass.edu> MPARKHUR@UCSVAX.UCS.UMASS.EDU (Mike Parkhurst) writes:

>I give up.... Some people have reported scores many times higher than
>I have been able to attain.

:^D I have "only" had 52.000.000 something!

>What are the best strategies/targets for racking up big scores? How do
>I get the bonus multi above 3x?

Well... there is many way to get them. My favourit is to hit the four
colored balls on the top playfield... when all four is turned blue,
the bonus multiplier adds one!
Red gives you one EXTRA BALL.
Grey gives you a ENERGIZER-Ball!
(I think!)

--
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
tel: +46-243224839 _/ _/ _/ _/ _/ _/ _/ _/ F-030

401. ZOOMRACKS

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 02:19:38 UTC
From: "Richard Spacek, Dept. of English, UNB" <SPAC@UNB.CA>
Message-ID: <07JUL94.24113476.0032@UNBVM1.CSD.UNB.CA>
Source record: 184044

I stopped using Zoomracks, a delightful free-form database system, because it simply would not run on my TOS 1 4/50 system. If I power down the hard drive and boot up, Zoomracks is happy enough, but it will not tolerate the hard drive (ICD). Has anyone else dealt with this problem?

402. ** ATARI STf system for sale

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 02:40:07 UTC
From: mags@phantasm.esd.sgi.com
Message-ID: <2viea7$7j8@gazette.esd.sgi.com>
Source record: 184047

```
1040STF (2 - 3.5 drives)
Monochrome monitor
1 MB memory

$190

=-=-=-
```

403. Re: Maple for Atari

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 03:51:41 UTC
From: dkoster@rmii.com
Message-ID: <2viigd$1ec@potogold.rmii.com>
Source record: 184049

Paul Purdom (pwp@cs.indiana.edu) wrote:
: h54118@sakura.kudpc.kyoto-u.ac.jp (Christian_Goltz) writes:

: >I've recently heard that MAPLE existed for the Atari, but that it's
: >of course not supported any more.

: One of the programmers for MAPLE had an Atari, so MAPLE for the Atari was
: developed. At one time the price was around $700. This is all I remember.

MathSoft
101 Main street
Cambridge ("our fair city") MA 02142
1-800-MATHCAD or (617)577-1017

I just threw their catalog away, but I seem to remember Maple for PC
at about $500. They mention that Maple is available to dozens of
platforms, but don't list anything other than PC, Mac, and Unix.

--
David N. Koster, dkoster@rainbow.sosi.com Speaking for himself,
Colorado Springs, Colorado, USA only...

404. Re: SIMILAR REPOST: Jag Letter Writing Campaign (read me)

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 04:41:01 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <2vilcu$s3t@usenet.INS.CWRU.Edu>
Source record: 184050

In a previous article, ari2550@delphi.com (Ari Feldman) says:

>Len Stys <aa399@cleveland.Freenet.Edu> writes:
>
>>If you'd read over the original message, you'd see how really stupid you
>>look for writing this.
>>
>
>
>Len:
>
>First, I'm far from stupid! :) Second, I've been involved with the REAL
>world and have been involved with commercial Atari software development.
>Drawing on that experience, I can tell you that these companies don't write
>games for a particular platform out of love. They do so only because they
>feel it will be profitable. Developing big name software is extremely expensive
>and most developers in today's competative market can't afford to make an
>investment in a technology that is neither proven or very profitable at this
>point in time.

Ari, first of all. I would love to know which company you were involved in
that produced Atari software. I'd like a name.

Secondly, I know for a fact that a lot of companies are influenced by
letters. They see letters from consumers that want a product and they use
this to determine there is a demand for a product.

>
>I do agree with you that wooing the big name developers is one of the big
>keys to the Jag's success - but it's gonna take a lot more than a letter
>writting campaign and corporate promises to bring them into our camp.

I'd like to know WHAT will it take to get big name developers. A couple of
years ago, Sega was in the same situation as Atari. They needed to get
big name developers and they did. These companies took a chance by developing
for the Genesis. A big chance. If the Genesis failed, these companies
would feel the heat from Nintendo.

Sega persuaded these companies to take a chance. Atari Corp. can persuade
the same companies to take a chance with the Jaguar.

And I'm getting this strange feeling that you think this letter writing
campaign might work. And you are worried about it.

>
>Now, coming back to the stupid part - Electronic Art's games, Len? C'mon!
>Have you forgotten that Trip Hawkins, founder and current CEO of EA has

>a vested interest in 3DO?

Have you forgotten that Trip Hawkins resigned as the CEO of Electronic Arts
due to conflicting interests?

Or did you just not know that?

Did you not know that Electronic Arts is not making any more new titles for
3DO until the system shows improvement in sales?

>
>Ok, granted, perhaps I did stray from the topic a bit - but the gist of my
>message was the same - Letter Writting Campaigns for this industry and
>market are a waste of time. Save your stamps for activities where such things
>are more effective like saving the whales and the O-Zone layer, etc.

Ari... it is my belief that you are more interested in seeing Atari and
its products fail than succeed. I believe this because a writing campaign
can only help. And for you to try to convince people that it is a waste
of time makes me wonder if you have any stock in 3DO.

You also point out that Atari probably can only afford $1 million to $2 million
in advertisements. This sounds like someone who is anti-Atari.

Folks, if you want to see Jaguar succeed, participate in these writing
campaigns. I not only have a degree in Business, but I also have plenty
of business experience. Letters work. If someone tells you any differently,
try to figure out why they are trying to tell you differently.

Len
>
>

--

405. Re: Writing 1040ST on a SUN IPC floppy drive

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 04:55:19 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2vim7n$ioi@mailer.fsu.edu>
Source record: 183902

Brian May (brian@mel.dit.csiro.au) wrote:

> OK, novice time. I'm sittin' here on my SUN IPC wantin' to grab
> some s/w from the micsro.hensa.ac.uk site.
>
> My question is: How do I get the s/w from the SUN to my 1040???
>
> Can anyone point me to s/w which will write 1040ST format on a SUN
> floppy drive??

Ask your system staff to install Mtools. It will read/write standard DOS
formatted disks. Of course, the ST can use these disks with no problems,
given a DSDD drive. If you want to format some disks on your ST for DOS
use, I suggest ps2form.tos, available from atari.archive.umich.edu.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

406. Running MULTI-BRIQUES on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 05:10:04 UTC
From: sammcgee@crl.com
Message-ID: <2vin3c$lit@crl5.crl.com>
Source record: 183901

I found this very large Falcon game at a.a.u.e. I can get past the
title screen by pressing the SHIFT key, then I'm lost. Any French readers
out there care to translate some of the LISEZ.MOI? (Read me?)

-- MULTI-BRIQUES Version 1.00 --

Voici la Dmo de la Version 1.00 de MULTI-BRIQUES.

ATTENTION, ce logiciel ne fonctionne que sur FALCON 030

Les quelques "flash" que vous pourrez voir l'cran durant le
jeu, ne se produisent que sur cran VGA avec TOS 4.02 (bug!) et
sont "patchs" dans la version complte.

COMMENT JOUER?

Lancez MULTI-BRIQUES en double-cliquant sur l'icne MULTI.TOS
Au bout de quelques instants vous arrivez sur l'cran de menu
pour choisir le nombre de joueurs et les commandes pour ceux-ci.

Vous pouvez jouer 4 avec le choix parmi 6 commandes:
JOY 1 joystick sur le port 1 (droite sous le clavier)
JOY 2 joystick sur le port 2 (droite sous le clavier)
JOY A joypad sur le port A (gauche du clavier)
JOY B joypad sur le port B (gauche du clavier)
CLAVIER1 touches flchs du clavier et SHIFT droit pour "feu"
CLAVIER2 touches E, X, S et F ainsi que SHIFT gauche pour "feu"

Sur l'cran de menu, vous ne pouvez faire votre choix qu'en
utilisant le CLAVIER1 et donc SHIFT droit pour commencer la
partie.

Vous pouvez faire "PAUSE" en utilisant la touche "P" ou le bouton
"PAUSE" des joypads. Vous pouvez quitter avec le bouton "Q" ou le
bouton "OPTION" des joypads.

Note: Le temps assez long qui s'coule au chargement est tout
fait normal: les images telles que celles de MULTI-BRIQUES sont
trs difficiles compresser et le temps ncessaire au
dcompactage est assez long (environ 5 secondes).

Thanks,
Sam

sammcgee@crl.com
or

s.mcgee2@genie.geis.com

407. Re: Falcon-Music-Workstation

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 06:36:01 UTC
From: petep@info.isbiel.ch
Message-ID: <2vis4h$hug@vega.info.isbiel.ch>
Source record: 183903

In article 48h@mother.usf.edu, millert@grad.csee.usf.edu (Timothy Miller) writes:
:
:
> Exactly. What about the Medusa. They're all hand produced, EXTREMELY
> expensive, they don't sell, and THEY STOPPED PRODUCING THEM.

they, is one person! and, as i heard, he goes on producing the medusa. he's also developping some more extension cards for the medusa system.

408. Re: Writing 1040ST on a SUN IPC floppy drive

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 06:57:36 UTC
From: ww@mpi-sb.mpg.de
Message-ID: <2vitd0$93q@coli-gate.coli.uni-sb.de>
Source record: 183904

....
>My question is: How do I get the s/w from the SUN to my 1040???
>
>Can anyone point me to s/w which will write 1040ST format on a SUN
>floppy drive??
>
>Ta,
>
>brian@mel.dit.csiro.au
>sonical@zikzak.apana.org.au

You only have to produce a MSDOS compatible 720K disk. I have done this with the mtools package (from GNU, taken from prep.ai.mit.edu or some mirrors) under SunOs4.1.X or directly with the PCFS and vold under Solaris 2.X.

The Atari understands DOS Format, but produces its own slightly differing disk format untit TOS 1.4, I think. So you should format on the SUN machine.

I hope that helps.

Yours,

Wolfram Wagner Email: ww@mpi-sb.mpg.de
Max-Planck-Institut fuer Informatik Tel.: +49-681/302-5403
Im Stadtwald Fax: +49-681/302-5417
66123 Saarbruecken GERMANY

409. Re: a few Storm questions

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 07:03:55 UTC
From: mattk@netcom.com
Message-ID: <mattkCsM0yJ.A40@netcom.com>
Source record: 183905

glenn@loose.apana.org.au (Glenn Reither) writes:

>Has anyone got an archive shell (like FlexiArc) to work with Storm?
>I can upload Zmodem but on download I get the filename then nothing. Any
>ideas?
>Has anyone had trouble with Storm appearing to use 999 columns at the host?
>If so, were you able to fix it from the Storm end as opposed to the host?
>Any advice appreciated.

Hi Glenn,

As far as the first question, I decided to get rid of the Storm xyz
protocols and use XYZ.TTP instead. To facilitate this, I wrote a basic
program that I tied to alt-t. The program pops up with a choice of using
XYZ or Storm protocols, then if XYZ is chosen, it unloads the Storm
protocols. I did this since Storm has auto zmodem (I almost never have
the storm ones installed). Fromt here, it's a real simple shell for
XYZ. Once the transfer is done, I have a alert box asking if you want
the Storm protocols reloaded (If you select Storm at the first alert box,
it loads the xymodem and zmodem modules--if they weren't already loaded.)
It's pretty simple to write; but if you want it, email me...

I don't understand your second question....

Bye for now,
Matt <mattk@netcom.com>

410. Re: Writing 1040ST on a SUN IPC floppy drive

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 07:49:57 UTC
From: vctec@westminster.ac.uk
Message-ID: <CsM2yC.As6@westminster.ac.uk>
Source record: 183906

Wolfram Wagner (ww@mpi-sb.mpg.de) wrote:
: ....
: >My question is: How do I get the s/w from the SUN to my 1040???
: >
: >Can anyone point me to s/w which will write 1040ST format on a SUN
: >floppy drive??
: >
: >Ta,
: >
: >brian@mel.dit.csiro.au
: >sonical@zikzak.apana.org.au

: You only have to produce a MSDOS compatible 720K disk. I have done this
: with the mtools package (from GNU, taken from prep.ai.mit.edu or some
: mirrors) under SunOs4.1.X or directly with the PCFS and vold under
: Solaris 2.X.

: The Atari understands DOS Format, but produces its own slightly differing
: disk format untit TOS 1.4, I think. So you should format on the SUN machine.

Sorry, I must have missed this posting first time round....

Yes, as Wolfram, and Mickey have pointed out, you need Mtools for the
Sun, which will allow you to read/write from/to DOS format disks.

you just
mcopy a:\filename_on_floppy filename_on_sun

or

mcopy filename_on_sun filename_on_floppy

As mentioned above...you may format your disk using mtools...but this I
personally find to be a bit of a pain...inputting the number os tracks
sectors etc. I would format on a DOS machine first, as old STs
recognise this. However, if you've got TOS 1.4 onwards, then you masy
format on the ST, and this is more compatible with DOS format.

Danny

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

411. Re: Falcon-Music-Workstation

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 07:56:15 UTC
From: thommy@cs.tu-berlin.de
Message-ID: <2vj0qv$5dr@news.cs.tu-berlin.de>
Source record: 183907

millert@grad.csee.usf.edu (Timothy Miller) writes:

>David Stevenson (djs@jet.uk) wrote:
>: In <2vehfq$opo@mother.usf.edu> millert@grad.csee.usf.edu (Timothy Miller) writes:

>Exactly. What about the Medusa.
-
It has snakes on her head, anything else? ;-)

>They're all hand produced,
-
correct, they are swiss made by [uuh, aah, sorry forgot the name
(blush)], but the inventor has plans to industrialize the
production.

> EXTREMELY expensive,
-
yepp 8ooo DM (don't know what's this in $ - the US$ is in trouble
theese days :)

> they don't sell,
-
wrong.
People doing professional DTP are the customers.

and THEY STOPPED PRODUCING THEM.
-
totally wrong :-)))

anyway there is still the CaTTamaran [sp?] and don't forget the
really nice cards: Afterburner 040 (for the Falcon) and Pak/3
(for any /|\ :)

greetinx -thommy
o--o
|/ thommy@cs.tu-berlin.de						
o o ----------------------						
	-have sometimes a smile on your face...))		((
`-' & always a smiley on your screen))		((
o--o
--
"Im Uebrigen bin ich der Meinung, dass Windows zerstoert werden sollte."

412. Re: Falcon-Music-Workstation

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 08:16:24 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2vj20o$22i@bognor.barclays.co.uk>
Source record: 183908

```
In article <2vhtaa$48h@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) writes:
|> David Stevenson (djs@jet.uk) wrote:
|> : In <2vehfq$opo@mother.usf.edu> millert@grad.csee.usf.edu (Timothy Miller) writes:
|>
|> : >Atari has absolutely no intention of letting people cloan their computers
|> : >and succeed.
|> : Really? What about the Medusa, then? What's your source for the above
|> : statement?
|>
|> Exactly. What about the Medusa. They're all hand produced, EXTREMELY
|> expensive, they don't sell, and THEY STOPPED PRODUCING THEM.
Really? First I've heard. Only last night Sys Solutions were saying they wanted
to compare the GE-soft machine to the Medusa to decide which one to buy for their
Atari DTP bureau. (Upgrading the TTs :-) )

--
+-------------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-----------------------------------------------+
```

413. Re: NVDI, GDOS fonts, and GEM NetHack

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 08:20:57 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2vj299$o9t@percy.cs.bham.ac.uk>
Source record: 183909

warwick@cs.uq.oz.au (Warwick Allison) writes:
>Could NVDI use a 4-pixel wide font for the standard screen font?
>

You could try setting AE_PNTSIZE to a smaller value (possibly 7?) in
gem.cnf to see if MTOS AES 4.0 can do it.

I don't think NVDI on its own will allow you to change this, though.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

414. US Atari Source

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 08:28:31 UTC
From: meister@tatertot.com
Message-ID: <9Py5oc1w165w@tatertot.com>
Source record: 183921

For all those who have been asking about a good US Atari source for
hardware and software try STeve's Atari Sales at 1-800-487-7753 or try
their 24hr BBS at 916-661-1538. Good luck!

=-=-=-

415. Re: Falcon-Music-Workstation

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 08:39:30 UTC
From: meister@tatertot.com
Message-ID: <J9y5oc2w165w@tatertot.com>
Source record: 183920

djs@jet.uk (David Stevenson) writes:

> In <2vehfq$opo@mother.usf.edu> millert@grad.csee.usf.edu (Timothy Miller) wri
>
> >Atari has absolutely no intention of letting people cloan their computers
> >and succeed.
> Really? What about the Medusa, then? What's your source for the above
> statement?
> --
> David Stevenson, JET Joint Undertaking +44 235 465028
> Email: djs@jet.uk or hoagy@cix.compulink.co.uk
> - Disclaimer: Please note that the above is a personal view and should not
> be construed as an official comment from the JET project.

What is MEDUSA? An Atari-clone? Really? I haven't heard a thing about
it...fill me in!

=-=-=-

416. Re: Falcon-Music-Workstation

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 08:40:25 UTC
From: cgra@se.alcbel.be
Message-ID: <4728@btmwj1.se.bel.alcatel.be>
Source record: 183911

In article <2vhtaa$48h@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) writes:

> Exactly. What about the Medusa. They're all hand produced, EXTREMELY
> expensive, they don't sell, and THEY STOPPED PRODUCING THEM.

Hm, hadn't heard that. Who's your source? Fredi Aschwanden?

(The schematics have been published by a German magazine, so you can always
build your own :>).

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

"So how's life?"
"Hm, it's got mushrooms in it".

417. Re: help! Starball locks up

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 08:47:23 UTC
From: binder@rbg.informatik.th-darmstadt.de
Message-ID: <2vj3qr$hoi@rs18.hrz.th-darmstadt.de>
Source record: 183910

Mike Healy (healy@nosc.mil) wrote:

: Starball runs ok on my 4 meg 1040stfm (tos 1.04) but
: how do you exit the beast? If I hit escape twice it
: shows the title screen and then goes back to the game.
: I have read the docs and didn't see anything.
Well, it's not mentioned in the docs, but try pressing esc once and then
Shift-Esc twice. On my Falcon, I get four bombs on the exit and totally
wrong colors, but maybe it works without problems on the 1040stfm.

Ciao

Thomas

--
/--\
Thomas Binder (IRCNick: Gryf)	"It all seems so stupid, it
Hauptstrasse 43b	makes me want to give up,
61169 Friedberg	but why should I give up,
Germany	when it all seems so
Email: binder@rbg.informatik.th-darmstadt.de	stupid?" M. L. Gore
Auf frischer Tat ertappt - Dunkelheit bei Einbruch verhaftet!
\--/

418. Spectre 3.1, any news?

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 09:29:14 UTC
From: cgra@se.alcbel.be
Message-ID: <4730@btmwj1.se.bel.alcatel.be>
Source record: 183913

Well? Has Dave wrecked another knee or what?

--
Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102
--

"So how's life?"
"Hm, it's got mushrooms in it".

419. Re: Linux and/or Mint

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 09:32:13 UTC
From: huveneer@math.ruu.nl
Message-ID: <1994Jul8.093213.28291@cc.ruu.nl>
Source record: 183912

In article 2vdrrcINN234n@rs1.rrz.Uni-Koeln.DE, muecke@trick.geo.Uni-Koeln.DE (Dorothea Muecke-Herzberg) writes:
> Hello,
>
> I'm quite new to the atari world and am accustomed to unix (may it live long and prosper).
> I would like to make my atari mega ste as unix-like as possible. As far as I have have read the atari
> newsgroups there exists Mint which supports multitasking and unix-like shells
That is precisely what you are looking for.

> and quite new Linux as a whole new operating system.

No, your mega ste has an 68000 processor (so does mine), and has therefore no MMU.
Linux needs a MMU, so forget about Linux.

> Could someone be so kind to tell me some advantages and disadvantages of both solutions or
> whether there are other possiblilties to achieve my goal ? A hint to a FAQ would be appreciated
> either.
>

Yes, yes a FAQ. If somebody only finds the time to manage it...

Richard.

420. PHOTOCROME 4 Patch...

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 10:51:59 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2vjb4f$ose@golem.wcc.govt.nz>
Source record: 183914
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

***** PHOTOCROME 4 *****

I have just had a look at this Patch for Photocrome 4,
so that is can run at 16mhz on a Mega STE..

This is the command that is wrong.. cmp.l #00020010,0004(a0)

First the software looks for the Machine Type Cookie _MCH
then at the cookie machine type flag bits....

00020010
^ = STE
^ = TT

00010010
^ = Mega STE

So this patch is simple, some one just got the machine type flag bits wrong.

I don't know if its posible to patch it for the ADspeed, but I do intend to
give it a try.....

P.S. After loading Photocrome into the Raid Debuger, I did a search for the
00020010 string, there was only one occurence...

Hope this helps.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

421. Wanted: Atari SX212 MoDeMs!! CHEAP!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 10:57:35 UTC
From: bensmith@teleport.com
Message-ID: <2vjbev$ovr@elaine.teleport.com>
Source record: 183915
Cross-posted to: pdx.forsale,or.forsale,pnw.forsale,comp.sys.atari.st,comp.sys.atari.8bit

Looking to Buy Atari SX212 MoDeMs. Must Come with Manual and working MoDeM and Power Supply for each unit. Must be CHEAP!! Would like to buy Multiple units from same person. Please send E-Mail. DO NOT reply in Public Message Base. Reply in E-Mail. If you can't reply in E-Mail, Call Ben at this Voice number, (503)256-9974, Anytime. If I'm not their, leave a Voice Message, and I'll call you back anywhere in the United States. I won't see your reply in a Public Message Base.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

422. MicroRTX

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 11:32:43 UTC
From: whitema@rtsg.mot.com
Message-ID: <2vjdgr$g6a@delphinium.cig.mot.com>
Source record: 183924

Has anyone out there used MicroRTX? I picked this up off of an archive a few months ago, and just looked at it last night. Kind of reminds me of VRTX or some of the proprietary stuff here at work, which I can program in better than Unix (which really isn't saying a lot). It's a real-time multitasking operating system.

If you've used it, is it pretty stable? What sort of application did you use it for? Did you register it (come on, be honest :))? Did you ever use the tech support for it? Does the company still support it (I forgot the name)?

It seems to start up OK on a 1040 STe with 2.06, but I haven't had a chance to make anything that uses it yet. Looks interesting, though.

Thanks,
Michael
whitema@rtsg.mot.com

423. Re: Atari Internet Clients

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 11:35:15 UTC
From: schuller@dutiws.twi.tudelft.nl
Message-ID: <CsMDIr.Ayp@dutiws.twi.tudelft.nl>
Source record: 183918

In article <1994Jul7.184302.22152@news.etc.bc.ca>,
Elaine Jacobson <lkirkby@cln.etc.bc.ca> wrote:
>Hi all,
>
>I'm kinda new to this whole Internet thing, I use STORM 1.02 (great
>program!) on my 1040ST. What I would like to know is are there any
>Gopher or WWW clients for the Atari?

Yes, I ported the terminal-based WWW browser Lynx to the Atari. However, to
use it you'll need:
- MiNT, preferably a patched version 1.10
- Enough memory. This probably means 4 Mb.
- If you want to connect to the Internet you also need Mint-Net.

It might be a lot easier to run Lynx on your remote host, that way you don't
need any extra's on your ST. You can try Lynx by telnetting to
www.twi.tudelft.nl and logging in as "lynx".

Bart.
--
/ Bart Schuller \
/P.B.Schuller@TWI.TUDelft.NL webmaster@www.twi.tudelft.nl\
My WWW page
\ Insert your favourite witty saying here, I can't choose! /

424. More Atari Newsgroups !?

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 11:38:05 UTC
From: tj@aiscube.AIS-dortmund.de
Message-ID: <2vjdqt$p8p@aiscube.AIS-Dortmund.DE>
Source record: 183916
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello Atari-World

Although there has been some disussion about more Atari-related Newsgroups
in te Usenet lately, it seems that most activities concerning this Idea
are obviously lost. Anyway, any time i look at the comp.sys.* or comp.os.*
areas i sometimes feel a little unsatisfied with just three or four
Atari-Groups, while IBM'ers and Amigos/Amigas can read and write in a lot
of "Special-groups" related to their machines. What is it, that all
Atarian's in the Usenet use such a relatively small space to communicate ?
Is it that most of us are satisfied with our small area here, or is it
the work which has to be done for creating a new group ?
Don't get me wrong, it's not the idea of "if IBM'ers and others have the
right to have such a lot of Groups, we do also !". But meanwhile, i believe
there are some good reasons to have more Atari-Groups. Except the work
of CFD/CFV and so on, which has to be done, i cannot see any disadvantage
in having more groups, but maybe i'm wrong ?! it's just my personal opinion.
For that reason, here is an idea of what COULD be done:

(Note: it's just my personal idea, perhaps someone has a better solution)

Following Groups:

1) comp.sys.atari.st /* already there ! */
2) comp.sys.atari.st.tech /* already there ! */
3) comp.sys.atari.st.advovacy /* already there ! */
4) comp.sys.atari.st.hardware /* Hardware related topics */
5) comp.sys.atari.st.software /* Software related topics */
6) comp.sys.atari.st.programming /* Programming the Atari's */
7) comp.sys.atari.st.mtask /* All about MiNT/MTOS/Mag!X/Geneva */
8) comp.sys.atari.st.games /* Games and Fun */

Although (1) should still be ok for non-technical disussions, (2) is a litle
bit difficult to "insert", because everything could now (and better) be
directed to (3) - (8).

Well, Atarian's, what do you think ? Is it worth to think/talk about or
do you think i'm totally crazy ? :-)

cheerio Theo

--
_____Theo Janssen _____
Internet: theo@mailmak.ping.de, tj@ais-dortmund.de | MausNet : Theo Janssen@UN
----------Don't force it, use a bigger hammer !----------

425. Re: Problems with gcc, please help!

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 11:41:17 UTC
From: huveneer@math.ruu.nl
Message-ID: <1994Jul8.114117.7141@cc.ruu.nl>
Source record: 183917

In article hrg@taiwan.informatik.uni-rostock.de, hjanz@informatik.uni-rostock.de (Holger Janz) writes:
> I tried to install gcc on my MSTE4, but I have a lot of trouble. It seems
> that the version # of inc, lib and bin do not work together. I tried
> different versions but there was no way to make it work together.
> Please, would someone mail my Which version of inc, lib and bin I must
> have or better is there any install package for the gcc on ST?
> It would be very kind of you.

The version number of bin is independant of the inc and lib.
The last two must be of the same version.

Getting the latest versions of all three should satisfy these restrictions.

Richard.

426. Re: More Atari Newsgroups !?

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 11:57:20 UTC
From: tj@aiscube.AIS-dortmund.de
Message-ID: <2vjev0$prg@aiscube.AIS-Dortmund.DE>
Source record: 183919
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Theo Janssen (tj@aiscube.AIS-dortmund.de) wrote:
: Hello Atari-World
: [...]
: 1) comp.sys.atari.st /* already there ! */
: 2) comp.sys.atari.st.tech /* already there ! */
: 3) comp.sys.atari.st.advovacy /* already there ! */
: 4) comp.sys.atari.st.hardware /* Hardware related topics */
: 5) comp.sys.atari.st.software /* Software related topics */
: 6) comp.sys.atari.st.programming /* Programming the Atari's */
: 7) comp.sys.atari.st.mtask /* All about MiNT/MTOS/Mag!X/Geneva */
: 8) comp.sys.atari.st.games /* Games and Fun */

Oopss, forgot comp.sys.atari.st.announce of course !

cheerio Theo

--
_______________________________Theo Janssen ___________________________________
Internet: theo@mailmak.ping.de, tj@ais-dortmund.de | MausNet : Theo Janssen@UN
--------------------Don't force it, use a bigger hammer !---------------------
```

427. Q: Laser Squad.

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 12:44:20 UTC
From: cf580@city.ac.uk
Message-ID: <1994Jul8.124420.5220@city.ac.uk>
Source record: 183922

Just a quick question to ask if anyone knows if any extra levels were released for this game. Apparently they were going to do some, but I don't know whether it sold well enough to be worth their while.

Failing that, does anyone know of any similar styles of game which are hopefully a bit more challenging? Preferably wioth slightly more intelligent opponents, although that might be asking a bit much of a poor ST. :)

--
Tim Wright - T.J.Wright@city.ac.uk

428. Re: DeskJet 520 compatibility? (Summary)

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 13:10:44 UTC
From: steve-j@teleport.com
Message-ID: <2vjj8k$r47@elaine.teleport.com>
Source record: 183923

In article <1994Jul7.095332.25464@dal1>, John Cordes <cordes@ac.dal.ca> wrote:

>DJ520. What does not yet seem entirely clear is whether a _new_ driver (dj520
>specific) can print graphics on the dj520 at 600 x 300, or whether it is only
>'internal' fonts which can be printed at the enhanced resolution.

ALL graphics on the new DeskJets is limited to 300x300 -- ONLY
internal/cartridge/soft-loaded fonts (in BLACK TEXT) are printed
at 600x300.

If you're using AtariWorks (or other GDOS/SpeedoGDOS application),
PageStream, Calamus, etc., you're still only going to get 300x300
resolution no matter what. If you just send text to the printer
(like printing a text file from the desktop or a plain word
processor like WordWriter), the you will get 600x300 (using
whatever font the printer's configured to use).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

429. Dungeon Master hints wanted (uncompressed or Unix-accessible, please!)

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 13:19:37 UTC
From: rehrauer@apollo.hp.com
Message-ID: <CsMICq.IF4@apollo.hp.com>
Source record: 183929

My son has recently "discovered" my good old 1040ST, or should I say Dungeon Master. Naturally I cannot find all my carefully scribbled notes of spells, etc from when I completed the game back when. I've looked at atari.archive.umich.edu, but much of what's there appears to be in various Atari compressed formats (".arc" and ".tny" files; hmmm, those sound vaguely familiar... :).

Since I've no connection between my Unix node here at work and my ST at home, could someone please either point me at a Unix tool that groks these formats (ha!), or at an ftp site that contains these in a raw text form? (Or if someone is willing to just mail me this stuff, that'd be great too!) The files I'm interested in are the results of unzoo'ing /atari/Games/dm_hints.zoo (such as the dml*.tny and dmspell*.tny files), and/or (I don't really know whether the contents are redundant) /atari/Games/dm*.arc files.

Thanks!
--
"I feel lightheaded, Sam. I think my brain | Steve rehrauer@apollo.hp.com
is out of air. But it's kind of a neat | /HP/org/chart/says/you/are/here
feeling..." --Freelance Police | Massachusetts Language Lab

430. Re: Starball high scores?!

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 13:48:31 UTC
From: etlgtme@etlxd30.ericsson.se
Message-ID: <1994Jul8.134831.1437@ericsson.se>
Source record: 183930

Robert Krenn (d93rkr@t.hfb.se) wrote:

: Well... there is many way to get them. My favourit is to hit the four
: colored balls on the top playfield... when all four is turned blue,
: the bonus multiplier adds one!
: Red gives you one EXTRA BALL.
: Grey gives you a ENERGIZER-Ball!
: (I think!)

Yeah ... just what exactly does this ENERGIZER ball do. I can't see any
difference at all. Does it double up the points per hit or somethin'.

Cheers,
Grant.
--

_/_/_/_/_/ _/_/ _/_/ _/_/_/_/_/ | Grant McFarlane, Ericsson Telecom.
_/ _/ _/ _/ _/ _/ | E-Mail: etlgtme@etlxdmx.ericsson.se
_/ _/_/ _/ _/ _/ _/ | "Don't mess with anything thats got
_/ _/ _/ _/ _/ | more teeth than the whole of the
_/_/_/_/_/ _/ _/ _/_/_/_/_/ | entire Osmond family. (A Rimmer)

431. GDOS on 1MB ST and ancient TOS?

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 13:52:42 UTC
From: rappleye@felix.kodak.com
Message-ID: <1994Jul8.135242.17380@kodak.rdcs.kodak.com>
Source record: 183945

GDOS on 1MB ST and ancient TOS? Possible? What do I need, where do I get it? Also any Microsoft Word type word processors? First word sucks. Help me before I buy a Mac. Thanks.

432. Re: Falcon-Music-Workstation

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 13:58:53 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2vjm2t$9al@mother.usf.edu>
Source record: 183928

Chris Gray (cgra@se.alcbel.be) wrote:

: In article <2vhtaa$48h@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) writes:

: > Exactly. What about the Medusa. They're all hand produced, EXTREMELY
: > expensive, they don't sell, and THEY STOPPED PRODUCING THEM.

: Hm, hadn't heard that. Who's your source? Fredi Aschwanden?

Actually, I'd heard it from more than once source. If I'd heard it from one, I would have disregarded it.

433. Re: FTP access from the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 14:01:50 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2vjm8e$9al@mother.usf.edu>
Source record: 183931

Meister (meister@tatertot.com) wrote:
: mabdul@viking.dvc.edu (M. Abdulkareem) writes:

: >
: > Hi, I've got access to the internet recently (after years of patiently waitin
: > and would like to FTP the files to my computer from the school's main compute
: >
: > I have downloaded fa9q.lzh --> net.tos program (which, by the way runs only
: > under MultiTOS--fine with me) but have not been able to get it to work.
: >
: > My scenario: I use Interlink (cause I gots no money for anything up to date)
: > call the school's computer and then ftp files to my account. I would like to
: > be able to ftp the files from my account to my TT.
: >
: > I'd appreciate any suggestions.
: >
: > Thanks.
: >
: >
: >
: >
: > --
: > Abdulkareem @ home

: Why don't you grab ANSITerm? It is shareware, and supports Zmodem (with
: XZY.TTP). That's what I now use after years of using Interlink...

Did you register it?

434. Re: Running MULTI-BRIQUES on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 14:30:55 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2vjnuv$pp3@charm.magnus.acs.ohio-state.edu>
Source record: 183932

> I found this very large Falcon game at a.a.u.e. I can get past the
>title screen by pressing the SHIFT key, then I'm lost. Any French readers
>out there care to translate some of the LISEZ.MOI? (Read me?)

My french is fairly rusty, but I have played the game so I can give poor
interpretation that should work.

> -- MULTI-BRIQUES Version 1.00 --

>Voici la Dmo de la Version 1.00 de MULTI-BRIQUES.

Here is the demo of version 1 of Multi-Bricks

>ATTENTION, ce logiciel ne fonctionne que sur FALCON 030

>Les quelques "flash" que vous pourrez voir l'cran durant le
>jeu, ne se produisent que sur cran VGA avec TOS 4.02 (bug!) et
>sont "patchs" dans la version complte.

There is a bug with this program when you are using a Falcon with TOS 4.02
on a VGA monitor. This will be patched in the final version. (I believe they
are saying that it causes the monitor to flash).

>COMMENT JOUER?

About the Game?

>Lancez MULTI-BRIQUES en double-cliquant sur l'icne MULTI.TOS

Double click on the file MULTI.TOS to start the program.

>Au bout de quelques instants vous arrivez sur l'cran de menu
>pour choisir le nombre de joueurs et les commandes pour ceux-ci.

You then will see a menu, where you will select the number of players
(joueurs) and the input device they will use. (joystick,keyboard, etc)

>Vous pouvez jouer 4 avec le choix parmi 6 commandes:

You can have 4 players with the choice of 6 different input devices.

>JOY 1 joystick sur le port 1 (droite sous le clavier)

JOY 1 joystick in port 1 (right of the keyboard)

>JOY 2 joystick sur le port 2 (droite sous le clavier)

JOY 2 joystick in port 2 (right of the keyboard)

>JOY A joypad sur le port A (gauche du clavier)

JOY A Jaguar controler in port A (left of keyboard)

>JOY B joypad sur le port B (gauche du clavier)

JOY B Jaguar controler in port B (left of keyboard)

>CLAVIER1 touches flchs du clavier et SHIFT droit pour "feu"

Keyboard 1 use right shift for fire (I'm not which keys for movement
probably arrow keys)

>CLAVIER2 touches E, X, S et F ainsi que SHIFT gauche pour "feu"

Keyboard 2 use E,X,S and F to move and left SHIFT for fire.

>Sur l'cran de menu, vous ne pouvez faire votre choix qu'en
>utilisant le CLAVIER1 et donc SHIFT droit pour commencer la
>partie.

If you don't know what to choose use Keyboard 1 and press the right shift
button to start the play.

>Vous pouvez faire "PAUSE" en utilisant la touche "P" ou le bouton
>"PAUSE" des joypads. Vous pouvez quitter avec le bouton "Q" ou le
>bouton "OPTION" des joypads.

If you want to "PAUSE" press the "P" key or the "PAUSE" button on the jag
controller. You can choose to quit with the button "Q" or the button "OPTION"
on the jag controller.

>Note: Le temps assez long qui s'coule au chargement est tout
>fait normal: les images telles que celles de MULTI-BRIQUES sont
>trs difficiles compresser et le temps ncessaire au
>dcompactage est assez long (environ 5 secondes).

Note: It takes a rather long time between screen displays as the graphics
used in MULTI-BRIQUES are large and very hard to compress. So expect it to
take some time to decompress (around 5 seconds).

>--

>Thanks,
> Sam

>sammcgee@crl.com
> or
>s.mcgee2@genie.geis.com

Your welcome. I hope this helped. I don't recommend using a normal
joystick for this game. I prefer to use a jag controller or the keyboard.

Dan

ackerman.29@osu.edu

435. Re: AtariInternet

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 14:35:45 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2vjo81$ppi@charm.magnus.acs.ohio-state.edu>
Source record: 183934

Check out the TCPIP.FAQ at a.a.u.e. It lists the majority of options available. I try to email everyone that asks about this, but recently most of the time my University can't find your HOST.

For those of you who are wondering, the TCPIP.FAQ convers topics of SLIP,PPP and UUCP as well as some more general information about networking and internet.

Dan Ackerman
ackerman.29@osu.edu

436. Re: [Q]: Mega ST ethernet,

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 14:47:35 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2vjou7$pqp@charm.magnus.acs.ohio-state.edu>
Source record: 183933

>i tried the TUW-TCP and got some problems.

>While my TT is booting i get a message meaning that my pocket
>ethernet adapter isn't the D-LINK nor the Riebl-Card.

>What do i have to do?

>Thanx...

>Dl'O

You'll have to edit the ttlink source code and recompile it with the codes
to drive your card. At least that's what I believe, you are supposed to do.

Anyone actually done this?

Dan Ackerman
ackerman.29@osu.edu

437. Re: PHOTOCROME 4 Patch...

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 14:59:55 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Jul8105955@wpi.WPI.EDU>
Source record: 183935
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

0{{ "Roger" == Roger Sheppard <sheppard_r@ix.wcc.govt.nz> writes:
Roger> P.S. After loading Photocrome into the Raid Debuger, I did a
Roger> search for the 00020010 string, there was only one occurence...

This DOES work!

I have a MSTE and used Michtron Utilities to search for "00020010".
Just one occurrence. I changed it to "00010010". It now does all its
"work" in 16MHz and then switches automatically to 8MHz to display the
pictures! Do it!

.s.
--
- lancer@wpi.wpi.edu - - 0{{ "Haus der Luege": -
- Gott hat sich erschossen - Ein Dachgeschoss wird ausgebaut -

438. Re: Looking for the Gemulator, help please

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 15:33:20 UTC
From: darekm@microsoft.com
Message-ID: <CsMoJw.1BF@microsoft.com>
Source record: 183949

In article <1994Jul3.132256.1@otago.ac.nz> is30225@otago.ac.nz writes:
>
> I have look through several ftp sites but I could not find the Gemulator.
>I was wondering if anyone out there could tell me where I can find it.
>
>Thanks in advance,
>
> David.
>
>

That's because Gemulator is a commercial product that you buy from
your local Atari dealer. It's $99 here in the U.S. and available from
dealers like Toad Computers. In New Zeland your best bet is to
call Paragon Computers in Perth Australia at +61 9 221 3216 and they
can sell it to you along with U.K. TOS ROMs that you use down there.
Or email me if you need more info or want to order it directly.

- Darek

--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are always my own. |
\--------------------------------------/

439. Re: More Atari Newsgroups !?

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 15:41:45 UTC
From: azog@world.std.com
Message-ID: <CsMoxM.2pI@world.std.com>
Source record: 183936
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

tj@aiscube.AIS-dortmund.de (Theo Janssen) writes:

>4) comp.sys.atari.st.hardware /* Hardware related topics */

I would vote for this, but wonder if you should tag it ST? I would
be greatly interested in any hardware hacks, projects, for my
Falcon, as well as an STe that I dont do a lot with...

>5) comp.sys.atari.st.software /* Software related topics */

Probably not so useful, since c.s.a.st would be the place where most people
would discuss this. If this exists, what would the 'root' c.s.a.st
contain?

>6) comp.sys.atari.st.programming /* Programming the Atari's */

Sure, I would love to learn to program my computer, considering the
lack of (new) books that are on the general market for the ST.

>7) comp.sys.atari.st.mtask /* All about MiNT/MTOS/Mag!X/Geneva */

dunno if this one is a good idear, but cant see any reason why not. Might
want to see if the 680x0 (Atari-Specific) peoples working on the Falcon/TT
Linux would like this, as I wouldnt mind seeing my Falcon running
Linux...

>8) comp.sys.atari.st.games /* Games and Fun */

indifferent...

>Well, Atarian's, what do you think ? Is it worth to think/talk about or
>do you think i'm totally crazy ? :-)

shrug I think the topics come up before, but not too many people have
expressed interest. If you do a formal CFV or CFD, make sure you cross-post
into this newsgroup, otherwise you might miss out on some votes.

--
Billy D'Augustine azog@world.std.com

unjustifiable existance

440. Re: More Atari Newsgroups !?

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 15:56:34 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <2vjsvIINN2b63@sat.ipp-garching.mpg.de>
Source record: 183937
Cross-posted to: comp.sys.atari.st,

```
Theo Janssen (tj@aiscube.AIS-dortmund.de) wrote:
: Hello Atari-World
: [...]
: 1) comp.sys.atari.st /* already there ! */
: 2) comp.sys.atari.st.tech /* already there ! */
: 3) comp.sys.atari.st.advovacy /* already there ! */
: 4) comp.sys.atari.st.hardware /* Hardware related topics */
: 5) comp.sys.atari.st.software /* Software related topics */
: 6) comp.sys.atari.st.programming /* Programming the Atari's */
: 7) comp.sys.atari.st.mtask /* All about MiNT/MTOS/Mag!X/Geneva */
: 8) comp.sys.atari.st.games /* Games and Fun */
: 9) comp.sys.atari.st.announce /* already there! */

Why do you want to split the right now rather moderated traffic on
comp.sys.atari.st and comp.sys.atari.st.tech into more newsgroups?
This idea seems rather pointless to me and would only increase the
amount of crossposting.

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */
```

441. New files at HENSA

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 16:43:43 UTC
From: vctec@westminster.ac.uk
Message-ID: <CsMrnz.8sL@westminster.ac.uk>
Source record: 183938

```
New files to appear over the past week, on HENSA

micros.hensa.ac.uk

Now accesible via WWW, gopher, Lynx, telnet, ftp, and via dial-up.

Download and enjoy. 8)

Danny
Atari Moderator

New software for the Atari TOS section
--------------------------------------
New packages are as follows; type "cd ~/micros/atari/tos/<x>/<code>" to get to
where they are held. <code> is as below and <x> is the first letter of <code>.
EG. For package "m100" you'd "cd ~/micros/atari/tos/m/m100".

Pfx Date Key Details
--- ---- --- -------
n181 08/07/94 S--- STELLO 1.1 An Othello game, nice features..3D Buttons on ST
n182 08/07/94 S--- HOMEWORKER A wordprocessor designed for children
n183 08/07/94 ---- KIDPUBLISHER PROFESSIONAL DEMO 1.6 DTP for Children
n184 08/07/94 ---- KIDPAINT DEMO A child friendly paint program

n114 07/07/94 S--- MASTERBROWSE 4.5a Fully GEM, fast text/file viewer

n151 04/07/94 ---- ATARI EXPLORER ONLINE MAGAZINE Volume 3 Issue 10
n179 04/07/94 ---- D110 MANAGER 1.1 Librarian/editor for Roland D110
n180 04/07/94 S--- HCOPY 1.6 Copy, format, wipe, and scan your disks

New software for the Atari MiNT section
---------------------------------------
New packages are as follows; type "cd ~/micros/atari/mint/<x>/<code>" to get to
where they are held. <code> is as below and <x> is the first letter of <code>.
EG. For package "a001" you'd "cd ~/micros/atari/mint/a/a001".

Pfx Date Key Details
--- ---- --- -------
a042 06/07/94 ---- MODEM DEVICES 1.0 Dial in and dial out devices for MiNT
a043 06/07/94 ---- ELVIS 1.7 Mint friendly vi clone text editor
a044 06/07/94 ---- MiNT EMACS v18.59 Emacs text editor sources and binaries
a045 06/07/94 ---- JOVE Binaries and sources for a Emacs like text editor
a046 06/07/94 ---- EMACS v18.57 Ported binaries for MiNT

a035 05/07/94 ---- GNU GDBM 1.71 GNU database management library binaries
a036 05/07/94 ---- MiNT LIBRARY PL44 Source code, in C
a037 05/07/94 ---- MiNT LIBRARY PL44 BINARIES for GCC
a038 05/07/94 ---- MiNT INCLUDE FILES for MiNT Libraries PL44
```

a039 05/07/94 ---- MiNT LIBRARY PL44 BINARIES for LATTICE C
a040 05/07/94 ---- MiNT LIBRARY PL44 for HEAT n' SERVE/SOZOBON C
a041 05/07/94 ---- TOS and MiNT BINDINGS for TURBO C/ PURE C

a031 04/07/94 ---- LP DEVICE DRIVER Interupt based Centronics port driver
a032 04/07/94 ---- MULTI-RAW Raw floppy device driver hacked to work as a .XDD
a033 04/07/94 ---- PS0 Simple raw floppy device driver
a034 04/07/94 ---- PS0 Modified ps0 to act as .XDD loadable device driver
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

442. Re: Spectre 3.1, any news?

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 18:35:26 UTC
From: paul@vega.ame.arizona.edu
Message-ID: <2vk69e$g97@news.CCIT.Arizona.EDU>
Source record: 183939

In article 4730@btmwj1.se.bel.alcatel.be, cgra@se.alcbel.be (Chris Gray) writes:
>
> Well? Has Dave wrecked another knee or what?
> ____
> Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

Well, I've been waiting for it for about 2 years and 7 months and 20 or so days. If 3.1 comes out at some point, I'll be happy enought. I'd even be willing to pay for an upgrade. But I'm not counting on it. I've heard too many false alarms.

-Paul Harris @ @
paul@vega.ame.arizona.edu ___/

443. Re: Maple for Atari

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 18:57:34 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <CsMxzz.DK7@watserv2.uwaterloo.ca>
Source record: 183940

```
In article <2viigd$1ec@potogold.rmii.com>,
david Koster <dkoster@rmii.com> wrote:
>Paul Purdom (pwp@cs.indiana.edu) wrote:
>: h54118@sakura.kudpc.kyoto-u.ac.jp (Christian_Goltz) writes:
>
>: >I've recently heard that MAPLE existed for the Atari, but that it's
>: >of course not supported any more.
>
>: One of the programmers for MAPLE had an Atari, so MAPLE for the Atari was
>: developed. At one time the price was around $700. This is all I remember.
>
>MathSoft
>101 Main street
>Cambridge ("our fair city") MA 02142
>1-800-MATHCAD or (617)577-1017
>
>I just threw their catalog away, but I seem to remember Maple for PC
>at about $500. They mention that Maple is available to dozens of
>platforms, but don't list anything other than PC, Mac, and Unix.
>
MAPLE 4.2 was the last version released for the Atari - I can
get it for myself at my university (Waterloo) for an $85 site
licence fee (since I'm a student). I haven't bothered because
it doesn't support the FPU on my TT and I have access to XMAPLE
5 on my accounts at school - MAPLE for the atari is old and
slow compared to most platforms - I don't think it would
be worth having. I do use Mac MAPLE with Spectre and it's OK
but for serious stuff I end up logging in to a Unix system.

Sam
+-------------------------------------------------------------------------+
| Samy Mesbah "Karma can only be apportioned by the cosmos" |
| EE Grad Student -Homer Simpson |
| University of Waterloo (sasmesba@kingcong.uwaterloo.ca) |
+-------------------------------------------------------------------------+
| I never would have opened up but you seemed so real to me. After all the |
| bullshit I've heard, it's refreshing not to see. I don't have to pretend, |
| she doesn't expect it from me... Just let me try and I will be good to you |
| Just let me try and I will be there for you. I'll show you why you're so |
| much more than good enough. |
| - Sarah McLachlan, _Good Enough_ |
+-------------------------------------------------------------------------+
```

444. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 19:15:32 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CsMytw.66B@sdf.lonestar.org>
Source record: 183941

>:] all.
>Nothing can scroll as fast as version 1.91 either.
>

That is incorrect. ANSITERM doesn't run on /dev/fasttext or a vconsole.
Anything that does will use hardware scrolling (needs an STe, or at least
a machine with something less than a 256 byte video boundary!) and I've
clocked text output to the screen at well over 7000cps just using fwrite
on a line by line basis. If you write more than a line at once, then it
only gets FASTER. And scrolling is instantaneous. Text output is slowed
by the 16Mhz processor drawing 16 bytes/char - not by screen scroll!

>: For ease-of-use, speed, and net-compatibility, don't look any further
>: than Uniterm or Flash (Not Flash-2 which is very slow, and quite buggy!).

The only program I found to have flawless vt100 was Connect. In fact,
the only differences between Connect and my [d][i][g][i][t][a][l] VT-240
terminal (provides vt52, vt100, vt220, and tektronics 4014) was that
Connect was faster, provided vt102/ANSI, was more configurable, and used
extensions on the vt52 for color (like ATARI does). However, I simply
uploaded my own termcap file and set TERM and TERMCAP appropriately,
so I get stv52 (virtual console extensions) to vt52 on the local Linux site.
The sysvr3 site I'm on now won't recognize TERMCAP and the sysadmin won't
append my termcap entries, so I use plain vt52. I have never needed vt100
yet!

>
>: They will both need an external Z-Modem, but from flash at least, this
>: can be set-up to happen with a single keypress!
>
>ANSITerm uses Alan Hamilton's XYZ program to so transfers, and it handles it
>quite well.
>

And that program is horrible. It is too low level. A file transfer doesn't
need super-visor mode, and I see no reason why it has to be so hardware
dependant. The REAL sz and rz can run over a pipe if you want them too!

--
==========
Thanks!
Evan K. Langlois
ekl@sdf.lonestar.org

445. Re: More Atari Newsgroups !?

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 19:25:31 UTC
From: a644690c@edinboro.edu
Message-ID: <1994Jul8.142531.12771@edinboro.edu>
Source record: 183943

In article <2vjev0$prg@aiscube.AIS-Dortmund.DE>, tj@aiscube.AIS-dortmund.de (Theo Janssen) writes:
> : 1) comp.sys.atari.st /* already there ! */
> : 2) comp.sys.atari.st.tech /* already there ! */
> : 3) comp.sys.atari.st.advovacy /* already there ! */
> : 4) comp.sys.atari.st.hardware /* Hardware related topics */
> : 5) comp.sys.atari.st.software /* Software related topics */
> : 6) comp.sys.atari.st.programming /* Programming the Atari's */
> : 7) comp.sys.atari.st.mtask /* All about MiNT/MTOS/Mag!X/Geneva */
> : 8) comp.sys.atari.st.games /* Games and Fun */
>
> comp.sys.atari.st.announce of course !

Personally, I would love to see more Atari Specific groups... Even though I rarely ever post to the c.s.a.st groups, I do read them regularly (though our news feed seems about a week behind -- at least.) One thing I notice is that there is a lot of needless cross-posting now. What will happen with additional groups? One way to help might be to not include ...hardware, ...software, and ...tech. Either leaving ..tech for both hardware and software or spliting it into the hard and soft groups might be better.

But anyway.... I think the addition of more specific groups may even help foster more productivity in the Atari world since more specific info would be exchanged in each group.

I say go for it! With the Jaguar comming into the mainstream, Atari is comming back into the public eye. Let's let the world no that Atari also makes some terrific computers as well.

-Adam Conover.
a644690c@edinboro.edu

446. Re: Writing 1040ST on a SUN IPC floppy drive

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 19:57:26 UTC
From: t92tj@ypsilon.hh.se
Message-ID: <T92TJ.94Jul8215727@ypsilon.hh.se>
Source record: 183942

In article <2vitd0$93q@coli-gate.coli.uni-sb.de> ww@mpi-sb.mpg.de (Wolfram Wagner) writes:

....
>My question is: How do I get the s/w from the SUN to my 1040???
>
>Can anyone point me to s/w which will write 1040ST format on a SUN
>floppy drive??
>
>Ta,
>
>brian@mel.dit.csiro.au
>sonical@zikzak.apana.org.au

You only have to produce a MSDOS compatible 720K disk. I have done this
with the mtools package (from GNU, taken from prep.ai.mit.edu or some
mirrors) under SunOs4.1.X or directly with the PCFS and vold under
Solaris 2.X.

The Atari understands DOS Format, but produces its own slightly differing
disk format untit TOS 1.4, I think. So you should format on the SUN machine.

One little problem here though. I have done exactly the same. MS-DOS format disk
from SUN/IPC to ST. One problem I had was that the SUN constantly ignored FAT 2
on the disk, while that was all that my ST cared about. So I wound up with files
that, when copied to another disk (HD or floppy), consisted of the original files
first sector duplicated until the filelength was correct. Not very useful I'm afraid.

This happens with both TOS 1.2 and 2.06, but I can at least format useful disks
with 2.06. TOS >= 1.4 should work that I know of.

Solution for the FAT problem then? Only one so far. Knife ST. Superb pice of code.
With that one you can copy the correct FAT1 to the empty FAT2 and then everything
should work as usual.

Happy ftp-ing
Tryggve

--

Tryggve Johannesson
Snostorpsvagen 89 email: t92tj@hh.se (main address)
S-302 48 HALMSTAD yfn: ak332@yfn.ysu.edu
SWEDEN

A Christian who claims to be innocent of sin
is like a divorcee pretending to be a virgin. -- C. S. Lewis

447. Morphing Bombs??

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 20:29:17 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Jul8.172917.25498@dal1>
Source record: 183944

Well, I have not much of a current opinion of MORPH882.ZIP
which I got from Lexicor section while FTPing! Once again
all I can say about the demo is that bombs look pretty
common, although it would be nice to see the bombs morph
into apples or something.....<grin>:-) Seriously, Yat if
you see this here, what's wrong on my end? My current setup
is MSTE, 4Megs TOS 2.06 no FPU. HELP!! I put the files
on a blank floppy and booted, and still nothin'! It states
in the docs that it should run? Puzzled....Steve.

448. Re: Maple for Atari

Newsgroup: comp.sys.atari.st
Date: 1994-07-08 22:17:16 UTC
From: peter@barbakane.McGill.CA
Message-ID: <1994Jul8.221716.22186@sifon.cc.mcgill.ca>
Source record: 183853

In article <2viigd$1ec@potogold.rmii.com> dkoster@rmii.com (david Koster)
writes:
> Paul Purdom (pwp@cs.indiana.edu) wrote:
> : h54118@sakura.kudpc.kyoto-u.ac.jp (Christian_Goltz) writes:
>
> : >I've recently heard that MAPLE existed for the Atari, but that it's
> : >of course not supported any more.
>
> : One of the programmers for MAPLE had an Atari, so MAPLE for the Atari
was
> : developed. At one time the price was around $700. This is all I
remember.
>
> MathSoft
> 101 Main street
> Cambridge ("our fair city") MA 02142
> 1-800-MATHCAD or (617)577-1017
>
> I just threw their catalog away, but I seem to remember Maple for PC
> at about $500. They mention that Maple is available to dozens of
> platforms, but don't list anything other than PC, Mac, and Unix.
>
> --
> David N. Koster, dkoster@rainbow.sosi.com Speaking for himself,
> Colorado Springs, Colorado, USA only...
>

Just a note, Maple is NOT MathCad... I can't remember the email address
for Maple Software (at University of Waterloo, Waterloo, Canada), but it
should be easy to trace down using netfind, or simply by posting in
sci.math.symbolic...

And indeed, there is a version for the Atari, although I don't think they
ported the current one. There is no student version though (based on
feedback from last year), so you'd have to put the full amount in it.

--
Piotr (Peter) Twarecki, M.Eng.
B7NS@MUSICB.McGill.CA

449. Re: GDOS on 1MB ST and ancient TOS?

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 00:27:07 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <2vkqsr$11o4@msuinfo.cl.msu.edu>
Source record: 183946

In article <1994Jul8.135242.17380@kodak.rdcs.kodak.com>, rappleye@felix.kodak.com (Rev. Dr. Freak) writes:
>GDOS on 1MB ST and ancient TOS? Possible? What do I need, where do I
>get it? Also any Microsoft Word type word processors? First word
>sucks. Help me before I buy a Mac. Thanks.

Sure. Most programs that use GDOS include a copy on the distribution disks. You can also get a PD version from Germany called AMCGDOS (I think...). Better yet, go with G+Plus from Codehead, which is faster and can be setup to load different configuration (ASSIGN.SYS) files for each program; GDOS requires you put the correct ASSIGN.SYS file in the root directory and reboot. Or, as many people have pointed out, try NVDI, which includes GDOS and speeds up all screen activity by several hundred percent. I don't think NVDI is configurable like G+Plus is, though, which is just too bad; GDOS shouldn't require a reboot everytime you want to switch between GDOS programs.

The wordprocessor I have used and love is WordUp v3.0 from Neocept. They went out of bussiness a couple years ago, but WordUp gives you multiple files, columns, fonts, endnotes, and has an excellent (really the best) dictionary, in addition to lots of other features (graphics import, etc.). You should be able to pick up a used version if you keep your eyes open, and post some "wanted adds" here and on other online services you frequent. I have used it on a 1040STfm w/1Mb RAM and DSDD floppy drive for several years and never run into a problem.

Well, except for printing; WordUp doesn't like my KX-P1180 printer much. :-(However, lots of people still use it and love it. The best thing is that it will run off of a single disk, though GDOS printing and spell checking require you to switch disks once (dictionary and drivers are on separate disks).

No doubt you'll hear from lots of other people.
Bye,
Tom Hopper
hopper_t@msupa.pa.msu.edu

450. War in Middle Earth!

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 00:39:41 UTC
From: rrice@netnews.upenn.edu
Message-ID: <2vkrkd$1bt@netnews.upenn.edu>
Source record: 183947

Well, we do have the Dark Lord in power, but never mind--

Quickie question! Anybody know if War in Middle Earth will run
on a Mega STE? Thanks quite much in advance.

Rob S. Rice
rrice@ccat.sas.upenn.edu

451. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 01:10:58 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.BuRkcvFIQY6@albemuth.equinox.gen.nz>
Source record: 183854

Hi there,

Quite a few people (as always) have been replying on this question and
(again as always) there is quite a divergence of opinion.

One program that I havn't seen anyone ever mention is called Starcall.
Firstly the big drawback is that it is all in German, but if you get
past that (and it doesn't seem to difficult to figure out), it is
quite a useful program. It has both a text style scrren like Uniterm
and also a GEM screen like Connect. If you register it, there is also
a level of fax support as well.

If you like the look of Connect but find that it is too large for your
memory or that you don't want to use a GEM screen, it may be worth
looking at.

Cheers,
John
--
|John Collis: Email in order of preference
| john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|or: John Collis at 3:770/105.7 @ fidonet.org
|Phone: +64-3-379-8921

452. a.a.u.e

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 03:06:44 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <2vl484$mdl@msuinfo.cl.msu.edu>
Source record: 183852

Hi!

Could someone please tell me what the email address is for a.a.u.e? I want to have a current index sent to me, but I seem to have lost the address. Posts here on c.s.a.s or email directly to me are welcome.

Thanks in advance,
Tom Hopper
hopper_t@msupa.pa.msu.edu

453. Re: Mega Memory Upgrade Help

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 03:19:04 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <773723944snz@gw6hva.demon.co.uk>
Source record: 183857
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <2v3nks$cdh@golem.wcc.govt.nz>
sheppard_r@kosmos.wcc.govt.nz "Roger Sheppard." writes:

> >You're lucky, I'm grafting in 32 256*4 rams into a Mega ST-1 and I've
> >had to do some additional decoding for it (should've bought the Mega-2).
>
>
> Please tell me why go into all this trouble..??
>
>
> Just fit 4 * 1meg SIMMS, they draw far less power as well..

Well, basically because I aquired the 4Mb ram board free and SIMM's cost
me...

As it happens, since I posted that, I got bored with it and fitted a
single 1Mb*36 72-pin SIMM, which I wired in as the full 4Mb.

Cheers, Martin.
--
Martin Vernon, Supavision
Sysop GB7OS & GB7OSP
BBSnet: GW6HVA@GB7OSP
AMPRnet: gw6hva@gb7osp.ampr.org
Internet: martin@gw6hva.demon.co.uk

454. Falcon bugs

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 03:33:24 UTC
From: Chris Gentry <cgentry@delphi.com>
Message-ID: <xW6wB5s.cgentry@delphi.com>
Source record: 183950

Could someone post a list of all know bugs for the Falcon. I'm about to have to take mine in to get the hard drive fixed and would like to get everything else taken care of before my warranty runs out.

thanks,Chris

455. Fascination

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 03:52:11 UTC
From: jperez@uhunix.uhcc.Hawaii.Edu
Message-ID: <CsnMr0.EnB@news.Hawaii.Edu>
Source record: 183855

Has anyone out there solved the game Fascination by Coktel Vision? I'm terminally stuck in the lounge with the organ and the Zodiac. Can you help me?

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio -- Lynx - Jaguar - 400 - 800

456. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 04:06:07 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2vl7nf$6ks@terminator.rs.itd.umich.edu>
Source record: 183856
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-rw-r-- entropy 27044 Jul 4 13:29 ./Utilities/0index
-rw-r--r-- boydm 25508 Jul 4 13:27 ./Utilities/Tosfixes/rsve_ge.lzh
-rw-r--r-- molin 96296 Jul 5 21:22 ./Magazines/Aeo/aeo_0310.lzh
-rw-r--r-- baldrick 29062 Jul 3 23:26 ./Mint/mint110-h3-diffs.gz
-rw-r--r-- baldrick 98638 Jun 28 01:57 ./Mint/Network/ftp-03.tgz
-rw-r--r-- baldrick 106939 Jun 28 01:58 ./Mint/Network/ftpd-03.tgz
-rw-r--r-- baldrick 116443 Jul 6 17:53 ./0ls-lR.Z
-rw-r--r-- baldrick 115987 Jul 6 17:55 ./0ls-lRc.Z
-rw-r--r-- baldrick 280541 Jul 6 08:46 ./Falcon/Games/colums_d.zip
-rw-r--r-- baldrick 144246 Jul 6 08:46 ./Falcon/Games/madtris.tos
-rw-r--r-- baldrick 802594 Jul 6 09:03 ./Falcon/Games/multi.zip
lrwxr-xr-x baldrick 17 Jul 6 09:54 ./Falcon/Games/nibe.zip -> ../Games/nibe.zip
lrwxr-xr-x baldrick 21 Jul 6 10:13 ./Falcon/Games/pmj_eng2.zip -> ../Games/pmj_eng2.zip
-rw-r--r-- baldrick 347707 Jul 6 17:51 ./0index
-rw-r--r-- baldrick 140564 Jul 6 17:51 ./0compind.Z
-rw-r--r-- molin 356389 Jul 5 08:41 ./Games/stello11.lzh
-rw-r--r-- lenn 20123 Jul 7 00:17 ./Games/0index
-rw-r--r-- molin 59810 Jul 2 23:08 ./Music/juno2lib.lzh
-rw-r--r-- molin 80402 Jul 2 23:08 ./Music/mks_50.lzh
-rw-rw-r-- weiner 3354 Jul 7 00:31 ./Music/0index
-rw-r--r-- molin 2640 Jul 4 04:44 ./Utilities/accent.zip
-rw-rw-r-- entropy 27102 Jul 7 00:24 ./Utilities/0index
-rw-r--r-- baldrick 116323 Jul 7 21:30 ./0ls-lR.Z
-rw-r--r-- baldrick 116051 Jul 7 21:31 ./0ls-lRc.Z
-rw-r--r-- baldrick 6440 Jul 7 21:21 ./Falcon/0index
-rw-r--r-- baldrick 348387 Jul 7 21:29 ./0index
-rw-r--r-- baldrick 140961 Jul 7 21:29 ./0compind.Z
-rw-r--r-- baldrick 21521 Jul 8 11:35 ./Games/0index
-rw-r--r-- baldrick 375355 Jul 8 04:51 ./Games/towers1.4_d1.zip
-rw-r--r-- baldrick 472568 Jul 8 04:52 ./Games/towers1.4_d2.zip
-rw-r--r-- baldrick 168049 Jun 28 01:59 ./Mint/Network/ncftp175-02.tgz
-rw-rw-r-- entropy 27103 Jul 8 09:11 ./Utilities/0index
-rw-r--r-- lenn 189920 Jul 8 09:08 ./Utilities/mb45abin.lzh
-rw-r--r-- baldrick 116411 Jul 8 11:44 ./0ls-lR.Z
-rw-r--r-- baldrick 116321 Jul 8 11:45 ./0ls-lRc.Z
-rw-r--r-- baldrick 349786 Jul 8 11:42 ./0index
-rw-r--r-- baldrick 141580 Jul 8 11:42 ./0compind.Z
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

457. Re: Connecting a VGA Monitor to a 520 ?

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 04:07:50 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <773726870snz@gw6hva.demon.co.uk>
Source record: 183858

In article <2v06m8$21i@agate.berkeley.edu>
jhauser@pine.CS.Berkeley.EDU "A Man Called John" writes:

> >>Hi all I hope this isn't a FAQ but does anyone have a diagram to show how
> >>a PC VGA monitor can be connected to an atari 520.
> >
> >Standard VGA/SVGA monitors cannot be used on the ST. You
> >have to buy a special 'multiscan' monitor that will
> >support the STs video output.

Quite a number of the newer SVGA monitors will cope quite happily with
the ST hi-res output. I bought one labelled Trust for the PC here and it
got moved to the Mega when I upped that to an SVGA colour one.

Do the overscan mod too - you'll really get the benefit then (I get
"silly" resolutions in med-res on my RGB multi-standard Salora TV, like
around 864x384).

Cheers, Martin.
--
Martin Vernon, Supavision
Sysop GB7OS & GB7OSP
BBSnet: GW6HVA@GB7OSP
AMPRnet: gw6hva@gb7osp.ampr.org
Internet: martin@gw6hva.demon.co.uk

458. Re: MARTIN, where r u?

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 04:11:44 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <773727104snz@gw6hva.demon.co.uk>
Source record: 183859

In article <8ceNoc2w165w@sys6626.bison.mb.ca>
winnipeg@sys6626.bison.mb.ca "River City" writes:

> I forgot your id again, drop me a line.
>
> Te Martin who wrote about the teac 1.44 drives that is.

Hiya - this is me ....

--
Martin Vernon, Supavision
Sysop GB7OS & GB7OSP
BBSnet: GW6HVA@GB7OSP
AMPRnet: gw6hva@gb7osp.ampr.org
Internet: martin@gw6hva.demon.co.uk

459. Re: [Q]: Mega ST ethernet,

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 04:19:10 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <773727550snz@gw6hva.demon.co.uk>
Source record: 183860

In article <199407062326.a24933@bi.maus.de>
Dieter_Lorteye@bi.maus.de "Dieter Lorteye" writes:

> i tried the TUW-TCP and got some problems.
>
> While my TT is booting i get a message meaning that my pocket
> ethernet adapter isn't the D-LINK nor the Riebl-Card.
>
> What do i have to do?

Ooohh, now you're asking. I'm not a "C" programmer at all but you'll
need some detailed data on your pocket ethernet adapter before you can
mod the source for it.

Armed with the data, it shouldn't be too difficult to do, especially if
you can find a good "C" programmer to help.

Cheers, Martin.
--
Martin Vernon, Supavision
Sysop GB7OS & GB7OSP
BBSnet: GW6HVA@GB7OSP
AMPRnet: gw6hva@gb7osp.ampr.org
Internet: martin@gw6hva.demon.co.uk

460. Re: Starball high scores?!

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 09:02:20 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940709Z090220.609dbrewood@nest.demon.co.uk>
Source record: 183878

In article <1994Jul8.134831.1437@ericsson.se>
etlgtme@etlxd30.ericsson.se "Grant McFarlane" writes:

> Yeah ... just what exactly does this ENERGIZER ball do. I can't see any
> difference at all. Does it double up the points per hit or somethin'.

The energised ball multiplies any bonus scored while it's active by a further factor of x4, so if you already have the multipliyers in the bottom screen at say x5, then any bonus will be x5 x4, that is x20 overall!

--

==
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
==
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
==
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
==

461. Re: FTP access from the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 09:22:46 UTC
From: mabdul@viking.dvc.edu
Message-ID: <2vlq96$msk@viking.dvc.edu>
Source record: 183861

Interlink is fine (and paid for.)

I really need FTP software, though. At the moment, I use my account via
InterLink but still need to go to school to get the files on the floppies.
I would like to just get the files from my account to my TT without using
the school's computers (and those _slow_ floppies.)
--
Abdulkareem @ home

462. For Sale Falcon030 Brand New

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 09:34:27 UTC
From: mabdul@viking.dvc.edu
Message-ID: <2vlqv3$n07@viking.dvc.edu>
Source record: 183863

```
Falcon030
4Mb 80Mb HD
MultiTOS, Speedo, AtariWorks, etc.

Please email for details; asking $600-850 for this Brand New, in package
system.

mail to : mabdul@viking.dvc.edu

--
Abdulkareem @ home
```

463. Re: Atari Internet Clients

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 09:37:48 UTC
From: mabdul@viking.dvc.edu
Message-ID: <2vlr5c$n1m@viking.dvc.edu>
Source record: 183862

Now is there a program for the TT to allow FTP (from host or local computer)
to my Atari TT? I'd really like to be able to get the files directly on my
computer rather than going down to school and ftping it from my account.
--
Abdulkareem @ home

464. Re: ICD's CleanUp

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 11:37:00 UTC
From: trek@intgp4.ih.att.com
Message-ID: <Cso89o.7IF@nntpa.cb.att.com>
Source record: 183864
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <773629939snz@gw6hva.demon.co.uk>,
Martin Vernon <martin@gw6hva.demon.co.uk> wrote:
>
>Forgive me if I'm a little out of touch with what happens on your side
>of the pond but are ICD updating the ProUtils suite and if so how much
>is being asked for it - I've not seen or heard of any updates over here
>for my suite which is about 12 months old now (the driver is 6.4.3)

ICD are still updating the ProUtilities. My latest version is 6.5.5.
I believe the cost of updates is something like $10. Return your
disks with a check and they will send you out the update. On my last
update, they did hold off sending me the update since I was specifically
after the cd-rom drivers they were adding (new ones) so I had a wait of
about 2 months for the software to finally arrive. It was worth the
wait. I would guess by now there is potentially already a newer
version out than 6.5.5. Wayne

465. Anyone ever have any luck with Drakkhen?

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 12:25:43 UTC
From: MPARKHUR@UCSVAX.UCS.UMASS.EDU
Message-ID: <2vm507$gk6@nic.umass.edu>
Source record: 183867

Did anybody ever get anywher in this game?

It looks promising in some ways, but unlike say DM, there's no logical escalation in the threats you face, and no sense where to start. I end up wandering around aimlessly until some seriously bad monster comes and snacks on my party.

Can any bold soul actually claim to have finished this game? Does anybody remember how they did it?

466. Re: a few Storm questions

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 12:27:33 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2vm53l$7lc@golem.wcc.govt.nz>
Source record: 183870

In article <mattkCsM0yJ.A40@netcom.com>, mattk@netcom.com (Matt Koundakjian) writes:
>glenn@loose.apana.org.au (Glenn Reither) writes:
>
>
>As far as the first question, I decided to get rid of the Storm xyz
>protocols and use XYZ.TTP instead. To facilitate this, I wrote a basic
>program that I tied to alt-t. The program pops up with a choice of using
>XYZ or Storm protocols, then if XYZ is chosen, it unloads the Storm
>protocols. I did this since Storm has auto zmodem (I almost never have
>the storm ones installed). Fromt here, it's a real simple shell for
>XYZ. Once the transfer is done, I have a alert box asking if you want
>the Storm protocols reloaded (If you select Storm at the first alert box,
>it loads the xymodem and zmodem modules--if they weren't already loaded.)
>It's pretty simple to write; but if you want it, email me...

There is a few thing that people should know about the STORM's Zmodem
and XYZ.....

First the Zmodem in STORM supports the later Omens Zmodem that can use
wild cards, no other Zmodem can do this....

So you can dnload all the zip and lzh files in one go, like *.lzh *.zip..

Try that with any other Zmodem....

Also XYZ is very very slow and OLD, use GSZRZ228 instead, you will find
this is the fastest Zmodem there is for the Atari.....

>I don't understand your second question....
>
>Bye for now,
>Matt <mattk@netcom.com>
>
Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

467. Re: More Atari Newsgroups !?

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 12:32:49 UTC
From: MPARKHUR@UCSVAX.UCS.UMASS.EDU
Message-ID: <2vm5dh$gk6@nic.umass.edu>
Source record: 183868

> Theo Janssen (tj@aiscube.AIS-dortmund.de) wrote:
> : Hello Atari-World

[snip]

> : 8) comp.sys.atari.st.games /* Games and Fun */

Yes yes yes!!! I would definitely like to see a group devoted to
ST/TT/Falcon games.

--mp

468. Re: More Atari Newsgroups !?

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 12:36:00 UTC
From: stackpointer@p2.stacken.ct.se
Message-ID: <2e1eac0e@p2.stacken.ct.se>
Source record: 183828

Hello, Theo! On 08 Jul 94 you wrote:

TJ> From: tj@aiscube.AIS-dortmund.de (Theo Janssen)
TJ>
TJ> 1) comp.sys.atari.st /* already there ! */
TJ> 2) comp.sys.atari.st.tech /* already there ! */
TJ> 3) comp.sys.atari.st.advovacy /* already there ! */

Almost, the correct name is comp.sys.atari.advocacy

TJ> 4) comp.sys.atari.st.hardware /* Hardware related topics
TJ> 5) comp.sys.atari.st.software /* Software related
TJ> 6) comp.sys.atari.st.programming /* Programming the

Hardware and programming is pretty much covered in the tech group and software
fits in nicely in the general group.

TJ> 7) comp.sys.atari.st.mtask /* All about

Good, except why insist on using >.st.< ? There's no reason for that.

TJ> 8) comp.sys.atari.st.games /*

Not needed, since rec.games.video.atari takes care of this (or should anyway)

TJ> Well, Atarian's, what do you think ? Is it worth to think/talk about
TJ> or do you think i'm totally crazy ? :-)

If so, you're about the 123rd crazy person (including me) who brought this
subject up so it must be worth talking about. :-) Trouble is to agree on
something and then go through the net buraucracy to create the new groups, and
there's no guarantee they'll pass the voting procedure.

It's perhaps worth noting that you didn't bring up all the existing groups. The
others are:

alt.atari.2600
alt.games.lynx
comp.binaries.atari.st
comp.sources.atari.st
comp.sys.atari.8bit
comp.sys.atari.announce
rec.games.video.atari (already mentioned this)

Hope I have all the names correct. If not, flame me. :-)

Greetings from
_ _ _/ _ o /_
/_)(_\ / / / /\

/

Sweden, going for GOLD in the USA World Cup'94 !!!

469. Re: 1st Jag Letter Writing Campaign (MKII,SSFII,ELEC.ARTS,ATARI)

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 12:55:00 UTC
From: stackpointer@p2.stacken.ct.se
Message-ID: <2e1eaccd@p2.stacken.ct.se>
Source record: 183827

Hello, Chris! On 06 Jul 94 you wrote:

CH> From: cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth)
CH>
CH> Have any of these letter-writing campaigns ever had _any_ impact at
CH> all? They seem to come up about every six months...

Yes, I believe it actually helped in convincing MicroProse in the UK to do a
port of Civilization and Formula One Simulator to the ST.

Greetings from
_ _ _/ _ o /_
/_)(_\ / / / /\
/

Sweden, going for GOLD in the USA World Cup'94 !!!

470. Re: FTP access from the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 13:09:59 UTC
From: jperez@uhunix.uhcc.Hawaii.Edu
Message-ID: <CsoCKn.1FH@news.Hawaii.Edu>
Source record: 183873

M. Abdulkareem (mabdul@viking.dvc.edu) wrote:

: Interlink is fine (and paid for.)

: I really need FTP software, though. At the moment, I use my account via
: InterLink but still need to go to school to get the files on the floppies.
: I would like to just get the files from my account to my TT without using
: the school's computers (and those _slow_ floppies.)
: --
: Abdulkareem @ home

Interlink should work just fine for getting files from your system. I use Stalker but all it really boils down to is have a compatible transfer protocol. Our system supports XYZmodem at least. I know that Interlink can do Y-modem so unless your dial in system is really behind, I can't foresee any problem. On this system, I type sz (for send z-modem) and then the filename or wildcard *.lzh. I'm pretty sure it should just require sy filename.ext or something similar. Try typing man sy at your end and see what it says to you.

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio -- Lynx - Jaguar - 400 - 800

471. Re: Falcon poll

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 13:14:59 UTC
From: Lexicor@world.std.com
Message-ID: <CsoCt0.7GA@world.std.com>
Source record: 183872

In article <2vm8ju$9mk@thot.u-strasbg.fr>,
Charles Hirlimann <ch@valholl.u-strasbg.fr> wrote:
>Hi every one I'de like 2 know what kind of falcon are in use
>and how many acces the Net. Please send in the following info:
> _Tos version 4.04
> _RAM 14
> _HD space 65 with 340 SCSI
> _FPU yes 16Mhz
> _what type of display VGA and SC1224
> _What kind of peripherials JRI Genlock and Blowup
>
>I myself got a 4/196 FPU VGA tos 4.04
>
>Send to ch@valholl.u-strasbg.fr
>I'll send the gatherings and stats in one or 2 months.
>
>Ludo

472. Falcon poll

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 13:27:26 UTC
From: Charles Hirlimann <ch@valholl.u-strasbg.fr>
Message-ID: <2vm8ju$9mk@thot.u-strasbg.fr>
Source record: 183866

Hi every one I'de like 2 know what kind of falcon are in use
and how many acces the Net. Please send in the following info:
_Tos version
_RAM
_HD space
_FPU
_what type of display
_What kind of peripherials

I myself got a 4/196 FPU VGA tos 4.04

Send to ch@valholl.u-strasbg.fr
I'll send the gatherings and stats in one or 2 months.

Ludo

473. Re: Writing 1040ST on a SUN IPC floppy drive

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 13:33:54 UTC
From: fox@nrlssc.navy.mil
Message-ID: <CsoDoJ.2uu@usenews.nrlssc.navy.mil>
Source record: 183874

Tryggve Johannesson (t92tj@ypsilon.hh.se) wrote:
: In article <2vitd0$93q@coli-gate.coli.uni-sb.de> ww@mpi-sb.mpg.de (Wolfram Wagner) writes:

: One little problem here though. I have done exactly the same. MS-DOS format disk
: from SUN/IPC to ST. One problem I had was that the SUN constantly ignored FAT 2
: on the disk, while that was all that my ST cared about. So I wound up with files
: that, when copied to another disk (HD or floppy), consisted of the original files
: first sector duplicated until the filelength was correct. Not very useful I'm afraid.

: This happens with both TOS 1.2 and 2.06, but I can at least format useful disks
: with 2.06. TOS >= 1.4 should work that I know of.

: Solution for the FAT problem then? Only one so far. Knife ST. Superb pice of code.
: With that one you can copy the correct FAT1 to the empty FAT2 and then everything
: should work as usual.

: Happy ftp-ing
: Tryggve

This was a problem with earlier versions of mtools... The one
I've been using now for at least a year has no problems writing
disks my ST and TT understand. You might want to try a newer
version- (I believe the one I'm using now came from atari.archive)
k

+--+
| Daniel N Fox fox@nrlssc.navy.mil |
| Naval Research Laboratory, Code 7323 |
| Stennis Space Center, MS 39529-5004 |
+--+

474. Re: Papyrus vs. Redacteur

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 13:49:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199407091549.a8506@pb2.maus.de>
Source record: 183951

On Wednesday July 6th at about a quarter to twelve
oberle@informatik.uni-koblenz.de (*Christoph Oberle*) happened to write:

CO>I don't have the e-mail adress of the papyrus developer here right
CO>now, but if you wanted me to, I could look it up in the papyrus

Try _Ulli_Ramps@b2.maus.de_

```
+================================+
| MausNet: Hendrik Mylius @ PB2 |
+===========+--------------------------------+===========+
| InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb! |

+=====+-------------------------------------------------------+=====+
| SnailMail: Im Bramschenkamp 6 / D-32049 Herford / Germany /
Earth |

+=====+-------------------------------------------------------+=====+
| Voice: +49-52 21-85 55 45 Fax: +49-52 21-85 55 45 |
+=======================================================+
```

475. Re: SIMILAR REPOST: Jag Letter Writing Campaign (read me)

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 13:50:52 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <B46Q5X0.ari2550@delphi.com>
Source record: 183869

Len Stys <aa399@cleveland.Freenet.Edu> writes:

>Ari, first of all. I would love to know which company you were involved in
>that produced Atari software. I'd like a name.
>

Len, here's the name - MajicSoft. I was responsible for creating or enhancing most of the graphics for their productions. They are one of the last domestic ST game developers and unfortunately, due to EXTREMELY BAD management (yes, even worse than Atari's) they are now flurting with bankruptcy. Just for your info - some other Atari notables associated with this company include Dave Munsie (author of the GP_Edit Library, MAGE, Frogger, Kid-Kong, Evader, Dark Pearl, Kid-GP, Berserk, ST Invaders, etc.) and Robert Dytmire (author of Insectroid, Mrs. Munchie, Cudlee's Quest, and Megapede).

Granted, this company is hardly a MicroSoft, however, out of necessity for the reason mentioned above, I had to take on more responsiblities than graphics. My lousy experience there gave me a good insight into how commerical products are produced. I also know many developers on other platforms who have swapped stories and/or given crucial info to how products are produced and marketed on other machines, etc. And, I'm also a Marketing and Business/Econ major so I do have a pretty good understanding of how things work and why.

>I'd like to know WHAT will it take to get big name developers. A couple of
>years ago, Sega was in the same situation as Atari. They needed to get
>big name developers and they did. These companies took a chance by developing
>for the Genesis. A big chance. If the Genesis failed, these companies

It seems to be a chicken and egg thing w/the Jag and developers. They want to see hardware deliveries in the order that Atari has promised before committing scant resources and time on the system. Video Consoles are low ticket items and require sales in the millions while computers can be supported w/sales in the tens of thousands.

Oh, remember that SEGA had already made inroads into the marketplace w/their MASTER SYSTEM. And, you must realize that they both had and were willing to spend the money to promote the system and entice developers. Atari must be able to do both and spend more simply because the market is maturing and it is more competative.

>Ari... it is my belief that you are more interested in seeing Atari and
>its products fail than succeed. I believe this because a writing campaign
>can only help. And for you to try to convince people that it is a waste
>of time makes me wonder if you have any stock in 3DO.
>

Not at all Len! I've been an active Atari user since 1986 and up until very recently I had three Atari systems (a 520, 1040STe, & Falcon). Over the years, I bought the hardware, software and even developed for them for a while. However, I know an orphan computer when I see it and I had to get out.
I would like to see the Jag work but you're gonna have to accept the reality that Atari probably will never develop new PCs ever again - even if the Jag makes tons of $$$.

No - I don't own 3DO stock. I watch THDO's performance daily on my PRISM terminal at work and its garbage (its depreciated so much). But, then again so is ATC, at least for the time being.

Len - it's fun debating w/you but don't take things so seriously, ok?

Regards,

Ari

476. Re: GDOS on 1MB ST and ancient TOS?

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 14:12:53 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <2vmb95INNhjs@sat.ipp-garching.mpg.de>
Source record: 183877

Rev. Dr. Freak (rappleye@felix.kodak.com) wrote:
: GDOS on 1MB ST and ancient TOS? Possible? What do I need, where do I
: get it?

If you want just GDOS, get AMCGDOS from atari.archive (free :-). If you want speed, buy NVDI. If you want a reliable system, get a newer TOS.

: Also any Microsoft Word type word processors? First word
: sucks.

Lots of them. Personally, I would recommend Tempus Word, but I'm afraid there is only a German version. TW is unrivaled in speed and offers about the same features as Microsoft Word on a Mac, but _much_ faster. Other people will tell you about their preferred software products :-)

: Help me before I buy a Mac. Thanks.

There are still reasons to buy Macs, e.g. the built-in networking capabilities and the much bigger variety of software. If you want to have always the latest version of your software I wouldn't stay with the Atari. If you want a hacker machine, buy a PC and run Linux.

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

477. Re: SIMILAR REPOST: Jag Letter Writing Campaign (read me)

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 14:23:19 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <2vmbsn$fsh@usenet.INS.CWRU.Edu>
Source record: 183875

In a previous article, ari2550@delphi.com (Ari Feldman) says:

>Len Stys <aa399@cleveland.Freenet.Edu> writes:
>
>Len, here's the name - MajicSoft. I was responsible for creating or enhancing
>most of the graphics for their productions. They are one of the last domestic
>ST game developers and unfortunately, due to EXTREMELY BAD management (yes,
>even worse than Atari's) they are now flurting with bankruptcy. Just for
>your info - some other Atari notables associated with this company include
>Dave Munsie (author of the GP_Edit Library, MAGE, Frogger, Kid-Kong, Evader,
>Dark Pearl, Kid-GP, Berserk, ST Invaders, etc.) and Robert Dytmire (author of
>Insectroid, Mrs. Munchie, Cudlee's Quest, and Megapede).

I don't want to sound rude, but maybe another problem that MajicSoft has is
marketing--just like Atari Corp. I don't know the company at all.
Maybe if you list me some games that they made, I'll be able to recognize
the games.

I recognize Dave Munsie and some of the games you listed.

Maybe your company can put some of its games into an ST entertainment package,
send a few to the Atari publications left so that they write about it in
the publications, post an announcement in the comp.sys.atari.announce,
send some announcements to some online publications, and sell the package to
the few Atari dealerships left in the U.S. and the UK?

Some of the capital that is made from this package can be used to pay off
bills, get a Jaguar's developer kit, and put some money away for the
development of a Jaguar game.

>Granted, this company is hardly a MicroSoft, however, out of necessity for
>the reason mentioned above, I had to take on more responsiblities than graphics.
>My lousy experience there gave me a good insight into how commerical products
>are produced. I also know many developers on other platforms who have
>swapped stories and/or given crucial info to how products are produced and
>marketed on other machines, etc. And, I'm also a Marketing and Business/Econ
>major so I do have a pretty good understanding of how things work and why.

Well, the companies I'm concentrating on with these campaigns have money that
they can gamble with.

Williams, Electronic Arts, and Capcom have the resources to develop a Jaguar
game or two. And I'd like to help convince them to do so.

>
>
>

>
>Oh, remember that SEGA had already made inroads into the marketplace w/their
>MASTER SYSTEM. And, you must realize that they both had and were willing to
>spend the money to promote the system and entice developers. Atari must
>be able to do both and spend more simply because the market is maturing and
>it is more competative.

Hahaha. Sega had 3% more marke share than Atari Corp. with the Master System.
I don't think that as being a major inroad!

What Atari Corp. has to do is lie about their sales estimate. Sega never
achieved their original sales estimate of the Genesis, but they were able to
get a lot of developers for the Genesis because of their estimate.

Sam Tramiel is being Mr. Honest by saying that Atari plans to sell 300,000
Jaguars this year. Sam could have at least stayed with the 500,000 figure.
And if they didn't reach it, Sam could have made up some excuse as to why
they didn't reach it (such as lack of games).

But by then, he has the game companies 90% finished with their titles.

Besides, I think with Alien Vs. Predator, Doom, Tempest 2000, Castle Wolf.3-D,
and a few of the other games that will be out this year, Atari should have
no problem selling 500,000 worldwide.

>
>Not at all Len! I've been an active Atari user since 1986 and up until very
>recently I had three Atari systems (a 520, 1040STe, & Falcon). Over the years,
>I bought the hardware, software and even developed for them for a while.
>However, I know an orphan computer when I see it and I had to get out.
>I would like to see the Jag work but you're gonna have to accept the reality
>that Atari probably will never develop new PCs ever again - even if the Jag
>makes tons of $$$.
>

Well, it is my goal to make sure some of the popular titles are out for the
Jaguar. I want to see Mortal Kombat II, Super Street Fighter II, and
some other titles (which I prefer). If these titles are released for the
Jaguar, I'm pretty sure we will see the unit selling in the millions.

And if it is selling in the millions, I'm pretty sure the Tramiels will want
to try to re-enter the personal computer market. They just need funds to
do it.

I don't care if you don't want to participate in these writing campaigns,
but don't tell people that they are a waste of time. Because they aren't.
The letters will have some influence (to what degree I do not know), but they
will have some influence in the decision making process at these companies.

If they have a very small influence, so I lost a couple of bucks on stamps.
Big deal. I also lost a few hours writing letters. Big deal.

But if the letters do have great influence, then I will be playing some very
popular titles on my Jaguar. I will also witness Atari Corp. making more

products that I have come to enjoy over the years. :)

Len
>

--

478. Inshape

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 14:50:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <2e1ec75f@kockens.ct.se>
Source record: 183892

Isnt here ANYONE using Inshape..?????

Write me a E-mail

Grtz from Sweden:

```
_____________________________________________________________________
/______ | \
|( ST ) jesper.kock@kockens.ct.se | "Old women should not |
| |____| | seek to be perfumed" |
|< oo > Wizzard on -*-Kockens BBS-*-| |
| |\__/| | - Archilochus |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

479. Re: Atari Internet Clients

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 15:47:52 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2vmgr8$j0@charm.magnus.acs.ohio-state.edu>
Source record: 183879

There are a few options. They are detailed in the TCPIP.FAQ available at a.a.u.e. For starting out though you will probably want to look at ka9Q-NOS.

Dan Ackerman
ackeman.29@osu.edu

480. Addressing 2-byte addresses using GFA-Basic

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 15:57:21 UTC
From: jchappel@charon.engga.uwo.ca
Message-ID: <au67oc1w165w@charon.engga.uwo.ca>
Source record: 183871

Okay, maybe I've been using an incorrect method for accessing address locations in GFA Basic. What should I use to determine the value stored in $FF9210 ??? Then the fact that I only need bits 0-7 tells me that I actually only need one of these two bytes after all, isn't that right?

Thanks for any help. I find myself getting an invalid address error (3 bombs) quite often. Help is much appreciated.

-Jerry-

481. Re: For Sale Falcon030 Brand New

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 16:00:09 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <RA5RB95.ari2550@delphi.com>
Source record: 183876

M. Abdulkareem <mabdul@viking.dvc.edu> writes:

>
>
>Please email for details; asking $600-850 for this Brand New, in package
>system.
>
>mail to : mabdul@viking.dvc.edu
>

I managed to sell mine off for $650 minus my monitor. So, you should be able to get at least what you're asking as long as its in excellent condition.

Some Advice: Try selling it to a music store or a musican first. They will pay top dollar for such a system.

Ari

482. Four questions: ProTracker, GemView color printers, more

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 18:41:10 UTC
From: paulseniura@delphi.com
Message-ID: <Zq8yxZ2.paulseniura@delphi.com>
Source record: 183880

I'm posting this to a few places, sorry for the duplication...

A few weeks ago I sent e-mail via Internet to the person listed in the ProTracker v2.0s documentation. Haven't heard back at all yet. Curious if I should even try sending the registration fee from Oklahoma USA to Norway(!), if e-mail doesn't get thru to him, ya know. I have some detailed questions about what v2.1 will let me do, with my upgraded 520ST (Turbo16 & 4-meg w/ TOS 1.04 & Warp-9 etc.). I can play most MODs at 27 kHz, sometimes have to step down to 24 when it gets too busy (it'll stop & tell me automatically). No real bugs to talk about at all! So I'm merely wondering if they've been able to "push" it some more, and also give us the kind of 11-bit resolution found in PT-Player v1.02.

A similar question (for y'all who might know) is whether I can get/build something to give me stereo DMA sound a-la STE for my 520ST? Afraid to spend more $$ for a STE (assuming I can find one :) cuz I need OS-9 from Cumana & it might cease to work with an STE. And would love to come up with DMA sound drivers for OS-9, too, hint hint, but I hafta be able to just upgrade my ST by adding the DMA circuits to it. Note: not just merely stereo 8-bit DACs (like STReplay & similar hardware), but DMA as well.

A third question for the people who might know: I'm *very* adept in doing circuit upgrades (practically rebuilt & redesigned my CoCo3 system, see). So I'd like to do the "38400-bps" upgrade which consists of a single 74LS74 chip wired to the MFP. The IMG drawing & doc was written by Jurgen Meyer & can be found at the Atari FTP archive sites. Only part of the doc was translated to English. I've got a 74F74 & switch ready to go if someone could tell me how it's working for you, and what-all does it really affect, etc.

Fourth & last question: It's only been a couple of weeks since sending in my payment for GemView, so I don't yet have the full-working version. I'm very interested in getting Canon's BJ-600 I believe it is: their color bubble-jet printer with separate ink carts for each color. Contrast it to the HP-550C which has the 3 primary colors in *one* cart and a second one for black (similar to Canon's early low-rez color printers, which I also have one but with Tandy's ROM in it). If ya run out of only one color, gotta replace all 3, and that's a waste not to mention costly.

So does the BJ-600 work with the HP-550C drivers in GemView? Does GemView merely "print what you see on the screen"? I.e. I would need "full-color" printing rather than "what you see", cuz my ST of course can only do 4K palette & 16 color registers, maximum. So getting a

color printer (no matter what model) would be a big waste if all I can do is "print what I see", and I would consider my $30 payment to Cybercube a big waste as well. (but monochrome mode printing works real good with my BJ-200 using the NEC 180-dpi driver, but I want to use 360-dpi mode!).

Someone's going to tell me to "look at the BJ-600 book and see if it does such-&-such". I don't have access to the book, and the sales people don't know either; I need to know if _you_ know if it handles the codes for a HP-550C. :)

Thank you for your time. If you would, please respond privately as I may not see your response before the system wraps it off the list.

-- Paul Seniura (from Oklahoma City)

483. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 18:43:18 UTC
From: hurn@shell.portal.com
Message-ID: <2vmr46$2ev@news1.svc.portal.com>
Source record: 183881

dkoster@rmii.com (David N. Koster) wrote:

> Uniterm, with XYZ on the side to get full UL/DL compatibility. No
> other terminal program I've used is as easy to setup or as
> (overall) easy to use.

This is what I use too. I also like the ability to run Emacs without having to terminate the program.

Is it possible to write a macro to tell Uniterm to initiate a transfer (or run any other program for that matter)? The macro docs are pretty sketchy and all the keypressing/pointing/clicking gets to be a pain.

Any way to change the default path? Setting it from the menu only seems to work for downloads.

Then wells_s@ix.wcc.govt.nz wrote:

> How do you stop Storm from asking you if you want to save the
> "Function Keys" setup _EVERY_ time you exit despite the fact I
> don't _HAVE_ any key macros etc. defined!? It's extremely
> annoying!

At last, a question I can answer. Here is the entry in my STORM.INI file which takes care of that annoyance:

```
cut here
----------------------------------------
[Exit]
SaveProfile=0
SaveDialDir=0
SaveFunctionKeys=0
----------------------------------------
```

- Nancy hurn@shell.portal.com

484. Re: More Atari Newsgroups !?

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 19:21:51 UTC
From: Geoffrey Spear <gspear+@CMU.EDU>
Message-ID: <ci7jXDu00WBEEJZVUt@andrew.cmu.edu>
Source record: 183882
Cross-posted to: comp.sys.atari.st.tech,news.groups,comp.sys.atari.st

[crossposted from comp.sys.atari.st, where the thread originated, to news.groups, since it's appropriate for n.g even though no decision has been made about a formal RFD]

tj@aiscube.AIS-dortmund.de (Theo Janssen) writes:
> 1) comp.sys.atari.st /* already there ! */
> 2) comp.sys.atari.st.tech /* already there ! */
if there is a reorganization, these 2 groups could probably be rmgrouped.

> 3) comp.sys.atari.st.advovacy /* already there ! */
note: it's comp.sys.atari.advocacy. no "st" in the name.

> 4) comp.sys.atari.st.hardware /* Hardware related topics */
> 5) comp.sys.atari.st.software /* Software related topics */
> 6) comp.sys.atari.st.programming /* Programming the Atari's */
i would personally prefer to see the "st" dropped from these names as well, since the ST isn't the only computer discussed in c.s.a.st as it is, and keeping the st in the names would be pointless if we're going to create new groups.

> 7) comp.sys.atari.st.mtask /* All about MiNT/MTOS/Mag!X/Geneva
i'm not sure this is the best name, but it's a good idea. in fact, i've been thinking of proposing a newsgroup for atari multitasking for a while, independent of any other reorganization.

> 8) comp.sys.atari.st.games /* Games and Fun */
i'm not quite sure dropping the "st" from this one is as good an idea as for the others, unless people are willing to put up with messages about atari's game machines. i'm pretty much indifferent as to any gaming group, though.

9) comp.sys.atari.announce, would, of course, remain unchanged.

geoff spear |please reply via snail mail,
gspear+@cmu.edu |i don't use computers.

485. Software for sale

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 20:05:54 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCsovtu.KKo@netcom.com>
Source record: 183884

```
Software for sale - - - - - Software for sale

WordFlair II
Degas Elite
Flight Simulator II
Universal Item Selector III
-------- YOU GET ALL FOUR FOR $40!

Warp 9 -- $25
Xboot -- $25
ICD SCSI Pro -- $35

IF YOU DON'T LIKE THESE PRICES, MAKE AN OFFER. I DON'T WANT TO KEEP THIS
STUFF.

All prices include shipping. All programs come with disks and
original manuals. Everything is in excellent, pristine condition.

If interested, please contact me at ekrimen@netcom.com, or on GEnie
at AEO.5.

Thanks!

Ed Krimen
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)
```

486. hsmoda04.lzh, midi_com.lzh, flop_fix.lzh

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 20:14:51 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2vn0fr$r9r@mailer.fsu.edu>
Source record: 183886

I just put these files (send to me by Harun, author of hsmoda0x, flop_fix,
and RSVE) up on atari.archive.umich.edu. Hsmoda04.lzh is the same as was
already there, with the exception of a file called falcon.txt (which Harun
asked me to add). Here it is for all you Falcon users out there:

--begin falcon.txt--

On falcons it is only usable if your program is able to use other interfaces
as MODEM1 / AUX, because the serial interface is MODEM2 (Bconmap 7).
Connect is able to use these.
In some weeks a new version will be released, which provides access to
the Falcon serial interface thru AUX/MODEM1 too. This future release is actually
in the beta test.

--end falcon.txt--

Flop_fix.lzh fixes some floppy bugs in TOS 2.0x. It appears to be
particularly useful for HD floppy owners, but 720k drives might also benifit.

Midi_com.lzh is a demo of a German MIDI network package.

--

****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

487. Re: FTP access from the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 20:47:54 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2vn2dq$r9r@mailer.fsu.edu>
Source record: 183889

M. Abdulkareem (mabdul@viking.dvc.edu) wrote:

> I really need FTP software, though. At the moment, I use my account via
> InterLink but still need to go to school to get the files on the floppies.
> I would like to just get the files from my account to my TT without using
> the school's computers (and those _slow_ floppies.)

I think perhaps you have a misconception about ftp for your TT. Unless you connect the TT directly to an Ethernet or other network, you will still be forced to use modem speeds for any remote communications. If you did get a SLIP or PPP setup going on your TT (which would allow you to use ftp), all this would do is simulate a network over a modem. Nothing would become magically faster, so you would still be receiving data at modem speeds (it would just look like a really slow Ethernet, as far as the two machines are concerned). Thus, even if you achieve your goal of getting ftp working on your machine, you will not gain any real performace (in fact, you might loose some, as Zmodem is more efficient for data transfers than SLIP or PPP).

What you probably need to do is get a faster modem (14400 v.32bis, about $125 for a cheap one) and a better modem program. I often download 5-6 megabytes of files in the time it takes me to eat dinner or watch a good TV program (scarce as those might be, in the US). I suggest you use CoNnect on your TT (I would LOVE to have a TT for use with CoNnect). Be sure to use hsmoda04.lzh as well, to get the most out of your serial ports. My understanding is that you can use a TT running MAG!X while downloading stuff at 38400 in the background with very little delay on the machine. If your school machines do not offer Zmodem, it could probably be added by your system staff.

So, I think you will have to spend a bit of money, I'm afraid. CoNnect costs $50 to register (it is shareware), and the modem will be between $125-$200. CoNnect is extremely nice on my MegaSTE (and should be even better on your TT), and is well worth the money IMHO. You might have luck in finding a used 14400 modem on misc.forsale.computers. Some of the prices I see over there are unbelieveable (I suspect some of this stuff "fell off the truck", as it were).

Hope that helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

488. Re: For Sale Falcon030 Brand New

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 20:58:22 UTC
From: mabdul@viking.dvc.edu
Message-ID: <2vn31e$oot@viking.dvc.edu>
Source record: 183888

Thanks.. it is new and I'm trying to get some pd/shareware/demos for it.

I have a microphone and a buncha other stuff that should make it real easy to unpack and start playing and recording music.. but since I do not have an amplifier, or a CD player, or a cassette (pathetic!) I simply played some off a walkman--cool effects from the DSP man! Too bad the CPU is Soooooo slow!!!

Again, thanks for the advice.. where can I hold the attention of musicians?

t

upb

s[4~
--
Abdulkareem @ home

489. program which supports construction of loud speakers

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 21:06:10 UTC
From: nexejhey@rrzn-user.uni-hannover.de
Message-ID: <nexejhey-090794220611@130.75.240.46>
Source record: 183883

Is there any Atari ST program available which helps constructing loud
speakers?
Thanks
JOACHIM

490. Zmodem

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 21:31:43 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2vn4vv$r9r@mailer.fsu.edu>
Source record: 183890

Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:
>
> There is a few thing that people should know about the STORM's Zmodem
> and XYZ.....
>
> First the Zmodem in STORM supports the later Omens Zmodem that can use
> wild cards, no other Zmodem can do this....
>
> So you can dnload all the zip and lzh files in one go, like *.lzh *.zip..

Roger, don't take this as a slam or anything, but this is _not true_ for Zmodems in general. In particular, it is not true for the kinds of Zmodem implementations that _most_ Internet users would encounter (see below). I suspect it is true only for a _very_ few Zmodem implementations period (yours included, unfortunately). Are you using a VMS machine by any chance? This would explain a lot....

> Try that with any other Zmodem....

I have, on many occasions, and it always works. I have personally compiled three different Zmodem packages for Sun workstations (4.1.x and 5.x), and have compiled and installed versions for IRIX, AIX, and other UNIX flavors. They _all_ work perfectly, including the ability to up/download with wild cards. In fact, you can use the UNIX style regular expressions with all of them, which is an extremely powerful set of wild cards.

Zmodem, by default, can up/download multiple files (i.e. "batch" mode has always been a part of the Zmodem protocol). It is no big trick to make a UNIX Zmodem work with this feature, as you usually pass all the file names on the command line. In UNIX, the shell is generally responsible for expanding any regular expressions _before_ they hit the invoked program as arguments. Thus, the ability to use wild cards for any command line UNIX implementation of anything boils down to the programmer being able to handle argv[] correctly. Thus, this feature is not only available, it can be considered _trivial_ for virtually any UNIX implementation of Zmodem.

So, for any UNIX flavored operating system, it is my guess that you would be very hard pressed to find a Zmodem that does _not_ handle wild cards correctly. My suspicion is that this phenomena is not unique to UNIX implementations. I also think it is the case that a vast majority of Internet folks are using some sort of Open System (i.e. UNIX box) to access the net, either directly or indirectly. Those systems that support Zmodem almost certainly support wild card usage as well, based on what I have said above.

Thus, while your comment is certainly true for whatever Zmodem _you_ use from _your_ particular remote host, it is _not_ true for very many other

folks :-). Please let me know what kind of system you are using. I may
be able to point you to a Zmodem implementation that will allow you to
use whatever Atari package you want (and still work perfectly).

> Also XYZ is very very slow and OLD, use GSZRZ228 instead, you will find
> this is the fastest Zmodem there is for the Atari.....

I concur, though I think the CoNnect internal Zmodem is so close to the speeds
that Gem SZRZ 2.28 can achieve that they are indistinguishable. Later
versions of Gem SZRZ may be faster, from what I hear.

The above is based on my own personal experience, and is therefore IMHO.
Direct flames elsewhere.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

491. Midi Program for live playing

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 21:37:10 UTC
From: bpage@infi.net
Message-ID: <bpage.15.00159F42@infi.net>
Source record: 183895

Does anyone know of a program (preferably shareware) that I could use on my ST to co-ordinate my midi rack in a live music situation? I have a couple of guitars that are out-fitted with hex pickups and feed into an IVL 7000 midi guitar set-up. I use this to control a couple of sound modules and would like to use my ST to send various changes to the modules as well as a couple of effects modules. The IVL has a pedal board that allows me to send patch changes on pre-selected midi channels--it would be great if I could find a program that allows me to "trigger" set-ups via patch changes.

I do have DR T's Omega package and can use that to change anything that I want from open mode (via computer keys), but that is of course restrictive during a song. I know that Song mode is also suppose to allow you to trigger a song via a program change message, but I'm at a loss at how to configure this to start a song; ANY song at ANY time via program changes.

If anyone knows how to do this with DR. T and song mode, or knows of another program that would do better, I would really appreciate the information.

Thanks,

--> Bob Page
<bpage@infi.net>
"All that is gold does not glitter; not all those that wander are lost."
--J.R.R. Tolkien--

492. Re: SIMILAR REPOST: Jag Letter Writing Campaign (read me)

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 21:40:06 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <Z05SxR+.ari2550@delphi.com>
Source record: 183885

Len Stys <aa399@cleveland.Freenet.Edu> writes:

>I don't want to sound rude, but maybe another problem that MajicSoft has is
>marketing--just like Atari Corp. I don't know the company at all.

Len, you're not being rude at all....the President of MajicSoft was also reponsible for marketing - hence this is why you never heard of the firm. He couldn't market his way out of a box!

Before I came aboard they released a game called ButtonZ Awari - it was a piece of shit. Since then, they've released a game authoring system called the MAGE (formerly the GP Graphics Engine) and several games. Most are merely enhanced versions of the games I mentioned earlier{

Ari

493. Re: SIMILAR REPOST: Jag Letter Writing Campaign (read me)

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 21:49:55 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <ZUyRJb7.ari2550@delphi.com>
Source record: 183887

Fine Len, you've made a fair point or two and its your stamps so goahead and write away!

BTW, as for your earlier suggestions regarding MajicSoft - please give me the benefit of the doubt here. I tried much of what you said out of desperation since the company management didn't want to listen to msuggestions.

It's a shame really, I lost out on substantial royalties which would have gone a long way to paying my education and the Atari users lost out on several good products. Now, the company isn't dead yet - but its on a respirator and sinking fast.

Originally, they had planned to get into Jag development but they started to have financial troubles...

BTW, Atari doesn't lie about sales figures - instead they don't post them so vendors have no idea how big or small their market is! That might spare Atari pride but makes product development very risky for potential developers.

Regards,

Ari

494. Re: a.a.u.e

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 21:59:37 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2vn6k9$r9r@mailer.fsu.edu>
Source record: 183891

hopper_t@msupa.pa.msu.edu wrote:

> Could someone please tell me what the email address is for a.a.u.e? I want
> to have a current index sent to me, but I seem to have lost the address.
> Posts here on c.s.a.s or email directly to me are welcome.

I presume you mean the mail address for the BART file server. It is
atari@atari.archive.umich.edu. Include the word "help" in the body of
a message for more instructions.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

495. Help (STE owners)

Newsgroup: comp.sys.atari.st
Date: 1994-07-09 22:52:38 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2vn9nm$r9r@mailer.fsu.edu>
Source record: 183893
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

First, my request. I would to get several folks who own STEs of all different types to verify something for me. Basically, in color graphic demo Brain Damage, there is a disk load portion that plays a heartbeat sample over and over. On my MegaSTE, that sound crackles like hell. I believe this (and other crackling when using the DMA sound on my early model MegaSTE) is indicative of the GST Shifter bug that has been discussed on this group. I would like to verify this, as I need a positive test for this problem (see below for details).

So, to make it easy, I have put the Brain Damage demo on my own ftp server, along with everything needed to use it. This demo will only work with STEs in color (it is an awesome demo BTW, a must-have). If you would like to help me, simply run the Brain Damage demo, note if you hear lots of crackling during the heartbeat sample (it occurs for about 30 seconds, after the initial intro screen, before the demo proper), and send me an email mentioning what kind of system you have and if you heard crackles. I would be interested in the amount of memory you have as well. My email address is boyd@math.fsu.edu.

If you don't already have Brain Damage <grin>, ftp to ftp.math.fsu.edu (192.12.122.28) and look in /pub/atari. I have made it into four parts for easy tranfer by 720k floppies. Also included are lha310.tos (lharc 3.10) and msa_2.3+.prg, which can be used to uncompress the files and put them onto floppies. All of this stuff is on atari.archive.umich.edu as well, but it is always swamped with Atari folks :-). If you do not have access to ftp but would like to help, send me some email and I'll figure out a way to get the files to you.

Ok, now the long winded reason for this. Basically, after having just gotten the new version of Octalyzer (an excellent mod file player for the STE/Falcon), I can no longer stand the crackling. The previous mod player I was using did not make the crackling stand out too bad, but Octalyzer sounds so much clearer that the crackles really stand out (and they drive me nuts!). Again, the crackling is caused by the use of an older GST Shifter chip in early MegaSTEs. The fix is to install a newer revision GST Shifter chip.

I can buy GST Shifters from Best Electronics, but they don't know how to tell what revision they are (I need a rev. D or later). So, I called Atari. Based on what others had said on the net, I was not expecting them to be very much help. However, I was very pleasently surprised to find that they are willing not only to service my machine, but to do it for free (given that I am correct about it being an early model bug) even though the machine is long past warantee. They estimated that it would only take a week or

two!

So, I am getting ready to send my MegaSTE off for some work! However, I want to include something that positively shows that the problem exists (and that it went away, after they work on it). I'm not sure about what shape their service department is in, so I want to make it as easy as possible for them. Thus, my reason for the request above finally becomes clear!

Thanks a million billion zillion in advance for any assistance. In particular, if you are a MegaSTE owner, I would also be interested in the markings on your GST Shifter chip (especially if it doesn't crackle). If you don't mind lifting the small cover on the top of the machine, the GST shifter is the large square socketed chip right next to the upper left hand corner of the SIMM sockets. A small bit of the chip is underneath the grey metal shielding in the middle of the machine (not a part that has any markings on it). The writing will be upside-down. All of this is when viewed from the front of the machine, and only the small top cover need be moved to see it. Please do this only if you are totally comfortable with lifting that small cover. Just the information on crackling would help!

If, by some quirk of fate, anyone has information about how to identify the revision of the chip from the markings (Atari refused to tell me, but that is consistant with their policy), or if anyone has a dead 1040STE from which I can purchase the GST Shifter (my understanding is that only MegaSTEs received bad ones, and any 1040STE shifter will fix my problem), or if you have some other source for a GST Shifter chip, please let me know! I am still a tiny bit leery of sending my machine off to Atari, so I would rather fix it myself.

--
****
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****

496. Some Stuff for sale!

Newsgroup: comp.sys.atari.st
Date: 1994-07-10 00:42:40 UTC
From: Colin.Campbell@mettav.exnet.com
Message-ID: <773832820.0@mettav.exnet>
Source record: 183960

Okay, offers to me on 081 292 2571 or in e-mail for the following stuff...
(highest reasonable offer gets the goods):

ST Hardware, Magazines & Stuff:

ST Applications (issues 1-43)
Migraph Hand Scanner with Touchup s/w
AT Speed C16 286 pc emulator including STE adaptor
External Disk Drive with built-in Blitz and Virus Protection.

"Introducing Atari ST machine code" by Pearson & Hodgson
STOS Interpreter Manual.

ST Games:

Paladin American Ice Hockey
Speedball I.P. 3D Soccer
RVF Honda Corporation
Grimblood The Killing Cloud
Cyberball Sim City
Hunter Killer Personal Nightmare
Shadowgate Imperium
Blood Money Powermonger
Barbarian (Psygnosis) Chaos Strikes Back
Captain Blood Midwinter
Formula One Grand Prix F15 Strike Eagle

Consoles:

Sega Megadrive + 8 games + scart lead + extra joypad

Videos:

Alien, Aliens (Special Edition), Alien3 (widescreen version)

Col.

497. Reading ST floppies from DOS

Newsgroup: comp.sys.atari.st
Date: 1994-07-10 01:43:45 UTC
From: sly@csupomona.edu
Message-ID: <1994Jul9.174345.1@clstac>
Source record: 183894

Does anyone know of a DOS utility to read/write/format ST floppies? My ST has a single-sided drive.

I've been able to partially read ST floppies on my PC. Is DOS's FAT compatible with the ST? Can DOS's format utility format a disk for the ST if I know the correct track/sector info?

Any tips would be appreciated.

--
Sly
email: sly@vmsa.is.csupomona.edu

498. Re: hsmoda04.lzh, midi_com.lzh, flop_fix.lzh

Newsgroup: comp.sys.atari.st
Date: 1994-07-10 01:56:25 UTC
From: sammcgee@crl.com
Message-ID: <2vnkg9$adl@crl5.crl.com>
Source record: 183896

Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
: I just put these files (send to me by Harun, author of hsmoda0x, flop_fix,
: and RSVE) up on atari.archive.umich.edu. Hsmoda04.lzh is the same as was
: already there, with the exception of a file called falcon.txt (which Harun
: asked me to add). Here it is for all you Falcon users out there:

: --begin falcon.txt--

: On falcons it is only usable if your program is able to use other interfaces
: as MODEM1 / AUX, because the serial interface is MODEM2 (Bconmap 7).
: Connect is able to use these.

: In some weeks a new version will be released, which provides access to
: the Falcon serial interface thru AUX/MODEM1 too. This future release is actually
: in the beta test.

Can Storm currently be used with hsmoda04 on a Falcon? I have not been
able to get them to work together.

Sam

sammcgee@crl.com
or
s.mcgee2@genie.geis.com

499. Re: AtariInternet

Newsgroup: comp.sys.atari.st
Date: 1994-07-10 03:05:43 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <2vnoi7$1uu@charm.magnus.acs.ohio-state.edu>
Source record: 183897

In article <CsLLG8.EHF@news.Hawaii.Edu>,
John Perez <jperez@uhunix.uhcc.Hawaii.Edu> wrote:
>So what's the story? Are there any internet tools/shells/programs for
>the Atari computers? I heard that there was one called UPOINT. Am I
>going to have to write one? I was thinking that a Stalker 3 script might
>be the best way to go.
>
>

Well, 2 programs come to mind Ka9qnos or something like that but
it is a non GEM.

The other program is GEM, it's called Hermes and is 60 DM of shareware.
Takes up 3.7 mb on a hard drive.

Both are on the Atari archive.

But, if you write a program using Stalker script I would be willing
to Beta Test it. Please, make sure you make it able to use dynamic
addressing. My, university uses this type of ip addressing.

I use STalker and ask a friend of mine if he would try but he didn't
think he could do it.

Raymond Collins	Atari TT030 4/4 MB ST/TT RAM 245 HD
rcollins@magnus.acs.ohio-state.edu	Travel By ZyXEL 19,200 bps
or rcollins@freenet.columbus.oh.us	Die Hard Atari Fan since 1984

500. Re: Reading ST floppies from DOS

Newsgroup: comp.sys.atari.st
Date: 1994-07-10 04:03:28 UTC
From: ejacobso@cln.etc.bc.ca
Message-ID: <1994Jul10.040328.21140@news.etc.bc.ca>
Source record: 183898

If you format a disk in DOS it will read on your Atari, but not the other way around. There is a program for the ST that will format DOS disks, I think it's on Atari Archive, I'm not sure.
Loren Kirkby

501. Re: Reading ST floppies from DOS

Newsgroup: comp.sys.atari.st
Date: 1994-07-10 04:17:48 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2vnspc$onk@mailer.fsu.edu>
Source record: 183899

Elaine Jacobson (ejacobso@cln.etc.bc.ca) wrote:
>
> If you format a disk in DOS it will read on your Atari, but
> not the other way around. There is a program for the ST that
> will format DOS disks, I think it's on Atari Archive, I'm not
> sure.
> Loren Kirkby

TOS 1.0 and 1.2 will not put the correct bootsector for DOS when formatting a disk from the desktop. All other TOS versions will. There are lots of other formatters that will do the job properly. My personal favorite is ps2form.tos, available on atari.archive.umich.edu. You can also use DC Format to write only the bootsector (so you can make existing disks DOS compatible, as only the bootsector is incorrect). Note that DOS boxes don't like any of the common ST extended formats, so regular 80 track 9 sec/track non-twisted formats should be used. You can find out what version of TOS you have by using the program sysinfo, also on atari.archive.

As you point out, formatting the disks on a DOS machine will solve the problem as well. Be sure to format the disk DSDD (720k format).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

502. Why doesn't Flop_fix work for me?

Newsgroup: comp.sys.atari.st
Date: 1994-07-10 06:23:21 UTC
From: chanck@tartarus.uwa.edu.au
Message-ID: <2vo44p$4mt@styx.uwa.edu.au>
Source record: 183900

Hello all,

I am having some problems getting Flop_Fix to work on my system. I have installed the program into my auto folder (making sure that it is the first program in the folder) and when I boot my computer up it tells me that it has installed the floppy fix. But when I try to open any of the floppy icons it just reads the floppy and then nothing happens... No window, nothing appears. When I double click on the floppy icon again, nothing happens at all. No disk whirl or anything. Am I doing something wrong? I have booted up with a totally clean system (no auto programs or acc) and still this problem persists. Help!!!

My system is a Mega 4 STE, TOS 2.06, Mono, ICD Pro driver with a 240Mb Quantum (LP240S).

Any help would be much appreciated.

regards
Gary Chan
chanck@tartarus.uwa.edu.au

PS: What bug does Flop_fix fix up? Do I need it? Says something about needing it for TOS 2.06 which is what I have.

503. CatNap

Newsgroup: comp.sys.atari.st
Date: 1994-07-10 06:57:04 UTC
From: jperez@uhunix.uhcc.Hawaii.Edu
Message-ID: <Csppz5.AwF@news.Hawaii.Edu>
Source record: 183956

Hey, I'm looking for the full version of an AVS animation called CATNAP.
I have seen that there are a few edited versions floating around (for 1
meg systems etc.) Does anyone have the full version or know where it
resides?

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio -- Lynx - Jaguar - 400 - 800

504. Re: CD-ROM Music player

Newsgroup: comp.sys.atari.st
Date: 1994-07-10 07:50:13 UTC
From: steve-j@teleport.com
Message-ID: <2vo97l$5tl@kelly.teleport.com>
Source record: 183954

In article <b91_9407070357@dswhq.omahug.org>,
Stu Huffman <Stu.Huffman@231-370.dswhq.omahug.org> wrote:

>I am really puzzling about CD-ROM drives: (1) Kent Kordes (Systems for
>Tomorrow at Independence MO) offers a $99 drive that uses a SCSI connector
>[it's an NEC CDR25 150kbyte/sec with 800msec seektime] ... and I am curious
>to hook up a CD-ROM drive to the old Mega4 STe ... but then there's today's
>Wall Street Journal with a headline about disappointed CD-ROM drive buyers who
>are even more disappointed with the extremely low quality of the CD-ROMs
>available to buy (ugh!) ...
>
>What genuine opinion from some USERS ????????

It depends on what you're using it for. A lot of CD-ROM games DO
suck eggs, as do some of the 'multimedia' and 'edutainment' titles,
but if you're going to use it for CD-ROMs with clip art/fonts/pics
or somesuch, or as a 'instant BBS' downloading drive for the CD-ROMs
filled with PD/shareware software, then they can be very useful.

The NEC CDR25 is a single-session and SLOW (800ms access???) drive,
but it could easily be used for the latter examples above (except
for viewing multi-session PhotoCDs, that is!).

I'm not surprised the WSJ reported that about CD-ROMs. Especially
when it comes to GAME CD-ROMs, there are very few that are really
any good -- the current CD format just isn't efficient enough for
what some games need (which is why Atari, Sega, and Nintendo have
opted for their new generation systems to be cartridge AND CD-ROM
based (CD-ROM optional for the Jaguar and Ultra-64). Generally
speaking, you really need hard drive speed performance (>500K/sec
transfer rate and <30-40ms access time) for games.

Full motion video (FMV) on CD is pretty sorry too. For the most
part, it's still sub-VHS quality (and MORE EXPENSIVE than VHS!),
plus IBM clone users need a converter if they're going to watch
it on their TV (how many people want to watch movies on their
computer monitor???).

I'll probably buy the Jaguar CD-ROM drive when it comes out just
to check it out, but unless some good titles come out for it, I
may get rid of it fairly soon afterward. I'm optimistic, though,
because so far, most quotes from Jaguar developers seem to be
griping about how most CD-ROM game titles suck because the
developers didn't know how to use it, so hopefully we have some of
the more capable people able to work around CD-ROM's limitations.

```
--
| Steve Johnson | "People will always be tempted to wipe |
| Email: steve-j@genie.geis.com | their feet on anything with 'Welcome' |
| or steve-j@teleport.com | written on it." -- Andy Partridge |
```

505. Mega ST internal DMA Port

Newsgroup: comp.sys.atari.st
Date: 1994-07-10 08:39:40 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.9eL1CUu5K8Y@albemuth.equinox.gen.nz>
Source record: 183955
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi there,

Does anyone have a list of the pin-outs for the Mega ST internal DMA port, or could you direct me to any docs covering the same on an FTP site.

Thanks,
John
--
|John Collis: Email in order of preference
| john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|or: John Collis at 3:770/105.7 @ fidonet.org
|Phone: +64-3-379-8921

506. Re: SCSI Interface - The Translator

Newsgroup: comp.sys.atari.st
Date: 1994-07-10 14:14:49 UTC
From: icdinc@delphi.com
Message-ID: <xO+wJl5.icdinc@delphi.com>
Source record: 183958

The Link 2 has been shipping for about 1 or 2 months now. We have shipped a good supply of them with no problems. Parity and th
power light work great.

- TOM -

507. Re: Correct Info on ICD Files

Newsgroup: comp.sys.atari.st
Date: 1994-07-10 14:31:02 UTC
From: icdinc@delphi.com
Message-ID: <5M-x5J2.icdinc@delphi.com>
Source record: 183957

Well here I am Roger. Hutch dragged me kicking and screaming over from GEnie
and I finally have found reasonable Inet access.

For the record, ICD has been around for over 10 years and that is longer than
the Tramiel Atari and many Atari users.
We have had our ups and downs but have kept going for better or worse.
Our company has been shrinking and with a much smaller staff we can't possibly
provide the kind of support that we would like to or that some took for granted.
I will make an effort to monitor Inet topics through Delphi as much as I can
afford.
I also do answer most EMAIL on GEnie (ICDINC) and CompuServe (76004,1600).

Presently we ship most of our product through Pacific Software and Toad which
are
great distributors.

Our booter is up to version 6.5.5.

Later,

- TOM -

508. Re: Midi Program for live playing

Newsgroup: comp.sys.atari.st
Date: 1994-07-10 14:46:29 UTC
From: bpage@infi.net
Message-ID: <bpage.16.000EC6D0@infi.net>
Source record: 183963

In article <bpage.15.00159F42@infi.net> bpage@infi.net (Bob Page) writes:
>From: bpage@infi.net (Bob Page)
>Subject: Midi Program for live playing
>Date: Sat, 9 Jul 1994 21:37:10

>Does anyone know of a program (preferably shareware) that I could use on my ST
>to co-ordinate my midi rack in a live music situation? I have a couple of
>guitars that are out-fitted with hex pickups and feed into an IVL 7000 midi
>guitar set-up. I use this to control a couple of sound modules and would like
>to use my ST to send various changes to the modules as well as a couple of
>effects modules. The IVL has a pedal board that allows me to send patch
>changes on pre-selected midi channels--it would be great if I could find a
>program that allows me to "trigger" set-ups via patch changes.

>I do have DR T's Omega package and can use that to change anything that I want
>from open mode (via computer keys), but that is of course restrictive during a
>song. I know that Song mode is also suppose to allow you to trigger a song
>via a program change message, but I'm at a loss at how to configure this to
>start a song; ANY song at ANY time via program changes.

>If anyone knows how to do this with DR. T and song mode, or knows of another
>program that would do better, I would really appreciate the information.

>Thanks,

Did a little playing around with Song mode in DR. T and discovered how to do
what I want--at least "most" of what I want.

However, I would appreciate any other advice.

--> Bob Page
<bpage@infi.net>
"All that is gold does not glitter; not all those that wander are lost."
--J.R.R. Tolkien--

509. 14,400 Supra fax modem $150 (NOT THE LC)

Newsgroup: comp.sys.atari.st
Date: 1994-07-10 16:44:02 UTC
From: normr54270@aol.com
Message-ID: <2vp8gi$c1t@search01.news.aol.com>
Source record: 183959

I am selling my Supra fax modem v.32bis for $150 including shipping,

Call Norm @ (305)748-2150 if interested

510. For Sale: ST Software

Newsgroup: comp.sys.atari.st
Date: 1994-07-10 17:14:28 UTC
From: ddlee@crl.com
Message-ID: <2vpa9k$24s@crl.crl.com>
Source record: 183961

```
Electra Spell - $10
Qkuantum Paint - $10

Captain Blood - Space adventure game - $10
Chrono Quest - from Psygnosis, a King's Quest type game - $10

All with original disk, manual, and box. E-mail if interested.

-Dave Lee-
ddlee@crl.com
```

511. Re: 3D stereogram things

Newsgroup: comp.sys.atari.st
Date: 1994-07-10 18:42:28 UTC
From: Jeff.Kovach@f318.n114.z1.fidonet.org
Message-ID: <2b3_9407101525@nighthawk.fidonet.org>
Source record: 183976

On 02 Jul 94 01:54:02 millert@grad.csee.usf.edu wrote...

MM> The only problem with it is that I ALWAYS see stereograms backward.
MM> He can see them both ways, and most people see them correctly, but
MM> me.... everything that's supposed to stick out sticks WAY in, and
MM> vice versa. He and I sat down and stared for quite some time and he
MM> tried to help me to figure out how to see it right, but I just
MM> couldn't. As a result, I'm blind to all these stereograms that I'm
MM> so facinated by. And I'm not just talking about STIS stereograms...
MM> i see them all backward.

To which Jeff Kovach replies...

Do you know if you are right-eyed or left-eyed? Most people are right-eyed,
and I would imagine that this type of stereo image could be affected by which
eye your brain favors.

To determine whether you are right or left-eyed, look at an object in the
distance. Then, extend your arms in front of you and form a triangle with
your hands, using your thumbs as the base. Position the triangle so that
an object in the distance is in the center of it. Then, close one eye.
Open it and close the other eye. You will find that they object will remain
in the triangle for one eye - this is your favored eye.

I will be surprised if you are not left-eyed.

512. Re: Reading ST floppies from DOS

Newsgroup: comp.sys.atari.st
Date: 1994-07-10 18:43:56 UTC
From: jaycee@midmarsh.demon.co.uk
Message-ID: <773865836snz@midmarsh.demon.co.uk>
Source record: 183965

In article <1994Jul10.040328.21140@news.etc.bc.ca>
ejacobso@cln.etc.bc.ca "Elaine Jacobson" writes:

>
> If you format a disk in DOS it will read on your Atari, but
> not the other way around. There is a program for the ST that
> will format DOS disks, I think it's on Atari Archive, I'm not
> sure.

I use FCopy Pro (the commercial update to FCopy III) and my PC
reads from / writes to them quite happily. It has a DOS format
option.

--
+---+
| beST wishes >> JayCee << jaycee@midmarsh.demon.co.uk |
+---+

513. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-10 18:50:29 UTC
From: ab164@yfn.ysu.edu
Message-ID: <2vpftl$9ae@news.ysu.edu>
Source record: 183962

I've been reading this thread for a while, and think that
most of you have been overlooking an excellent program! TeddyTerm2
by Mark Matts. It's got vt-100 and lets you use your own choice of
editors. I'm using Ed-Hak and Everest, both! Ed-Hak for the upload
feature mainly. It's Shareware and it's on a.a.u.e, give it a look.
Tom Lamparty (ab164@yfn.ysu.edu)
--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

514. Re: Addressing 2-byte addresses using GFA-Basic

Newsgroup: comp.sys.atari.st
Date: 1994-07-10 18:53:52 UTC
From: jaycee@midmarsh.demon.co.uk
Message-ID: <773866432snz@midmarsh.demon.co.uk>
Source record: 183964

In article <au67oc1w165w@charon.engga.uwo.ca>
jchappel@charon.engga.uwo.ca "Jerry L. Chappell" writes:

> Okay, maybe I've been using an incorrect method for accessing address
> locations in GFA Basic. What should I use to determine the value stored
> in $FF9210 ??? Then the fact that I only need bits 0-7 tells me that I
> actually only need one of these two bytes after all, isn't that right?
>
> Thanks for any help. I find myself getting an invalid address error (3
> bombs) quite often. Help is much appreciated.

You've used PEEK(address) ?
If you're using LPEEK or DPEEK you must be quite sure that what you
are trying to read starts on an even address. 3 bombs indicates
that you may well be using L or DPEEK on an odd address.

--
+---+
| beST wishes >> JayCee << jaycee@midmarsh.demon.co.uk |
+---+

515. ATARI SYSTEM FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1994-07-10 21:44:21 UTC
From: alberto@terapin.com
Message-ID: <alberto.5o4r@terapin.com>
Source record: 183829

-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
ATARI COMPUTER FOR SALE
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

ATARI 1040 STE - 4 Megabytes of Ram, Tos 1.62, stereo outputs
DMA sound, enhanced joystick ports, 4096 pallete
etc.

ATARI SC1435 - 14' Color Stereo Monitor
Includes swivel stand and stereo cables comming from
the computer. Nice display.

Maxtor LXT 200S - 200 Megabyte 15ms Hard Drive, recently purchased
as an upgrade to a Segate 20 Megabyte Drive.
Installed in original case so there may be room
for another HD. There is an opening in front of
the case which was left after the upgrade so the
case isn't "original". Makes for good ventilation
though. Alot of room at high speed, VERY
very quiet.

ICD Host Adapter Plus w/clock + Software/utils is also installed in
this case. Have the original manual/disk as well as the latest
software upgrade on the hard drive.

Epson LQ-570 - 24 Pin printer, 11 built in fonts, 360x360 dpi
Can use both single sheets/envelopes, etc. or printer paper. Very
nice quality for text/graphics.

Supra 2400 Baud Modem - A modem, they're quite useful. :)

Already installed on the hard drive, all sorts of utilities and
shareware/pd programs. This system is in NEW condition, not used much
and still in boxes with all manuals. It was mainly used for simple
word processing for school using Word Up(included). This is the
perfect system to learn on, with plenty of memory and room to get into
advanced things such as programming(C Compiler on the HD), etc.

Need money bad, so I have to let this all go. Sorry I will __*NOT*__
sell this system in parts whatsoever -- DON'T ASK. If you have any
questions or are interested, please let me know.

Since the prices have gone down SOOO much, I'm asking that you make a
reasonable offer instead of setting a price. Keep in mind the
condition of the system(New) and the amount of use(not much at all).
I'm thinking around $850 although I paid ALOT more for it but make an
offer.

Mail only please.

Thanks,

alberto@terapin.com

516. Re: FTP access from the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-07-10 21:52:33 UTC
From: mabdul@viking.dvc.edu
Message-ID: <2vpqj1$g2@viking.dvc.edu>
Source record: 183966

I am going to get the modem.. soon.

I understant that I cannot do the real thing but I do want to get at my files at those times when school is closed or "too far away."

ignore (this damn PC terminal has no backspace!!) IGRNOEmthere are,
Mann.. the uEMACS TT is waaayy better!
--
Abdulkareem @ home

517. Re: ** RSI kills my ST use **

Newsgroup: comp.sys.atari.st
Date: 1994-07-10 22:08:30 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.D0XCp&QQuXM@harvee.billerica.ma.us>
Source record: 183973

In <H.eg.UNOLfjy8uvs@semprini.waterloo-rdp.on.ca>, Chris Herborth writes:
>IMHO speach recognition will be totally pointless in an office... I can
>just imagine the person sitting behind you saying "open
>some_document.doc" and having your computer do the same... "select
>all", "delete". Whoops!

that is the nice thing about Dragon Dictate, it builds models of your voice
and ignores (well, mostly ignores:-) everything else. the real problem
of using VR in a (open) office is not the joker behind you but the fact that
everyone hears what you are doing and are driven bug-fu*k by the pacing
of your speach. as a result, everyone else wears hearing protecters or
they give you an enclosed office....

however, I am still trying to figure out how I can drive hermes from my PC.

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: esj@temerity.polaroid.com 617.386.4687
source of the public's fear of the unknown since 1956

518. Re: Latest ICD 6.4.3 software/Upgrading to 6.5.5

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 00:20:02 UTC
From: icdinc@delphi.com
Message-ID: <BQ0RyQK.icdinc@delphi.com>
Source record: 183967

There are actually 3 versions of our software and they are all maintained with the same version numbers. They are AdSCSI, Link, Pro.
AdSCSI is the old standard that we allow to be downloaded on GEnie and CompuServe.
The Link version ships with the Link and The Link 2 and adds CDROM support and Floptical support.
anup and SCSI.PRG which is a
utility to read/write/edit, etc. SCSI and IDE commands.
The Pro version is also totally unprotected so that is what you will find on pirate boards. :-(
It supports all Atari 16 and 32 bit computers and their hard drives except for the ST Book IDE drive.
Pro sells for $49.95. Updates for any of our software except TAPE.PRG are available by sending the master disk(s) and $15 to the address on your ICD manual or diskette. We haven't moved in 10 years.

I hope that answers your questions.

- TOM -

519. Re: IDE pin out urgently required!

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 00:22:30 UTC
From: icdinc@delphi.com
Message-ID: <JS1QSaO.icdinc@delphi.com>
Source record: 183971

They make an adapter for PCs that mount 2.5" drives in a 3.5" frame with cable adapter
for around $15. If you want one,send me EMAIL or call your PC hack shop.

- TOM -

520. Re: Jaguar with Atari SC 1435 Monitor????

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 00:26:11 UTC
From: icdinc@delphi.com
Message-ID: <JS9RaID.icdinc@delphi.com>
Source record: 183968

I have a custom cable for Jaguar to SC1435 with stereo audio that I don't need anymore.
You can have it for $25. Send me Email if interested.
Our CatBox will also work but costs more and is not quite available yet.

- TOM -

521. Re: ICD Pro UTILS....

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 00:47:42 UTC
From: icdinc@delphi.com
Message-ID: <J2wwaMG.icdinc@delphi.com>
Source record: 183972

Thanks Roger,
Maybe we should hire you for press relations.;-)
Do you work long tireless hours for low wages?

Presently we are up to 6.5.5 of the booter. Old versions of CLeanup ST and
Tape software must be updated to work with the new b
booter.

- TOM -

522. Re: ICD's CleanUp

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 00:51:43 UTC
From: icdinc@delphi.com
Message-ID: <JUwRSEP.icdinc@delphi.com>
Source record: 183969

Presently we are still at 6.5.5 of the booter. There is always "potentially" a new version around the corner but the last was VERY major.
Updates are available by sending $15 and your master disks to the address on your manual or disks. We haven't moved for 10 years.

$15 should be in US funds drawn on a US bank.

- TOM -

523. Re: Atari Falcon SCSI connections

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 00:57:07 UTC
From: icdinc@delphi.com
Message-ID: <B25QqKD.icdinc@delphi.com>
Source record: 183970

SCSI 1 and some SCSI 2 use passive termination (resistor networks). Active termination which uses transistors is new and used
in both SCSI 2 and new SCSI 1 designs if they spend the extra $$ for it.

Get our ICD SCSI Pro software. I have heard that you need it for a Syqeust on the Falcon.

- TOM -

524. Re: Mega ST internal DMA Port

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 01:25:40 UTC
From: daveh@netcom.com
Message-ID: <davehCsr5As.H8A@netcom.com>
Source record: 183974
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.eg.9eL1CUu5K8Y@albemuth.equinox.gen.nz> you wrote:
: Hi there,

: Does anyone have a list of the pin-outs for the Mega ST internal DMA
: port, or could you direct me to any docs covering the same on an FTP
: site.

This will probably do you, on the left are the pinouts of the DB19 connector (standard DMA) and the left the 24pin internal conector. Just look in the manual for the actual function.

DB19 IC24(Internal)
1 - 2
2 - 4
3 - 6
4 - 8
5 - 10
6 - 12
7 - 14
8 - 16
9 - 18
10 - 24
11 - 1, 7, 9, 17, 20, 21
12 - 3
13 - 5
14 - 11
15 - 13
16 - 19
17 - 15
18 - 22
19 - 23

I hope this helps.

Dave Halliday
(daveh@silvaco.com)

525. Re: ICD Pro UTILS....

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 01:46:33 UTC
From: sammcgee@crl.com
Message-ID: <2vq89p$am6@crl5.crl.com>
Source record: 183975

So, if I want to switch over from AHDI to ICD 6.5.5 for my Falcon, do
I have to reformat my hard drive? If so, how is this usually done without
loosing all my data?

Sam

sammcgee@crl.com
or
s.mcgee2@genie.geis.com

526. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 02:51:11 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2vqc2v$r4e@mother.usf.edu>
Source record: 183984

Evan K. Langlois (ekl@sdf.lonestar.org) wrote:
: >:] all.
: >Nothing can scroll as fast as version 1.91 either.
: >

: That is incorrect. ANSITERM doesn't run on /dev/fasttext or a vconsole.
: Anything that does will use hardware scrolling (needs an STe, or at least
: a machine with something less than a 256 byte video boundary!) and I've
: clocked text output to the screen at well over 7000cps just using fwrite
: on a line by line basis. If you write more than a line at once, then it
: only gets FASTER. And scrolling is instantaneous. Text output is slowed
: by the 16Mhz processor drawing 16 bytes/char - not by screen scroll!

I know how ANSITerm works. I wrote it. It uses a hardware scrolling method
that works on regular ST's. But this feature was added to version 1.91 which
you have to register to get. The older versions scroll no faster than
anything else that just copied memory to scroll.

: >: For ease-of-use, speed, and net-compatibility, don't look any further
: >: than Uniterm or Flash (Not Flash-2 which is very slow, and quite buggy!).

: The only program I found to have flawless vt100 was Connect. In fact,
: the only differences between Connect and my [d][i][g][i][t][a][l] VT-240
: terminal (provides vt52, vt100, vt220, and tektronics 4014) was that
: Connect was faster, provided vt102/ANSI, was more configurable, and used
: extensions on the vt52 for color (like ATARI does). However, I simply
: uploaded my own termcap file and set TERM and TERMCAP appropriately,
: so I get stv52 (virtual console extensions) to vt52 on the local Linux site.
: The sysvr3 site I'm on now won't recognize TERMCAP and the sysadmin won't
: append my termcap entries, so I use plain vt52. I have never needed vt100
: yet!

: >
: >: They will both need an external Z-Modem, but from flash at least, this
: >: can be set-up to happen with a single keypress!
: >
: >ANSITerm uses Alan Hamilton's XYZ program to so transfers, and it handles it
: >quite well.
: >

: And that program is horrible. It is too low level. A file transfer doesn't
: need super-visor mode, and I see no reason why it has to be so hardware
: dependant. The REAL sz and rz can run over a pipe if you want them too!

I'm sorry you dislike it so much. Why don't you write starfall@genie.geis.com
and tell the developer.

For me and the users of ANSITerm, XYZ works just fine. I couldn't find anything that met my needs better.

527. FLIs and Hypermedia

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 02:54:47 UTC
From: sccoe@ucscb.UCSC.EDU
Message-ID: <2vqc9n$69p@darkstar.UCSC.EDU>
Source record: 183979

I am wondering if anyone can recommend a hypermedia program that will run (or can be forced into running) on a FALCON. HYPE? HYPERLINK? What is good? What will work? Do any do Falcon graphics-modes with color and all (GIFS & FLIs maybe)?

My other question is about FLI animations: whats a good player for the Falcon and where can I find it?
TIA!

528. Mega STe/4 & software for sale

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 03:01:58 UTC
From: may-j@cis.ohio-state.edu
Message-ID: <2vqcn6INN3op@boa.cis.ohio-state.edu>
Source record: 183980

I'm posting this for a friend. Please make any responses to the
phone number given below. Thanks.
--Jeff

Atari Mega Ste 4

16 MHz CPU w/ 16K cache
4mb Ram
210mb Hard Drive
A/B printer switch w/cable
Toadswitch resolution switch
NEC apc h437 Multisync Monitor 14"
detachable keyboard
standard Atari mouse
black and red Beetle mouse

MultiTos
NVDI
SpeedoGDOS
Diamond Back II
X Boot 3
SPeedo Font Pack (50)
Codekeys
tbxCAD
Superbase Personal
Atariworks
Calligrapher 3
Calligrapher fonts
Defender of the Crown
10th Frame
Ad&d Heroes of the Lance
The Pawn
Chessmaster 2000
Phantasie 1
Phantasie 2
Phantasie 3

all manuals included
entire system with all software but no monitor.....$1275.00 shipping incl.
entire system with all software and monitor.....$1600.00 shipping incl.
monitor only.....$425.00 shipping incl.
(shipping continental U.S. only , others call)

David S.Smith
(614) 235-8809
serious inquiries call collect evenings EST

529. quartet program - where can I get .AVR samples?

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 03:21:41 UTC
From: cbrasted@physics.adelaide.edu.au
Message-ID: <2vqds5$be2@quandong.itd.adelaide.edu.au>
Source record: 183981

Subject says it all really. I just got hold of the Quartet program and I want to find an ftp site that has some more .AVR samples. Does anyone know if such a site exists?

Also, I would be down loading the files onto my unix account, saving them onto a pc disk, then loading them onto my 1040st. I know the st can read pc formatted disks, but I am not sure exactly under what conditions it can be done. Any wisdom would be appreciated.

email or post here, either is fine.

Thanks,
Charles.

530. Re: Wanted: Hard drive for 1040ST

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 03:47:19 UTC
From: icdinc@delphi.com
Message-ID: <Be9ya6H.icdinc@delphi.com>
Source record: 183977

That all depends on the computer that you have. If you have a Mega ST, I would suggest putting an internal drive in. We sell AdSCSI Micro ST host adapters with software for $39.95 (closeout).

Otherwise an external with a SCSI connector on the back and our Link 2 host adapter
works well. Toad computer is a good supplier and can give you good prices.

- tOM -

531. Re: Inshape

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 03:52:20 UTC
From: icdinc@delphi.com
Message-ID: <Bc9ziSM.icdinc@delphi.com>
Source record: 183978

We are using Inshape for our video game development. I am not myself but my business partners are. They really like it.

- TOM -

532. Re: Reading ST floppies from DOS

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 04:25:36 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <ZgxTSaI.ari2550@delphi.com>
Source record: 183982

BTW, if you want to read old ST formatted 720kb (DS) floppies on a PC you can use a program like NORTON's DISK DOCTOR. It will correct the disk to standard MS-DOS specs. I've done this myself for many ST disks that I formatted on my 520 or on my 1040STE using a fast formatter.

Again, as others have said here - try using one of the many formatting utils available in PD & Shareware to write PC-DOS compatible disks.

Ari

533. Re: FLIs and Hypermedia

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 05:46:25 UTC
From: sammcgee@crl.com
Message-ID: <2vqmbh$fip@crl5.crl.com>
Source record: 183986

Rowland Baker (sccoe@ucscb.UCSC.EDU) wrote:

: I am wondering if anyone can recommend a hypermedia program that will
: run (or can be forced into running) on a FALCON. HYPE? HYPERLINK?
: What is good? What will work? Do any do Falcon graphics-modes with
: color and all (GIFS & FLIs maybe)?

I don't know about any hypermedia programs, sorry.

: My other question is about FLI animations: whats a good player for
: the Falcon and where can I find it?
: TIA!

The ALOE FLI player works best in my opinion. It can play 90% or more of the FLI's I throw at it. It's from France and I found it on GEnie.

The other one I know of is MOVIE100. It plays animations in a window and works with MTOS and runs in several resolutions but it has problems. It only plays less than 10% of my FLI's. (2 CD's worth) It can be found at any major FTP site. Let me know if you can't find them.

Sam

sammcgee@crl.com
or
s.mcgee2@genie.geis.com

534. Re: Addressing 2-byte addresses using GFA-Basic

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 06:27:22 UTC
From: jchappel@charon.engga.uwo.ca
Message-ID: <Bs50oc1w165w@charon.engga.uwo.ca>
Source record: 183983

```
>
> You've used PEEK(address) ?
> If you're using LPEEK or DPEEK you must be quite sure that what you
> are trying to read starts on an even address. 3 bombs indicates
> that you may well be using L or DPEEK on an odd address.
>

Actually, I can't get peek to work at all. It seems that the address I'm
using, ($FF9210), is beyond the peek range, or something like that. The
only way that I _can_ get it to read the data is DPEEK(). I have actually
got one portion of my problem working since I posted the message, but I
cannot read the paddle positions from locations &HFF9211 and &HFF9213.
Any hints, anyone?
```

535. Re: 3D stereogram things

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 08:31:57 UTC
From: dbanarse@sees.bangor.ac.uk
Message-ID: <2vr01t$5ou@clss3.bangor.ac.uk>
Source record: 183987

```
--
--------------------------
dbanarse@sees.bangor.ac.uk
```

536. Re: Falcon poll

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 08:34:12 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2vr064$4f9@bognor.barclays.co.uk>
Source record: 183988

In article <2vm8ju$9mk@thot.u-strasbg.fr>, Charles Hirlimann <ch@valholl.u-strasbg.fr>
writes:
My newsreader can't reply, only followup so...
|> _Tos version 4.01
|> _RAM 4
|> _HD space 65 internal 340+48 external
|> _FPU 68882
|> _what type of display Taxan trinitron multisync
|> _What kind of peripherials V32bis modem, HP laserjet
|>

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

537. Re: 3D stereogram things

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 08:55:43 UTC
From: dbanarse@sees.bangor.ac.uk
Message-ID: <2vr1ef$5to@clss3.bangor.ac.uk>
Source record: 183989

Jeff Kovach (Jeff.Kovach@f318.n114.z1.fidonet.org) wrote:
: On 02 Jul 94 01:54:02 millert@grad.csee.usf.edu wrote...

: MM> The only problem with it is that I ALWAYS see stereograms backward.
: MM> He can see them both ways, and most people see them correctly, but
: MM> me.... everything that's supposed to stick out sticks WAY in, and
: MM> vice versa.

: To which Jeff Kovach replies...

: Do you know if you are right-eyed or left-eyed? Most people are right-eyed,
: and I would imagine that this type of stereo image could be affected by
: which eye your brain favors.

Being left- or right-eyed has no bearing on the 3D image seen. There are two methods for viewing these images, the convergent (cross-eyed) method and the divergent (parallel-eyed) method. Most 3D images have been prepared to be viewed using the divergent method, i.e. focussing the eyes beyond the page. Some have to be viewed using the convergent method. There are others which can be viewed by either method although these ones usually contain abstract shapes rather than an actual scene. Viewing an image using the wrong method results in the 3D image being inside-out (or a complete jumble).

I hope this helps,

Dylan
---
dbanarse@sees.bangor.ac.uk

538. Re: Falcon-Music-Workstation

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 09:26:13 UTC
From: djs@jet.uk
Message-ID: <1994Jul11.092613.16483@jet.uk>
Source record: 183990

In <2vj0qv$5dr@news.cs.tu-berlin.de> thommy@cs.tu-berlin.de (Thomas Bahls) writes:

>millert@grad.csee.usf.edu (Timothy Miller) writes:
> totally wrong :-)))
The above two lines seem to go hand-in-hand.
--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

539. Re: Falcon-Music-Workstation

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 09:28:21 UTC
From: djs@jet.uk
Message-ID: <1994Jul11.092821.16574@jet.uk>
Source record: 183991

In <2vj20o$22i@bognor.barclays.co.uk> Iain.Laskey@barclays.co.uk writes:

>In article <2vhtaa$48h@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller)
writes:
>|> ...expensive, they don't sell, and THEY STOPPED PRODUCING THEM.
>Really? First I've heard....
Perhaps Tim would tell us his source for this information? He declined to
do so for some other misinformation. (He said that Atari would never
license anything for 3rd party developers, then claims he knows about
the Medusa, which licenses...).

--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
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be construed as an official comment from the JET project.

540. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 09:30:46 UTC
From: djs@jet.uk
Message-ID: <1994Jul11.093046.16680@jet.uk>
Source record: 183992

In <2vhp6d$icv@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz (Steve Wells) writes:
>Uniterm run's in (AFAIK) any screen mode 640*200 or better. (ST-Medium,
>and ST-High. I remember someone saying that it worked on a falcon or TT
>resolution... anyone care to confirm this?)
You are correct that it runs in ST-med as well as ST-high. It does *not*
run in VGA on my Falcon, even in two colour mode.

--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

541. Starball too easy.

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 10:13:58 UTC
From: andrew@minster.york.ac.uk
Message-ID: <773921638.11535@minster.york.ac.uk>
Source record: 183996

Well, the subject says it all.

I played this game for about 15 minutes before loosing my first ball!

The response from the flippers doesn't feel right either. I hit the keys harder but the ball doesn't move any faster :-). Really, I've played Pinball Fantasies and the response feels much more natural.

Otherwise, the graphics and audio are very good, I just think the gameplay needs tweeking a bit more.

--

Andrew Hague -- Researching Motivation in Human-Computer Interaction
Department of Computer Science. University of York, YORK. YO1 5DD
Tel: (+44/0)904 432762 E-MAIL: andrew@minster.york.ac.uk

542. Re: More Atari Newsgroups !?

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 10:19:20 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <Csru08.6K4@hpbbrd.bbn.hp.com>
Source record: 183766
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Given the relatively low (and dwindling) amount of traffic in the
current Atari newsgroups, in general I don't think it's worth the
effort to create new groups.

> 1) comp.sys.atari.st /* already there ! */

> 2) comp.sys.atari.st.tech /* already there ! */
> 4) comp.sys.atari.st.hardware /* Hardware related topics */
> 6) comp.sys.atari.st.programming /* Programming the Atari's */

These three groups will very likely overlap a lot. c.s.a.s.tech
already serves the purpose of a more hardware/systems-programming-
oriented group.

> 3) comp.sys.atari.st.advovacy /* already there ! */
> 5) comp.sys.atari.st.software /* Software related topics */

This is what c.s.a.s is for.

> 7) comp.sys.atari.st.mtask /* All about MiNT/MTOS/Mag!X/Geneva */

Most of these questions and discussions are also a perfect fit for
either c.s.a.s or c.s.a.s.tech.

> 8) comp.sys.atari.st.games /* Games and Fun */

You might get me with this one. Personally, I'm not interested in
discussions about games at all, so I wouldn't mind if there
was a separate group for it. On the other hand, I have not
seen many postings about games recently, so I don't bother
about them.

No, after thinking about it again, I don't think we need more
groups.

--
--clausb@hpbeo79.bbn.hp.com-----------------------------------------------
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>-----------------------------------------------
```

543. Re: Addressing 2-byte addresses using GFA-Basic

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 10:23:04 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <Csru6G.6o7@hpbbrd.bbn.hp.com>
Source record: 183767

Jerry L. Chappell (jchappel@charon.engga.uwo.ca) wrote:
> Okay, maybe I've been using an incorrect method for accessing address
> locations in GFA Basic. What should I use to determine the value stored
> in $FF9210 ??? Then the fact that I only need bits 0-7 tells me that I
> actually only need one of these two bytes after all, isn't that right?
>
> Thanks for any help. I find myself getting an invalid address error (3
> bombs) quite often. Help is much appreciated.

First of all, make sure you're accessing these locations in supervisor mode. This is no problem for PEEKs or DPEEKs since they switch into supervisor mode automatically. (BTW, this is an area for enourmous optimization in many GFA programs where non-system memory is PEEKed into.)

Second, use PEEK to access odd addresses, DPEEK for the even ones. DPEEKing at an odd address will raise an address exception on 68000 machines.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

544. FOR SALE: Atari ST/TT Software & Magazines : REDUCED

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 11:00:13 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <2vr8nt$bp4@canopus.cc.umanitoba.ca>
Source record: 183997
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
NOTE: All prices are suggested, feel free to make an offer, though I
will give first priority to those offering my asking prices.

=====================================================================
SOFTWARE
=====================================================================
Ancient Art of War in the Skies.$ 25.00 (xlent Microprose WWI strategy/sim)
Night Shift.....................$ 20.00 (cute fun Lucasfilm platform/action)
Hard Drivin.....................$ 12.00 (no docs)
Zork III........................$ 11.00
Firezone........................$ 10.00
Sherman M4......................$ 10.00
TV Sports Football..............$ 7.00

Michtron BBS....................$ 3.00 (classic bbs software, no box&docs)
DC Utilities v2.0d (latest).....$ 5.00 (no box)
DC Shower v1.0e (latest)........$ 5.00 (no box)

=====================================================================
BOOKS
=====================================================================
Atari ST Internals (Abacus) 455 pages...................$10
Atari ST Disk Drives Inside and Out (Abacus) 402 pages..$10
*** Both books for $15 + shipping !!!

=====================================================================
MAGAZINES
=====================================================================

The following magazines for $.50 each + shipping, or take ALL of them
for $5 + shipping!
::::::::::::::::::::::::::::::
Antic: 12/86, 7/88
ST Informer: 5/92, 6/92, 7/92
Analog: 9/89, 11/89
ST Log: 6/89
ST World: 9/89, 3/91
Compute's ST: 2/87 w/disk
Griffin Gazette: 12/88, 3/89 (Michtron softwares tips/hints newsletter)
ST Format: 12/90, 8/92 (UK) (disks may not be available)
Atari ST User: 12/90 (UK)
ST Action: 12/90 (UK) (disk may not be available)
ST World: quarter 4 1990 (UK)
::::::::::::::::::::::::::::::
```

STart:
winter 86, summer 88 (no disk for either)
10/88 (volume 3, #3) thru 5/91 (volume 5, #7, last issue)
the above series has disk w/each mag
*** An excellent resource for a beginner/novice! ***
--- 31 issues total, 29 disks.....$33+shipping

*** Take all magazines listed above for $35+shipping!

~~~~~~
All prices are suggested, feel free to make an offer, though I will
give first priority to those offering my asking prices. If you are
interested in any of the items, please reply via e-mail as soon as
possible. Questions are welcome. All prices are in US dollars.
Buyer pays shipping. Shipping costs are non-negotiable. Volume
discounts available.

--
<Trevor_Cordes@umanitoba.ca> @ University Of Manitoba, Canada
"Thank you for that great round of indifference" -- Bill Needle, SCTV
** FOR SALE: CDs, tapes, comics, software, misc stuff - Email for info **
$$
~~~~~~

545. Re: Zmodem

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 11:39:49 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2vrb25$3ha@golem.wcc.govt.nz>
Source record: 183998

In article <2vn4vv$r9r@mailer.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:
>>
>> There is a few thing that people should know about the STORM's Zmodem
>> and XYZ.....
>>
>> First the Zmodem in STORM supports the later Omens Zmodem that can use
>> wild cards, no other Zmodem can do this....
>
>I have, on many occasions, and it always works. I have personally compiled
>three different Zmodem packages for Sun workstations (4.1.x and 5.x), and
>cards. In fact, you can use the UNIX style regular expressions with all of
>them, which is an extremely powerful set of wild cards.
>
>Thus, while your comment is certainly true for whatever Zmodem _you_ use
>from _your_ particular remote host, it is _not_ true for very many other
>folks :-). Please let me know what kind of system you are using. I may
>be able to point you to a Zmodem implementation that will allow you to
>use whatever Atari package you want (and still work perfectly).

Mickey this info comes Direct from Omen, the PD version 1987 does not support
Wild card, later versions of Zmodem are not PD and you have to pay to use them,
have a talk to Wolfgang (Connect) if you don't believe me, and Michael Ziegler
the GSZRZ chap, they all confirm this....

People that write Zmodem programs for the Atari use the old 1987 PD standard,
they can use the later Zmodem 90 if they pay for it, so may be you are using a
Zmodem standard that you should not....

>* Mickey Boyd *
>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

546. Search for Citizen/Swift 200+ Driver for Atari

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 11:41:32 UTC
From: MParry@mertcplc.demon.co.uk
Message-ID: <773926892snz@mertcplc.demon.co.uk>
Source record: 183802
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can any one tell me where I can find a driver for a citizen/Swift 200+ printer for the Atari ST.

Thanks in advance.

--
Mark Parry

547. Re: Starball high scores?!

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 11:51:10 UTC
From: proche@imag.fr
Message-ID: <2vrbne$oee@isis.imag.fr>
Source record: 183999

In article <940709Z090220.609dbrewood@nest.demon.co.uk>, dbrewood@nest.demon.co.uk (Daron Brewood) writes:
|> The energised ball multiplies any bonus scored while it's active by a further
|> factor of x4, so if you already have the multipliyers in the bottom screen at
|> say x5, then any bonus will be x5 x4, that is x20 overall!

It multiplies by 4 not only your bonus, but also any score. Moreover, the ball seems to be heavier when energized.

--

Pascal Roche Laboratoire de Genie Informatique
e-mail: Pascal.Roche@imag.fr BP 53
Tel: 76-51-46-00 poste 33-42 38041 Grenoble Cedex 9
"Yeah, Yeah" Nirvana
---

548. Re: Starball too easy.

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 11:57:17 UTC
From: proche@imag.fr
Message-ID: <2vrc2t$oee@isis.imag.fr>
Source record: 184000

In article <773921638.11535@minster.york.ac.uk>, andrew@minster.york.ac.uk (Andrew Hague) writes:
|> I played this game for about 15 minutes before loosing my first ball!

Have you tried the hard level ? Maybe Pinball Fantasies is better, but it doesn't exist on ST. I think Starball is the best ST pinball game.

--

Pascal Roche Laboratoire de Genie Informatique
e-mail: Pascal.Roche@imag.fr BP 53
Tel: 76-51-46-00 poste 33-42 38041 Grenoble Cedex 9
"Yeah, Yeah" Nirvana
---

549. Re: Correct Info on ICD Files

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 12:08:04 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2vrcn4$3ha@golem.wcc.govt.nz>
Source record: 183801

In article <5M-x5J2.icdinc@delphi.com>, icdinc@delphi.com writes:
>Well here I am Roger. Hutch dragged me kicking and screaming over from GEnie
>and I finally have found reasonable Inet access.

Yes Internet gives you the world at your feet, err Terminal, far better
than all those whingeing Yanks/Limeys on GEnie..:-)

I am glad my bitching has had some success, yes you need to support your
customers, if you don't thing just go from worse to worse, and then you end up
with people like me thinking the worse..:-)

Tom can you post the Latest info on the Pro Utils and the Link II here...

Also can you clear up any misunderstandings regarding CleanUp...

Also give a Big thanks to Hutch for me....

Many thanks to seeing you on here Tom...

> - TOM -

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

550. Re: DeskJet 520 compatibility? (Summary)

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 12:46:46 UTC
From: cordes@ac.dal.ca
Message-ID: <1994Jul11.094646.25566@dal1>
Source record: 183803

In article <2vjj8k$r47@elaine.teleport.com>, steve-j@teleport.com (Steve Johnson) writes:
> In article <1994Jul7.095332.25464@dal1>, John Cordes <cordes@ac.dal.ca> wrote:
>
>>DJ520. What does not yet seem entirely clear is whether a _new_ driver (dj520
>>specific) can print graphics on the dj520 at 600 x 300, or whether it is only
>>'internal' fonts which can be printed at the enhanced resolution.
>
>
> ALL graphics on the new DeskJets is limited to 300x300 -- ONLY
> internal/cartridge/soft-loaded fonts (in BLACK TEXT) are printed
> at 600x300.
>
> If you're using AtariWorks (or other GDOS/SpeedoGDOS application),
> PageStream, Calamus, etc., you're still only going to get 300x300
> resolution no matter what. If you just send text to the printer
> (like printing a text file from the desktop or a plain word
> processor like WordWriter), the you will get 600x300 (using
> whatever font the printer's configured to use).
>
>
>
> --
> | Steve Johnson | "People will always be tempted to wipe |
> | Email: steve-j@genie.geis.com | their feet on anything with 'Welcome' |
> | or steve-j@teleport.com | written on it." -- Andy Partridge |

Thanks for the clarification.

551. Re: Search for Citizen/Swift 200+ Driver for Atari

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 13:39:09 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2vri1t$6rp@bognor.barclays.co.uk>
Source record: 183805
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <773926892snz@mertcplc.demon.co.uk>, MParry@mertcplc.demon.co.uk (Mark Parry) writes:
|> Can any one tell me where I can find a driver for a citizen/Swift 200+ printer
|> for the Atari ST.
Driver for what? First Word? GDOS? FSM? Speedo? Wordwriter? Something else?

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

552. Starball

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 13:51:43 UTC
From: oldcornd@cs.man.ac.uk
Message-ID: <2vripf$6pn@m1.cs.man.ac.uk>
Source record: 183552

There is no way of cleanly exiting Starball. This is because I would trust TOS to leave the ST clean about as far as I could spit a rat. The Shift-Esc thing is only there for emergency exit during development.

Dave
V11 Software

553. Comms Programs

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 14:07:48 UTC
From: julian@loose.apana.org.au
Message-ID: <2vrjnk$7ja@werple.apana.org.au>
Source record: 183804

Well....didn't I start something when I asked a simple question like what comms program to use.
Firstly, thanks for all the responses. I've tried out HEAPS of programs and I still think that Freeze Dried Terminal is the best. My problem with it was that in the scrollback, I often see an arrow at the end of a line and I can't scroll that way and so I loose all that infomation.
I'm told that it's because Unix doesn't send a cr with a new line character. I'm no expert so I don't know if that's right or not but it is annoying.
What is NOS or AtariNOS? Is it a comms program? If so, where do you get it?
Thanks, julian@loose.apana.org.au

554. SLIP for the ST?

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 14:42:05 UTC
From: mail_remmer@uqvax.cc.uq.oz.au
Message-ID: <1994Jul11.144205.1@uqvax>
Source record: 183985
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Sorry if this has been been brought up before..

Can anybody supply information/locations of a SLIP software kit
for the Atari ST (1040FM). I'm currently runnning a UUCP system to
get my mails and news, but would like to investigate SLIP as an option.

Reply to the group for general consumption please...

Thanks in advance
Dennis R

DENNIS REMMER (Brisbane Australia) | ARC Systems Pty Ltd
D.Remmer@cc.uq.oz.au | (GIS, CAD, Utilities Mgt, Graphics)
-or- | Transmission Communications
dennis@transcom.brisnet.org.au | (Electronic Music Label, Production)
---

555. Re: Correct Info on ICD Files

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 15:30:41 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9407111446.AA01496@ilmen.lanl.gov>
Source record: 183993

In article icdinc@delphi.com, icdinc@delphi.com () writes:
>
>Well here I am Roger. Hutch dragged me kicking and screaming over from GEnie
>and I finally have found reasonable Inet access.

Thanks for dropping by, Tom. Now maybe I'll get some peace around here. :)

-Hutch- @ Fair Dinkum Tech

556. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 15:32:34 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2vromj$itg@mailer.fsu.edu>
Source record: 183810

Timothy Miller (millert@grad.csee.usf.edu) wrote:
> I'm sorry you dislike it so much. Why don't you write starfall@genie.geis.com
> and tell the developer.
>
> For me and the users of ANSITerm, XYZ works just fine. I couldn't find
> anything that met my needs better.

Is XYZ.ttp still being developed? The last version I saw was years old.
GEM SZRZ 2.28 can blow it out of the water, as can CoNnect's internal Zmodem
(from a speed standpoint). I hear that the registered GSZRZ 4.x versions
are even faster. What is the newest version of XYZ you have seen? I seem
to remember a 2.2beta or something like that (being the last version)?

You should be able to use GEM SZRZ in place of XYZ in most cases, as it
supports the same secondary text file batch format. I suggest you give it
a try. I'm sure the significant additional speed, coupled with the much
nicer and more informative user interface would be welcome additions to
Ansiterm users.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

557. Re: Correct Info on ICD Files

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 15:40:46 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9407111456.AA01501@ilmen.lanl.gov>
Source record: 183994

In article 3ha@golem.wcc.govt.nz, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>In article <5M-x5J2.icdinc@delphi.com>, icdinc@delphi.com writes:
>
>>Well here I am Roger. Hutch dragged me kicking and screaming over from GEnie
>>and I finally have found reasonable Inet access.
>
>Yes Internet gives you the world at your feet, err Terminal, far better
>than all those whingeing Yanks/Limeys on GEnie..:-)
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Hahahaha!!! You are the EXPERT on _whinging_, Roger! No one else comes close!

>I am glad my bitching has had some success, yes you need to support your
>customers, if you don't thing just go from worse to worse, and then you end up
>with people like me thinking the worse..:-)

[...]

>Also give a Big thanks to Hutch for me....

Sheesh. First you ask for my help, then you publicly flame me when you don't
get answers fast enough and now you want to thank me??? Yeh, right...

Next time, you're on your own, mate.

Disgusted,

-Hutch- @ Fair Dinkum Tech

558. Little Computer People

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 15:45:59 UTC
From: laramary@eden.rutgers.edu
Message-ID: <Jul.11.11.45.59.1994.3668@er2.rutgers.edu>
Source record: 183808

I'm still waiting for the origonal person who asked about
getting this program to contact me. You want it? It's yours, store
bought disk. Yeppers, it's free.

Now if yer not the person that asked origonally, don't write me
saying that you are, cause I'll know. And someone else has already asked
for it if I am not contacted in a week from monday. One way or the other,
it's already gone, I just wanna be fair.

559. Re: CD-ROM Music player

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 15:53:23 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9407111509.AA01515@ilmen.lanl.gov>
Source record: 183995

In article 9407070357@dswhq.omahug.org, Stu.Huffman@231-370.dswhq.omahug.org (Stu Huffman) writes:
>I am really puzzling about CD-ROM drives: (1) Kent Kordes (Systems for
>Tomorrow at Independence MO) offers a $99 drive that uses a SCSI connector
>[it's an NEC CDR25 150kbyte/sec with 800msec seektime] ... and I am curious
>to hook up a CD-ROM drive to the old Mega4 STe ... but then there's today's
>Wall Street Journal with a headline about disappointed CD-ROM drive buyers who
>are even more disappointed with the extremely low quality of the CD-ROMs
>available to buy (ugh!) ...
>
>What genuine opinion from some USERS ????????

I agree with Steve Johnson's comments about the overall value of CD-ROM, but let me add this:

IMHO, the NEC CDR25 is too slow for most 'edutainment' CD software. In fact, I have a Mac CD (Iron Helix) that claims incompatability with the CDR25. I would recommend putting your money towards a double-speed mechanism.

Personally, I've been awed by some of the neat stuff that I've seen on CD but I also realize this technology is still in its infancy. CD capacities are going to increase as will the data transfer rates and as the technology matures we are going to see some really fantastic capabilities arise. While titles specifically for the Atari are very few that situation is apt to change.

I don't know what the Wall Street Journal article said, but I've been _very_ pleased with my CD and I'm not about to give it up just yet. :)

-Hutch- @ Fair Dinkum Tech

560. Info about ST required

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 16:10:44 UTC
From: steve@g6vju.demon.co.uk
Message-ID: <773943044snz@g6vju.demon.co.uk>
Source record: 183809

Hi everybody,

I've recently been asked some questions about the Atari ST and as I'm unfamiliar with these machines said I would try and find out for them. Appologises if the answers can be found in an FAQ somewhere.

Basically what they would like to know is:-

1. What processor(s) does the ST use?

2. Is it in anyway compatable with the IBM PC, or are there any emulators available to allow it to run PC software?

3. What is the operating system like, is it a GUI?

If it's not asking too much, please reply by email, as I don't normally frequent this newsgroup.

Many thanx

Steve


```
_\\///_
__^__ ( o|o ) __^__
[ ___ ]----------------------ooO-(_)-Ooo----------------------[ ___ ]
| / | | \ |
| / | Steve Wyles steve@g6vju.demon.co.uk | \ |
| / | Bracknell, Berkshire, UK +44 (0)344 59459 | \ |
|___| |___|
[_____]-------------------------------------------------------[_____]
```

561. Re: Wanted: Monitor for ATARI Jag!

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 16:13:54 UTC
From: rcdebaca@nmsu.edu
Message-ID: <2vrr42$2fd@dns1.NMSU.Edu>
Source record: 183719

Richard CDeBaca (rcdebaca@nmsu.edu) wrote:
: I am looking for a used monitor which would work
: with an ATARI JAGUAR. I know the JAG can support
: a composite monitor. I figured maybe one of the
: ST monitors would work with it. I would prefer
: black if they were produced in that color, also
: is this worth doing? Is the resolution on a composite
: monitor better than the TV?

: Also a black composite monitor with an ATARI logo
: would be perfect! Thanks...

I ended up finding a floor model Sony trinitron with S-Video Input.

So I bought the S-VIDEO cable from ATARI for the Jag. Let me tell you
it looks and sounds awesome ! The video is clear, the colors are sharper
and this particular TV has surround sound. I would recommend buying a
TV with S-VIDEO input to any other Jag owners out there, considering TVs
are relatively cheap compared to monitors and then buying the S-Video
cable for $20 bucks from ATARI. How bout a Jaguar newsgroup, anyone ?

562. Re: Spectre 3.1, any news?

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 16:17:26 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <16FF082ADS86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 183811

```
Face it, Dave Small is a FLAKE!

In article <4730@btmwj1.se.bel.alcatel.be>
cgra@se.alcbel.be (Chris Gray) writes:

>
>
>Well? Has Dave wrecked another knee or what?
>_____________________________________________________________________
>Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102
>_____________________________________________________________________
>
>"So how's life?"
>"Hm, it's got mushrooms in it".
>
>
```

563. Re: Reading ST floppies from DOS

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 16:35:04 UTC
From: meister@tatertot.com
Message-ID: <695aPc1w165w@tatertot.com>
Source record: 183739

ejacobso@cln.etc.bc.ca (Elaine Jacobson) writes:

>
> If you format a disk in DOS it will read on your Atari, but
> not the other way around. There is a program for the ST that
> will format DOS disks, I think it's on Atari Archive, I'm not
> sure.
> Loren Kirkby

It's called Format 11, and it's a pretty competent formatting program.

=-=-=-

564. Re: 3D stereogram things

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 18:02:41 UTC
From: ab164@yfn.ysu.edu
Message-ID: <2vs1g1$9rk@news.ysu.edu>
Source record: 183812

I have recently found out that I am one of those people
that can see them both ways! A paper in DC had an excellent 3d pic
on the front page. Up till that time I could only see them inverted,
which is a real pain in the butt! They are really hard to make out
that way. With the help of my Daughter-in-law I was able to see them
the right way around ie. sticking out of the page. The trick is those
that see them inverted are crossing their eyes to bring the 2 registration
dots on an stis pics together, the right way is to see each dot with
the appropriate eye ie. left dot with left eye, and right dot with
right eye. To do this I have to bring the pic in till it almost
touches my nose an everything is out of focus then slowly pull it
back till the pic come into focus and at this point you can actually
see them right way around. The statue of liberty and Lincom Memorial
pics in the 4th of July issue of that paper were terrific!
Tom Lamparty (ab164@yfn.ysu.edu)
--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

565. ** CYBER-PAINT PROGRAM WANTED **

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 18:03:17 UTC
From: peterw@io.org
Message-ID: <2vs1h5$mbj@ionews.io.org>
Source record: 183815

Hi All:

I was wondering if anyone would be willing to part with a copy of
"Cyber-Paint" for the Atari St... for a reasonable fee of course?

Please let me know if you can help.

Thanks,
--
--
Peter Weinzettl | If all the world's a stage....
peterw@io.org | ..... I want more props

566. ST FEST at INDY

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 18:17:39 UTC
From: Paul Purdom <pwp@cs.indiana.edu>
Message-ID: <1994Jul11.181746.24787@news.cs.indiana.edu>
Source record: 183814

Actually,
From shuffman@ideanet.doe.state.in.us Sat Jul 9 21:50:09 1994
but edited.

AtariFest VI will be one July 23 at the Best Western Waterfront Plaza Hotel,
Indianapolis. Hours are 10 to 3 CDT/EST (11 to 4 EDT). Admission is $3.

Here is a current Vendor/User Group list as of July 7

Vendor tables are now $60 plus $15 if electricity is needed. User groups
now are $20 plus electricity.

Here's the list as of July 8:

Commercial Vendors:
D.A. Brumleve (Kid Prgs), Urbana, IL
Missionware (Flash, etc), Palatine, IL
Rising Star, Dayton
Clear Thinking (Edit Plus debut), Ann Arbor
MTS Creations, Chicago
Gribnif, Northhamton, MA
Megatype, South Bend, IN
DMJ
It's All Relative, Missouri
Branch Always, 1 table (tentative)

User Groups:
ACORN, Ft. Wayne
EAUG, Collinsville
LCACE, Waukegan, IL
THE, Terre Haute
CIN'TARI, Cincinnati
CUSTUG, Champaign, IL
Miami Valley ACES, Springfield, OH
BLAST/ASCII, Bloomington/ Indy
ACEC, Columbus, OH
CRAG, Crown Point

Individuals:
Doug Palmer, Solon, OH

Bruce Welsch, KC Atari Connection, called to say he is bringing a vanload
of "hard core" users (including Electronic Spinster Linda Peckham), and
he expects that Kent Kordes of Systems for Tomorrow (he of the $99 CDR
drive) to be setting up a table too...

We are pretty excited that the ballroom is filling up so rapidly, but Charlie Sears has things under control (at least until we pass 40 tables).

Please do feel free to pass this message on to anyone who might have an interest. Call Charlie Sears at 317/535-4829 or me Office: 317/232-6618 or Home evenings and weekends: 812-988-7558.

Hotel rooms are $53 single, $59 double: Mention AtariFest to get that special rate (and get us a $10 rebate, too). Call the hotel at 317/299-8400 x393. (Be sure to mention AtariFest when you register, even if you make reservations in some other way).

See you there...

* *
Stu Huffman, Indiana Dept. of Education: shuffman@ideanet.doe.state.in.us
Snail Mail: State House 229, Indianapolis, IN 46204-2798 V:317/232-6618
Home: 610 Artists Dr, Box 1215, Nashville, IN 47448-1215 V:812/988-7558
* *

567. Returned mail: Host unkno

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 18:19:21 UTC
From: larserik@oslonett.no
Message-ID: <2vs2f9$p4p@hasle.oslonett.no>
Source record: 183813

In message #17 in [Email], MAILER-DAEMON writes:

----- Recipients of this delivery -----
Bounced, cannot deliver:
darkwolf@speedmail.win.ne

In message #8 in [comp.sys.atar], darkwolf@speedmail.win.ne writes:

> I need help to find Atari Portfolio software, and equipment. If
> anyone knows of a company where i can mail order from please reply
> by E-Mail.

I can't help you with any adresses, but if you need a VT100/ANSI
comm-program for the Portfolio I have a ShareWare program.

Lars-Erik 0sterud Phone: +47 67131571 Fax & ABK-BBS: +47 67132659
Atari Developer Pager: +47 96634222 Email: larserik@oslonett.no
SysOp ABK-BBS

568. Re: Starball too easy.

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 18:35:45 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2vs3e1$42o@scapa.cs.ualberta.ca>
Source record: 183781

andrew@minster.york.ac.uk (Andrew Hague) writes:

>Well, the subject says it all.

>I played this game for about 15 minutes before loosing my first ball!

I've played for over 1/2 an hour on one ball alone, but I don't think
it's too easty- there'so much to do on each section of the main table! ;)

>The response from the flippers doesn't feel right either. I hit the
>keys harder but the ball doesn't move any faster :-). Really,

Well... actually, it does... but, you are right in saying that you can
only get it to go SO fast... but that's what it's like in real pinball
anyway.

>I've played Pinball Fantasies and the response feels much more
>natural.

I've never played Pinball Fantasies so I couldn't comment here. I DO
know that they are both excellent pinball games however.

>Otherwise, the graphics and audio are very good, I just think the
>gameplay needs tweeking a bit more.

>--
>---------------

>Andrew Hague -- Researching Motivation in Human-Computer Interaction
>Department of Computer Science. University of York, YORK. YO1 5DD
>Tel: (+44/0)904 432762 E-MAIL: andrew@minster.york.ac.uk

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

569. Re: Spectre 3.1, any news?

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 19:09:12 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9407111823.AA01615@ilmen.lanl.gov>
Source record: 183806

In article L676791@LMSC5.IS.LMSC.LOCKHEED.COM, L676791@LMSC5.IS.LMSC.LOCKHEED.COM () writes:
>
>Face it, Dave Small is a FLAKE!

I'm not about to attempt to defend Gadget's by Small Inc's customer support practices, but comments like this are not only untrue, but UNFAIR as well.

Grrrrrr....

-Hutch- @ Fair Dinkum Tech

570. Re: 3D stereogram things

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 19:13:06 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9407111829.AA01625@ilmen.lanl.gov>
Source record: 183807

Are there any 3D stereogram (pixelated) generators available for the Atari ST or Falcon? I have a Mac program which does a respectable job of creating them from grey scale images but I was curious if any such beastie exists for the Atari.

-Hutch- @ Fair Dinkum Tech

571. Re: AtariInternet

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 19:33:14 UTC
From: aw@zaphot.abg.sub.org
Message-ID: <EGLUBDUQ1-UP@zaphot.abg.sub.org>
Source record: 183832

In <2vnoi7$1uu@charm.magnus.acs.ohio-state.edu> Raymond Collins wrote :

>In article <CsLLG8.EHF@news.Hawaii.Edu>,
>John Perez <jperez@uhunix.uhcc.Hawaii.Edu> wrote:
>>So what's the story? Are there any internet tools/shells/programs for
>>the Atari computers? I heard that there was one called UPOINT. Am I
>>going to have to write one? I was thinking that a Stalker 3 script might
>>be the best way to go.
>>
>>
>
>Well, 2 programs come to mind Ka9qnos or something like that but
>it is a non GEM.
>
>The other program is GEM, it's called Hermes and is 60 DM of shareware.
>Takes up 3.7 mb on a hard drive.
[rest deleted]

I'm using UPoint to access mail/news via uucp. If you do not need all the features of Hermes, UPoint may be a good choice. It's a full GEM-applikation, faster than Hermes, can be used with MultiTOS or Mag!X (polls may be done in background etc.) and the hole program takes less than 2 mb on my HD.

There is a free public domain version called 'UPoint light' and a "commercial" version called 'UPoint medium'.

If you need more details ask the autor of UPoint:
brusch@eslapion.sh.sub.de

Ciao, Arno

--
Arno Welzel (aw@zaphot.abg.sub.org)
PGP public key available on request

572. Re: Correct Info on ICD Files

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 20:05:52 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2vs8n0$8us@golem.wcc.govt.nz>
Source record: 183818

] For the record, ICD has been around for over 10 years and that is longer th
] the Tramiel Atari and many Atari users.

Remember Sparta-DOS for the old 8-bits?! That was ICD's work, so they've
been putting out quality stuff since way back then!

573. Re: Zmodem

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 20:07:22 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2vs8pq$8us@golem.wcc.govt.nz>
Source record: 183819

] Mickey this info comes Direct from Omen, the PD version 1987 does not suppo
] Wild card, later versions of Zmodem are not PD and you have to pay to use t
] have a talk to Wolfgang (Connect) if you don't believe me, and Michael Zieg
] the GSZRZ chap, they all confirm this....

Who says you *HAVE* to use the Omen version!?

] People that write Zmodem programs for the Atari use the old 1987 PD standar
] they can use the later Zmodem 90 if they pay for it, so may be you are usin
] Zmodem standard that you should not....

Omen Z-Modem is definately _not_ a standard!

574. Info about ST required

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 20:36:02 UTC
From: larserik@oslonett.no
Message-ID: <2vsafi$1el@hasle.oslonett.no>
Source record: 183817

In message #3, steve@g6vju.demon.co.uk writes:

> 1. What processor(s) does the ST use?

ST and STE uses 8 Mhz 68000
MEGA STE uses 16 Mhz 68000
TT and Falcon uses 68030

> 2. Is it in anyway compatable with the IBM PC, or are there any
> emulators available to allow it to run PC software?

There are several software emulators (not very fast :-)
And some hardware (I have a 16 Mhz 386sx card in my MEGA STE)
The hardware emulators are good and fast and very useful.

> 3. What is the operating system like, is it a GUI?

ST's use GEM, but a much better version than GEM/3 for the IBM PC
(looks quite similar to the MAC).

The disk operating system is called TOS.

Lars-Erik 0sterud Phone: +47 67131571 Fax & ABK-BBS: +47 67132659
Atari Developer Pager: +47 96634222 Email: larserik@oslonett.no
SysOp ABK-BBS

575. Re: 3D stereogram things

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 21:11:09 UTC
From: jperez@uhunix.uhcc.Hawaii.Edu
Message-ID: <Csso6L.Mr0@news.Hawaii.Edu>
Source record: 183823

Hutch (hutch@ilmen.lanl.gov) wrote:
: Are there any 3D stereogram (pixelated) generators available for the
: Atari ST or Falcon? I have a Mac program which does a respectable job
: of creating them from grey scale images but I was curious if any such
: beastie exists for the Atari.

: -Hutch- @ Fair Dinkum Tech

Apparently, there is one called Auto Stereogram Creator from Europe.
Unfortunately, it comes rather poorly regarded. ST Format June 94' says:
"drawing is a clumsy affair, you can only step through acreen layers,
there's no undo option, there's no print option" etc. etc...

Perhaps if someone could code a program to use an image (for texture) and
a Cyber Studio object (.3D2) for the three dimensional effects. Most of
the Stereograms that I have seen have shapes with relatively little
detail with either a random dot pattern or a repeating wallpaper texture
mapped onto the shapes. A little processing to split the image and
overlap the right pixels and Presto, stereogram.

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio -- Lynx - Jaguar - 400 - 800

576. Re: Search a VIRTUAL DISK-RAM

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 21:20:22 UTC
From: jperez@uhunix.uhcc.Hawaii.Edu
Message-ID: <CssoLy.Mz7@news.Hawaii.Edu>
Source record: 183824

Peter Missel (Peter_Missel@m4.maus.de) wrote:
: >] have virtual memory as a file on hard disk: >
: >It can, and has, been done on an XT (8088 @ 8Mhz), So I'd be surprised
: >if say, a 1040STE couldn't handle it, but there are no PD programs around
: >that will do it! :(
: But one cannot do a transparent virtual memory manager on operating system
: level without a PMMU and thus a 68030.

Does this mean that Outside is a Falcon/TT only program? I can't read
German so I haven't been able to discern this from the Outside Demo.

BTW, Outside is a Virtual Memory program for Atari computers - presumably
the TT and Falcon only.

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio -- Lynx - Jaguar - 400 - 800

577. Re: quartet program - where can I get .AVR samples?

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 21:29:38 UTC
From: jperez@uhunix.uhcc.Hawaii.Edu
Message-ID: <Cssp1E.n2w@news.Hawaii.Edu>
Source record: 183825

Charles Brasted (cbrasted@physics.adelaide.edu.au) wrote:

: Subject says it all really. I just got hold of the Quartet program and I want
: to find an ftp site that has some more .AVR samples. Does anyone know if such
: a site exists?

: Also, I would be down loading the files onto my unix account, saving them onto
: a pc disk, then loading them onto my 1040st. I know the st can read pc
: formatted disks, but I am not sure exactly under what conditions it can be
: done. Any wisdom would be appreciated.

You may wish to pick up Soundlab (from DMJ) which is a superb shareware
digital sound editor, conversion, player program. That will allow you to
convert many types of samples into .AVRs (and of course, if you find it
useful, register your shareware).
As far as IBM disks - assuming that you don't have a
MegaSTE/TT/Falcon with a high density drive, you will need to make sure
that any disks that you format and store data from your PC is in low
density format (720k). Any IBM compatible format that matches your drive
density should be readily readable on your ST. If you choose to format
the disks on your ST, you may run into trouble depending upon which
version of the operating system that you have (since the earlier versions
-pre 1.4- didn't format totally MS-DOS compatible). If this may be the
case, you can always get one of the programs such as PC-Format or
DC-Format - both of which shoud be able to format MS-DOS/Atari readable
disks.
Good Luck

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio -- Lynx - Jaguar - 400 - 800

578. Re: 3D stereogram things

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 21:38:30 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <CsspG6.5K4@ecf.toronto.edu>
Source record: 183820

```
In article <2b3_9407101525@nighthawk.fidonet.org>,
Jeff Kovach <Jeff.Kovach@f318.n114.z1.fidonet.org> wrote:
>On 02 Jul 94 01:54:02 millert@grad.csee.usf.edu wrote...
>
>MM> The only problem with it is that I ALWAYS see stereograms backward.
>MM> He can see them both ways, and most people see them correctly, but
>MM> me.... everything that's supposed to stick out sticks WAY in, and
>MM> vice versa. He and I sat down and stared for quite some time and he
>MM> tried to help me to figure out how to see it right, but I just
>MM> couldn't. As a result, I'm blind to all these stereograms that I'm
>MM> so facinated by. And I'm not just talking about STIS stereograms...
>MM> i see them all backward.
>To which Jeff Kovach replies...
>
>Do you know if you are right-eyed or left-eyed? Most people are right-eyed,
>and I would imagine that this type of stereo image could be affected by which
>eye your brain favors.
>To determine whether you are right or left-eyed, look at an object in the
>distance. Then, extend your arms in front of you and form a triangle with
>your hands, using your thumbs as the base. Position the triangle so that
>an object in the distance is in the center of it. Then, close one eye.
>Open it and close the other eye. You will find that they object will remain
>in the triangle for one eye - this is your favored eye.
>I will be surprised if you are not left-eyed.

Nope, sorry, I'm left-eyed (I found this out years ago after reading a
Desmond Morris book!) and I can see all 3d-type pictures perfectly.
(I've accumulated SIRDS type pictures, double-pictures, etcetcetc)
Maybe you're over-focusing? I have a tendency to do this, as my eyes
are _way_ too used to focusing on dual-image type 3d-pictures (I
hesitate to say the word "stereogram")

In brief, being either left-eyed or right-eyed shouldn't make a diff.
Or maybe I'm an exception...naah! :)
Btw, so what if you see it reversed? You aren't "blind" to them if you
can see them at all!!

Hope this helps...
AcEzE /.^J
--
**************** WHO AM I, YOU SAY? ***************** "If time is money, (c)
*********** Shahir Al Rashid *aka* AcEzE ************ we're all in debt!" - Me
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ------------------------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make
```

579. Re: Starball too easy.

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 21:45:01 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <Csspr2.5r5@ecf.toronto.edu>
Source record: 183821

In article <2vrc2t$oee@isis.imag.fr>, Pascal Roche <proche@imag.fr> wrote:
>In article <773921638.11535@minster.york.ac.uk>, andrew@minster.york.ac.uk (Andrew Hague)
writes:
>|> I played this game for about 15 minutes before loosing my first ball!
>
>Have you tried the hard level ? Maybe Pinball Fantasies is better, but it
>doesn't exist on ST. I think Starball is the best ST pinball game.

The sad thing is that it _does_ or did... Apparently, Digital Dreams made it
for the Falcon, but never released it because of poor Falcon sales...
Anyone want to tell Digital Dreams to release as shareware???
Or was this all just a wild rumour? Didn't seem like it at the time...

AcEzE /.^J
--
********** WHO AM I, YOU SAY? ********** "If time is money, (c)
********** Shahir Al Rashid *aka* AcEzE ********** we're all in debt!" - Me
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ----------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make

580. Re: CD-ROM Music player

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 21:48:48 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EGLWCCVG@ttgk.textlitho.nl>
Source record: 183833

In <2vo97l$5tl@kelly.teleport.com> Steve Johnson wrote :

>Full motion video (FMV) on CD is pretty sorry too. For the most
>part, it's still sub-VHS quality (and MORE EXPENSIVE than VHS!),
>plus IBM clone users need a converter if they're going to watch
>it on their TV (how many people want to watch movies on their
>computer monitor???).

Hmm, what full-motion video have you seen on CD ? Do you mean the Philips CDV discs for the CDi system ? I've seen several titles on CDi (CDV) and it is really very good ! TV in RGB mode, sound passed through a Dolby Prologic System and it's almost like the real thing... :-)
Remember that on an Compact disc there is 'only' about 650 Megs of data and they put over 70 minutes of audio and video in this space, quite an effort I think !! Another vote in favour of CDV is that with normal use the disc will last about forever, no streaks, no dots, just picture.. compare that to the 'poor' quality of VHS magnetic tape... Maybe with IBM's latest invention (10 layers of CD data on top of each other) we can have Super High res films with 18 bit audio (four channels of course :-) Just have to buy that 31" SXVGA monitor 3600x2025 (16:9) at 120 Hz or so.....

Gert

--

-- --
Atari TT-Point
-- --

581. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 22:05:52 UTC
From: walra%moacs11@nl.net
Message-ID: <xvbo5srgezk@moacs11>
Source record: 183822

In <2vqc2v$r4e@mother.usf.edu>, Timothy Miller wrote:

> I know how ANSITerm works. I wrote it. It uses a hardware scrolling method
> that works on regular ST's. But this feature was added to version 1.91 which
> you have to register to get. The older versions scroll no faster than
> anything else that just copied memory to scroll.

It's the copying of memory instead of just writing the output to
stdout, which prevents that ANSITerm can profit from the efficiency
of /dev/fasttext.

> For me and the users of ANSITerm, XYZ works just fine. I couldn't find
> anything that met my needs better.

You're not using MiNT. :-)

Waldi
--
Zwei Wochen, nachdem Petrus einen Stahlwerkdirektor in die Hoelle
geschickt hat, beschwert sich der Teufel: "Den Stahlboss nimmst Du
sofort wieder zurueck. In zwei Wochen hat er schon drei Oefen still-
gelegt, und der Rest der Mannschaft macht nun Kurzarbeit. "

582. Re: ** CYBER-PAINT PROGRAM WANTED **

Newsgroup: comp.sys.atari.st
Date: 1994-07-11 23:49:22 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2vslq2$de2@mailer.fsu.edu>
Source record: 183826

ZIGFREID (peterw@io.org) wrote:
> I was wondering if anyone would be willing to part with a copy of
> "Cyber-Paint" for the Atari St... for a reasonable fee of course?

Cyber Paint was on the January 1993 (issue 9) coverdisk for Atari ST Review
(and there are some brief instructions on how to use it as well). If all
else fails, you should be able to order the back issue from ST Review,
or perhaps you could find someone willing to sell their magazine. Cyber
Studio 3-D came with the previous month's issue, BTW.

Of course, you would probably rather have a copy with full docs. Good luck!

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

583. Re: NVDI

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 02:55:39 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <02014KLMEMTSAHBXDIE@ars.ath.forthnet.gr>
Source record: 183816

millert@grad.csee.usf.edu wrote:

IM>Will the new version of NVDI be faster than 2.5?

Well, I don't care. It is fast enough for me as it is now.
The only thing i want from NVDI v3 is some bugs fixed and the True type
font support (Calamus support would be nice!).

Michael Papadopoulos
mipap@ars.ath.forthnet.gr

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services
---

584. Fantasy Island prices for ATARI ST stuffs for SALE!

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 03:55:09 UTC
From: jorge@mercury.sfsu.edu
Message-ID: <2vt46t$5br@news.csus.edu>
Source record: 183830

Great Atari ST games & stuff for sale!

GAMES:
For $4/each game:
Deep Space, Obliterator, Terrorpods,
Mr. Heli, Forgotten Worlds.

For $10/game
Wrath of the Demon (enhanced colors for STE), Awesome,
Wanderer 3-D (3d glass included, a real virtual world!).

Compilations (3 or more games per package! what a deal!)
"World Beaters"--Outrun, Gauntlet II, 1943, Street Fighter-- $10
"Sega Master Mix"--Super Wonder Boy, Turbo Outrun,
Crack Down, ThunderBlade, Dynamite Dux---------- $10
"Triad II"--Menace, Tetris, Baal---------- $10
"Triad III"--Speedball, Blood Money, Rocket Ranger---------- $10

EMULATORS:
Spectre GCR (MacROMS included) v.3 ----------$150
(complete, box, manual, hardly ever used!)

FLOPPY DRIVE:
Future Systems' double density GTS-100 3.5" drive with LED
track indicator----------$65

MISCELLANEOUS ST STUFFS:

The RIPPER cart.....$28
(break into any program, get a screen snapshot, etc, etc!!!)

BACK-UP your copy protected games with:
TURBO BLITZ (software & cable)----------$10
SYNCHRO EXPRESS (software, parallel port cart & cable)-------$20

BOOKS:
The Atari ST Book by Ralph C. Turner.....$6
Turner's 3rd book of Atari ST Topics by Ralph Turner.....$6

buyer pays shipping
Prices in US dollars

Interested? please e-mail me! :)

585. Re: 1st Jag Letter Writing Campaign (MKII,SSFII,ELEC.ARTS,ATARI)

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 04:39:44 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <2vt6qh$7dl@usenet.INS.CWRU.Edu>
Source record: 183831

In a previous article, stackpointer@p2.stacken.ct.se (Stackpointer) says:

>Hello, Chris! On 06 Jul 94 you wrote:
>
> CH> From: cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth)
> CH>
> CH> Have any of these letter-writing campaigns ever had _any_ impact at
> CH> all? They seem to come up about every six months...
>
>Yes, I believe it actually helped in convincing MicroProse in the UK to do a
>port of Civilization and Formula One Simulator to the ST.
>

Hmmm. You know, I bet the MicroProse version of Civilization could easily
be converted to the Jaguar. The code is already there. The graphics take
advantage of the Falcon030 so the graphics would look pretty sweet. One problem
of course is that the cartridge would have to allow for several saves,
but then again, it is possible.

Civilization is a game that is great because of its gameplay, not because of
its graphics. Even though the graphics aren't bad!

What do you all think? Even though Civilization would be running off of the
Motorola 68000 in the Jag, could it be possible?

--

586. Screensaver questions

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 06:06:27 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Jul12.060627.14628@news.unige.ch>
Source record: 183834

1/ Is there an ftp site - or commercial source - for new modules
for Midnight? I'm a bit bored of the penguins...
2/ Are there known software incompatibilities of Beforedawn? I've
just installed it on my TT + Crazy Dots, and it freezes every time
it's called - can't find out what's doing it ...
tia, Mike

****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

587. Re: a few Storm questions

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 06:14:01 UTC
From: meister@tatertot.com
Message-ID: <367BPc2w165w@tatertot.com>
Source record: 183738

sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
> There is a few thing that people should know about the STORM's Zmodem
> and XYZ.....
>
>
> First the Zmodem in STORM supports the later Omens Zmodem that can use
> wild cards, no other Zmodem can do this....
>
> So you can dnload all the zip and lzh files in one go, like *.lzh *.zip..
>
>
> Try that with any other Zmodem....
>
>
> Also XYZ is very very slow and OLD, use GSZRZ228 instead, you will find
> this is the fastest Zmodem there is for the Atari.....
>
>
>
>
> >I don't understand your second question....
> >
> >Bye for now,
> >Matt <mattk@netcom.com>
> >
> Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.
> r.sheppard5@genie.geis.com
>
> GEnie - r.sheppard5

I get 1650 cps with XYZ.ttp with 14.4K baud. How can you say this is
very very slow?

=-=-=-

588. Populous II ??

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 06:56:15 UTC
From: aa113@cfn.cs.dal.ca
Message-ID: <CstF9t.B1t@cs.dal.ca>
Source record: 183835

I have just got this game and have been having problems loading it.
Whenever I load it I get a message saying sorry pal machines only. I have
a 520 STFM with 2 meg, and a 40 meg hard drive. Any idea what I should do?
Thanks in advance for your help.

```
====================================
= aa113@cfn.cs.dal.ca =
------------------------------------
= And if the cloud bursts, =
= Thunder in your ear =
= You shout and no one seams to =
= Hear.... =
= Pink Floyd =
------------------------------------
```

589. Re: Addresses 2-byte addresses using GFA-Basic

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 08:06:26 UTC
From: graham@rbg.informatik.th-darmstadt.de
Message-ID: <2vtiu2$103t@rs18.hrz.th-darmstadt.de>
Source record: 183836

```
>Actually, I can't get peek to work at all. It seems that the address I'm
>using, ($FF9210), is beyond the peek range, or something like that. The
>only way that I _can_ get it to read the data is DPEEK(). I have actually
>got one portion of my problem working since I posted the message, but I
>cannot read the paddle positions from locations &HFF9211 and &HFF9213.
>Any hints, anyone?

Which version of GFA-Basic do you use ? I can't remember having problems
with GFA's peek command.
If it really doesn't work try this:
take an assembler an assemble this as an include file
(for example if you use TurboAss, assemble as GFA-Inline):
peek: move.b $FF9211.w,D0 ;get byte $xxxx9211
rts ;return to sub $4E75

if you got GFA-Basic 3.xx try the following:

INLINE peek%,6

load the assembled peek programm into the inline mem

print XBIOS(25,l:peek%)

xbios(25) should be supexec(), but I'm not shure about that.

If you got the code for move.b $FFxxxx.w,D0 you can easily change
the address by changing the second word into the addresse:
something like this:
WORD{peek%+2}=$9213

Alex

-------------------------------------------------------
Alexander Graham Informatik TH-Darmstadt

Falcon 030/4/320 _____ ______ _____ ______
Mega ST 1/52 / ___/ / __ / /__ / / __ /
1040 STE 2 / /_ / / / / __/ / / / / /
/ __/ / / / / /_ / / / / /
/ / / /_/ / ___/ / / /_/ /
/_/ /_____/ /____/ /_____/
```

590. Re: Search a VIRTUAL DISK-RAM

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 08:07:08 UTC
From: huveneer@math.ruu.nl
Message-ID: <huveneer.774000428@hieper>
Source record: 183837

In <CssoLy.Mz7@news.Hawaii.Edu> jperez@uhunix.uhcc.Hawaii.Edu (John Perez) writes:

>Does this mean that Outside is a Falcon/TT only program? I can't read
>German so I haven't been able to discern this from the Outside Demo.

Can somebody please tell me where I can find this demo?

Richard.

591. Re: Info about ST required

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 08:51:11 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2vtlhv$h79@bognor.barclays.co.uk>
Source record: 183838

In article <773943044snz@g6vju.demon.co.uk>, steve@g6vju.demon.co.uk (Steve Wyles) writes:
|> Hi everybody,
|>
|> I've recently been asked some questions about the Atari ST and as I'm
|> unfamiliar with these machines said I would try and find out for them.
|> Appologises if the answers can be found in an FAQ somewhere.
|>
|> Basically what they would like to know is:-
|>
|> 1. What processor(s) does the ST use?
STs use 68000. TT/falcon uses 68030 with optional co-pro (68881/68882)

|> 2. Is it in anyway compatable with the IBM PC, or are there any
|> emulators available to allow it to run PC software?
It can read/write standard 720K PC disks. TT/falcons/Mega STes can generally use
1.44 PC floppies. You can buy hardware emulators for 8086 to 386SX.

|> 3. What is the operating system like, is it a GUI?
GEM - A forerunner to WIndows and IMHO muchnicer to use the modern Atari desktop
is much better than the Windows 3 IMHO.

|> If it's not asking too much, please reply by email, as I don't normally
|> frequent this newsgroup.
Oops.

|>
|> Many thanx
|>
|> Steve
|> _\\///_
|> __^__ (o|o) __^__
|> [___]----------------------ooO-(_)-Ooo---------------------[___]
>	/		\
>	/	Steve Wyles steve@g6vju.demon.co.uk	\
>	/	Bracknell, Berkshire, UK +44 (0)344 59459	\
>	___		___
> [_____]---[_____]
>

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

592. Re: Falcon poll

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 09:59:46 UTC
From: steve-j@teleport.com
Message-ID: <2vtpii$lh7@elaine.teleport.com>
Source record: 183839

```
TOS Version 4.04
RAM 4MB
HD Capacity 80MB IDE/430MB+81MB SCSI
FPU 68882 (not installed)
Display SC1224 (can't afford the only
multisync monitor I want --
an NEC Multisync 3D!)
Peripherals Zoom 14.4/V.42bis FAXmodem,
Royal CJP-450 inkjet printer
(HP DeskJet compatible),
Screenblaster

--
| Steve Johnson | "People will always be tempted to wipe |
| Email: steve-j@genie.geis.com | their feet on anything with 'Welcome' |
| or steve-j@teleport.com | written on it." -- Andy Partridge |
```

593. EPROMs

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 10:06:06 UTC
From: ma10004@phx.cam.ac.uk
Message-ID: <2vtpue$g2o@lyra.csx.cam.ac.uk>
Source record: 183840

Is there some hardware/software available to program
EPROMs from an ST/Falcon?

Infomation would be appreciated!

Mark

594. Re: CD-ROM Music player

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 10:11:44 UTC
From: steve-j@teleport.com
Message-ID: <2vtq90$lpq@elaine.teleport.com>
Source record: 183841

In article <Up-EGLWCCVG@ttgk.textlitho.nl>,
Gert van der Knokke <gert@ttgk.textlitho.nl> wrote:

>>Full motion video (FMV) on CD is pretty sorry too. For the most
>>part, it's still sub-VHS quality (and MORE EXPENSIVE than VHS!),
>>plus IBM clone users need a converter if they're going to watch
>>it on their TV (how many people want to watch movies on their
>>computer monitor???).

>Hmm, what full-motion video have you seen on CD ? Do you mean the Philips
>CDV discs for the CDi system ? I've seen several titles on CDi (CDV) and it
>is really very good ! TV in RGB mode, sound passed through a Dolby Prologic
>System and it's almost like the real thing... :-)
>Remember that on an Compact disc there is 'only' about 650 Megs of data and
>they put over 70 minutes of audio and video in this space, quite an effort
>I think !! Another vote in favour of CDV is that with normal use the disc
>will last about forever, no streaks, no dots, just picture.. compare that
>to the 'poor' quality of VHS magnetic tape... Maybe with IBM's latest
>invention (10 layers of CD data on top of each other) we can have Super
>High res films with 18 bit audio (four channels of course :-) Just have to
>buy that 31" SXVGA monitor 3600x2025 (16:9) at 120 Hz or so.....

Well, don't put words in my mouth! I think software-based
(Cinepak, etc.) and hardware-based (MPEG-1, which is what
CD-i's digital video cartridge uses) is pretty impressive,
but so was PITFALL on the 2600! <grin> I just won't get
too excited about it until it's much better than VHS
quality -- right now, I'm not willing to trade picture
quality for media life (the only real benefit for CD-FMV).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

595. Re: Spectre 3.1, any news?

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 10:22:46 UTC
From: steve-j@teleport.com
Message-ID: <2vtqtm$m00@elaine.teleport.com>
Source record: 183842

In article <16FF082ADS86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>,
<L676791@LMSC5.IS.LMSC.LOCKHEED.COM> wrote:

>Face it, Dave Small is a FLAKE!

That's a rather unqualified and unfair statement to make. He's
had his son almost killed in an accident within the past several
months, with a LONG recouperation time involved and, due to said
incident, got terribly backlogged in responding to customers and
getting everything back in order.

He's also been dragged into some legal fiasco that's chewed up
a good portion of his time.

Spectre 3.1 is now, I believe, in the latter stages of
beta-testing and he's still working on Falcon-compatibility and
possibly even minimal color support (16 colors, which is all
the 128K Mac ROMs support).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

596. C Lookin' !

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 10:24:44 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1994Jul12.102444.3727@bay.cc.kcl.ac.uk>
Source record: 183769

I'm in a bit of a bother! I require a C package for my STFM (4 meg),
preferably public domain. I have heard of Sozobon, ANSI(?) and GNU C but which
one would anyone recommend (or others) ?
Any info (including FTP sites) would be most welcomed. Thanx!
-Al-

597. CASE for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 10:30:53 UTC
From: fischest@mickey.informatik.uni-stuttgart.de
Message-ID: <Cstp7I.8Mt@news.informatik.uni-stuttgart.de>
Source record: 183845

Hi there!

Anyone got experience with CASE (preferably Upper-CASE) for Atari?
Are there any tools out, and what standards do they support?
I'm especially interested in tools to support OMT or OOA.

Would be nice to get an answer

/Steffen

```
/*****************************************************************************/
/* Steffen Fischer */
/* */
/* E-Mail : fischest@donald.informatik.uni-stuttgart.de */
/* IRC : NewMode */
/* */
/* CALL 1-800 ACCEPT_NO_IMITATION - KMFDM ONE WORLD ONE NATION! */
/*****************************************************************************/
```

598. HP scanjet device driver wanted

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 10:37:48 UTC
From: brendeke@nlsw03.anl.alcatel.nl
Message-ID: <1994Jul12.103748.14581@bln.sel.alcatel.de>
Source record: 183843

Hi there,

I have a little question concerning a HP-Scanjet.
I bought it second hand, and are checking if it works. BUT, to control
with my ATARI I need a device driver. I know it is available with some
software apckages, like Cranach (?) studio. However, as I'am not sure the scanner still
works, I prefer to test it before buying any software for it. So, is there any body who has
such a driver for me, home-made/shareware/...?

I would also like some more information about Cranach (studio) and other software that runs
on a ATARI and can control a HP-Scanjet.

Please respond by e-mail.

Thanks,


```
+=============================================================================+
| _/_/_/_/ _/_/_/_/_/ _/_/_/_/ | ALCATEL OFFICE PARK |
| _/ _/ _/ _/ | Alcatel Telecom Systems |
| _/ _/ _/ _/ | Burg. Elsenlaan 170 |
| _/ _/_/ _/ _/_/_/_/ | 2288 BH Rijswijk (NL) |
| _/ _/ _/ _/ _/ | |
| _/ _/ _/ _/ _/ _/ | phone: (+31) 70 3079429 |
| _/_/_/_/ERRIT _/_/_/AN _/_/_/_/RENDEKE | fax: (+31) 70 3079191 |
+-----------------------------------------------+-----------+---------------+
| _brendeke (local-allin1) | |
| brendeke@nlsun1 (unix-alcanet) | |
| brendeke%31.60.dnet@se.bel.alcatel.be (temporarily internet) | |
+=============================================================================+
```

599. Re: Latest ICD 6.4.3 software/Upgrading to 6.5.5

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 11:49:23 UTC
From: mparrott@connected.com
Message-ID: <2vu003$q1c@hebron.connected.com>
Source record: 183844

Since you're talking about upgrading, could you describe what original Link owners need to do to upgrade to the Link II? I read in Current Notes that the upgrade costs $40, but it didn't describe the procedure necessary for upgrading - do we send the original Link & disks in, or just proof of ownership?

If you could let us all know how to handle this, I'm sure I won't be the only one who will appreciate it! Thanks....

- -
Michael Parrott v.v.v v.v.v TT030~48Mhz/4/4/340
mparrott@hebron.connected.com v.v !!! v.v Stacy~20Mhz/4/105
mparrott@delphi.com v (. .) v "A sufficiently developed
"Old Immortals don't die; ((v)) magic is indistinguish-
they just... DON'T..." o-----/m-m------o able from technology."
- -

600. Re: Why doesn't Flop_fix work for me?

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 12:32:11 UTC
From: s002893@YPSERV.rz.fhtw-berlin.de
Message-ID: <2vu2gb$c8r@RW320B49.rz.fhtw-berlin.de>
Source record: 183846

I do not know. I think you do not use a German TOS2.06.
Because I have no other versions than the German one,
I am not sure that they have the equal beginning (the
first $8000 bytes or so). It is not impossible, that
the ICD-pro-driver does some things which flop_fix does
not like. I have only the "normal" ICD driver (and not
the most modern version).

Today or tomorrow I will test flop_fix on a German TOS2.06
again. I know no reason why there should be now an bug,
but ...

Would you be as kind as to test it on your machine without
the ICD-pro driver?

If it should work on my TOS2.06 and not on your machine
(without the ICD) then there must be a difference between
the Language versions of TOS2.06. If I get other language
versions of TOS2.06 I will try to improve flop_fix.

Greetings, HS

601. Re: More Atari Newsgroups !?

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 13:05:36 UTC
From: diehl@io.org
Message-ID: <2vu4f0$p0@ionews.io.org>
Source record: 183847
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Personally, I think it would be great to start up some new, more specific newsgroups ... right now, c.s.a.s. is being used for everything not programming related ... (and even occasionally, programming related). c.s.a.s.t is mostly about hardware and programming ... and the new c.s.a.a. is a good idea. (Well, for us programmers it is. :-) I'd like to see some dedicated for games, for programming (specifically), and so on. It would make things a lot better, IMHO, and a lot easier to find out what you're looking for.

```
____________ ______ ______ ___________________________________
___<___ ___// __ // ____/ ___ Tail of ________ Eric March _____
_______/ / / <_/ // <___ ___ The Comet ______ diehl@io.org _____
_______<_/ <_____/<_____/ ___ Productions ____ "ANSI? FANSI!" _____
```

602. Re: Starball high scores?!

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 13:09:21 UTC
From: diehl@io.org
Message-ID: <2vu4m1$vq@ionews.io.org>
Source record: 183848

Actually, it multiplies ALL scores by 4x -- not just your accumulated bonus thus far. I have written a concisive hints & tips file (with some help from David Oldcorn, who was nice enough to indulge me with some answers to some puzzling questions) that I can post if you (or anyone) likes.

```
____________ ______ ______ ___________________________________
___<___ ___// __ // ____/ ___ Tail of ________ Eric March _____
_______/ / / <_/ // <___ ___ The Comet ______ diehl@io.org _____
_______<_/ <_____/<_____/ ___ Productions ____ "ANSI? FANSI!" _____
```

603. Re: Info about ST required

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 13:27:28 UTC
From: djs@jet.uk
Message-ID: <1994Jul12.132728.27122@jet.uk>
Source record: 183849

In <2vtlhv$h79@bognor.barclays.co.uk> Iain.Laskey@barclays.co.uk writes:

>STs use 68000. TT/falcon uses 68030 with optional co-pro (68881/68882)
Only 68882 with '030, yes?

>|> If it's not asking too much, please reply by email, as I don't normally
>|> frequent this newsgroup.
>Oops.
Ditto!
--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

604. Hermes UUCP - multiple numbers per site?

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 13:43:46 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.nN6k&tcaa7k@semprini.waterloo-rdp.on.ca>
Source record: 183457

How can I use multiple phone numbers for one UUCP site in Hermes? My current site seems to be experiencing some problems on one line, so I'd like to add the other line to my setup while keeping the old line as the "first choice" in case things clear up.

I'm a leaf site, and only call one site upstream, if that makes a difference.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

605. Re: More Atari Newsgroups !?

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 14:09:24 UTC
From: Pieter-Jan.Hofland@phil.ruu.nl
Message-ID: <Pieter-Jan.Hofland-120794160924@ana-dyn-18.mac.phil.ruu.nl>
Source record: 183850

I am in Favor of dumping the old .st out of everything.

Joost.

Reply to Joost.vanderleij@phil.ruu.nl

606. Re: Spectre 3.1, any news?

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 15:02:47 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <2vuban$cqd@charm.magnus.acs.ohio-state.edu>
Source record: 183751

>Spectre 3.1 is now, I believe, in the latter stages of
>beta-testing and he's still working on Falcon-compatibility and
>possibly even minimal color support (16 colors, which is all
>the 128K Mac ROMs support).

This is untrue. The most colors the 128k ROMs support is 8 (3bit)! If Dave
want's to do more colors than this he will have to write special software to do
it (this is, I understand, how one of the Amiga emulators works...)

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"To my mind the most frightening book ever published is Lewis F. Richardson's
'Statistics of Deadly Quarrels'. You've probably never heard of it even though
its relevance to the mess you're in is at least as great as that of Darwin's
'On the Origin of Species,' which you learned about in fourth grade. And that's
because it's so completely terrifying only those 'experts' who are adequately
armoured with preconceived contrary ideas which will enable them to disregard
Richardson's work completely ever get to study it."
- Chad C. Mulligan

607. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 16:38:32 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2vugu8$9p8@mother.usf.edu>
Source record: 183752

Waldi Ravens (walra%moacs11@nl.net) wrote:
: In <2vqc2v$r4e@mother.usf.edu>, Timothy Miller wrote:

: > I know how ANSITerm works. I wrote it. It uses a hardware scrolling method
: > that works on regular ST's. But this feature was added to version 1.91 which
: > you have to register to get. The older versions scroll no faster than
: > anything else that just copied memory to scroll.

: It's the copying of memory instead of just writing the output to
: stdout, which prevents that ANSITerm can profit from the efficiency
: of /dev/fasttext.

What does fasttext do? ANSITerm uses its own 4x8 screen font, so it can't
send to stdout. There's no way to configure the system to do that on an ST.
And the REGISTERED version of ANSITerm doesn't copy memory (most of the time)
to scroll the screen. It uses the hardware.

Where does the efficiency of fasttext come from?

: > For me and the users of ANSITerm, XYZ works just fine. I couldn't find
: > anything that met my needs better.

: You're not using MiNT. :-)

A user of ANSITerm isn't expected to use MiNT. Although I still use ANSITerm
on my Falcon because I can't find anything to come close to the speed,
ANSITerm wasn't designed with the Falcon in mind, and there are a few terminal
programs for the Falcon that do 16 color ANSI.

608. Re: 3D stereogram things

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 16:45:41 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2vuhbl$9p8@mother.usf.edu>
Source record: 183754

Jeff Kovach (Jeff.Kovach@f318.n114.z1.fidonet.org) wrote:
: On 02 Jul 94 01:54:02 millert@grad.csee.usf.edu wrote...

: MM> The only problem with it is that I ALWAYS see stereograms backward.
: MM> He can see them both ways, and most people see them correctly, but
: MM> me.... everything that's supposed to stick out sticks WAY in, and
: MM> vice versa. He and I sat down and stared for quite some time and he
: MM> tried to help me to figure out how to see it right, but I just
: MM> couldn't. As a result, I'm blind to all these stereograms that I'm
: MM> so facinated by. And I'm not just talking about STIS stereograms...
: MM> i see them all backward.

: To which Jeff Kovach replies...

: Do you know if you are right-eyed or left-eyed? Most people are right-eyed,
: and I would imagine that this type of stereo image could be affected by which
: eye your brain favors.

I had strabismus for quite some time which was later corrected surgically.
Before that, I would use my left eye to see things while my right eye I would
try to ignore because it was pointing inward to much.

: To determine whether you are right or left-eyed, look at an object in the
: distance. Then, extend your arms in front of you and form a triangle with
: your hands, using your thumbs as the base. Position the triangle so that
: an object in the distance is in the center of it. Then, close one eye.
: Open it and close the other eye. You will find that they object will remain
: in the triangle for one eye - this is your favored eye.

I tried this. When I close my right eye, the view in my left shifts a little,
and shifts back when I open my right eye. When I close my left eye the view
in my right eye shifts dramatically (although not entirely out of the frame),
and when I open my left eye, it takes a moment to shift back and reallign.

: I will be surprised if you are not left-eyed.

Since I am (apparently) left-eyed, what can be done to STIS to correct for
this?

609. UMS II on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 16:48:13 UTC
From: sccoe@ucscb.UCSC.EDU
Message-ID: <2vuhgd$p0g@darkstar.UCSC.EDU>
Source record: 183753

It works! And it's actually playable (unlike on a super slow ST).
The trick is having Warp 9 installed so the pattern-fills work (otherwise
you get the infamous white-screen problem). So use Warp 9, ST med-res,
you must boot up off your Hard Drive but PLAY OFF the floppies! And it
works fine, much smoother and quicker than the ST.

Now we need some good scenarios. I have one extra one (Freedonia), and
I'm working on a fantasy-one. Anyone else out there have any good
scenarios?

610. Re: FLIs and Hypermedia

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 17:06:49 UTC
From: s581021@tfh-berlin.de
Message-ID: <2vuij9$36n@sun24.tfh-berlin.de>
Source record: 183755

Rowland Baker (sccoe@ucscb.UCSC.EDU) wrote:

: I am wondering if anyone can recommend a hypermedia program that will
: run (or can be forced into running) on a FALCON. HYPE? HYPERLINK?
: What is good? What will work? Do any do Falcon graphics-modes with
: color and all (GIFS & FLIs maybe)?

: My other question is about FLI animations: whats a good player for
: the Falcon and where can I find it?
: TIA!

Maybe Overlay from Overscan/Compo is that what you're looking for.

Stefan

--
Stefan Schoene s581021@tfh-berlin.de
Computer Science Student
TFH-Berlin
Berlin, Germany

611. Re: Zmodem

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 18:27:59 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2vunbf$6gq@mailer.fsu.edu>
Source record: 183756

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
>] Mickey this info comes Direct from Omen, the PD version 1987 does not suppo
>] Wild card, later versions of Zmodem are not PD and you have to pay to use t
>] have a talk to Wolfgang (Connect) if you don't believe me, and Michael Zieg
>] the GSZRZ chap, they all confirm this....
>
> Who says you *HAVE* to use the Omen version!?
>
>] People that write Zmodem programs for the Atari use the old 1987 PD standar
>] they can use the later Zmodem 90 if they pay for it, so may be you are usin
>] Zmodem standard that you should not....
>
> Omen Z-Modem is definately _not_ a standard!

Could someone repost Roger's reply? I did not receive it at my local site.
Thanks in advance.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

612. Re: Spectre 3.1, any news?

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 18:43:46 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2vuo92$6gq@mailer.fsu.edu>
Source record: 183757

Hutch (hutch@ilmen.lanl.gov) wrote:
> In article L676791@LMSC5.IS.LMSC.LOCKHEED.COM, L676791@LMSC5.IS.LMSC.LOCKHEED.COM ()
writes:
> >
> >Face it, Dave Small is a FLAKE!
>
>
> I'm not about to attempt to defend Gadget's by Small Inc's customer support
> practices, but comments like this are not only untrue, but UNFAIR as well.
>
> Grrrrrr....

Does "flake" mean something much more insulting in other parts of the
world? I would describe Dave Small as a bit flakey just from reading his
Spectre manual. The long delay for 3.1 could reasonably be described as the
actions of a flake, even if there are a whole strings of plausible yet
fantasic reasons for it (that in itself would be somewhat flakey).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

613. Re: Screensaver questions

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 18:57:33 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2vup2t$6gq@mailer.fsu.edu>
Source record: 183758

Mike Morris (mike@divsun.unige.ch) wrote:

> 1/ Is there an ftp site - or commercial source - for new modules
> for Midnight? I'm a bit bored of the penguins...

There is a Midnight demo on one of the German ftp sites that includes a
bunch of modules (including the penguins). I assumed that they came with
the commercial version as well, but I could be wrong. I have not seen
any PD modules out there.

> 2/ Are there known software incompatibilities of Beforedawn? I've
> just installed it on my TT + Crazy Dots, and it freezes every time
> it's called - can't find out what's doing it ...

I find that Before Dawn does occasionally do funny things, though I suspect
it is the fault of the current application rather than Before Dawn. For
example, PageStream does not seem to like it when BD is activated the
second time. CoNnect, on the other hand, works perfectly with BD. My system
is a MegaSTE with no video card.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

614. Re: Populous II ??

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 19:00:41 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2vup8p$6gq@mailer.fsu.edu>
Source record: 183759

Anthony McDonald (aa113@cfn.cs.dal.ca) wrote:
> I have just got this game and have been having problems loading it.
> Whenever I load it I get a message saying sorry pal machines only. I have
> a 520 STFM with 2 meg, and a 40 meg hard drive. Any idea what I should do?
> Thanks in advance for your help.

You might try booting it with a 50mHz booter program. With PopII, there does not appear to be any physical copy protection on the disk (just the "look up the funny face in the manual" stuff). So, you can copy the game to a fast-formatted floppy disk, or even your hard drive (though I have not been able to get it to work). Anyway, there are numerous programs that you can run (or include in the auto folder of the floppy) that can switch the machine to 50Hz. This should make it look like a "PAL machine". Check out the index file on atari.archive.umich.edu for exact file names. Feel free to send email if you get stuck.

BTW, it is an awesome game!

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

615. Please help the novice!

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 19:14:35 UTC
From: hvu@bnr.ca
Message-ID: <HVU.94Jul12151435@bmtlh207.bnr.ca>
Source record: 183760

After successfully getting a few files from umich.atari.archive
on to a diskette for my Atari (that took two weeks), I hit a
brick wall: how do I run the arc602.ttp program to unpack the files?

Here is what I got:

arc602.ttp
stinvadr.arc

I thought just opening arc602.ttp will un-arc stinvadr.arc for me.
It turns out arc602.ttp requires parameters. Unfortunately, the
help screen of arc602 scrolls by so fast, I could never read it.

So please help me. What should I feed arc602 as parameters to
un-arch stinvadr.arc? Am I using the right program to un-arch?

Thanks
--
Huy Vu
Bell Northern Research Ltd.
Department 6U34
Tel. (514) 765-7788
Email: hvu@bnr.ca

616. Re: GDOS on 1MB ST and ancient TOS?

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 19:27:30 UTC
From: michi@pluto.ping.de
Message-ID: <Up-EGMTAEVO@pluto.ping.de>
Source record: 183780

In <1994Jul8.135242.17380@kodak.rdcs.kodak.com> Rev. Dr. Freak wrote :

>GDOS on 1MB ST and ancient TOS? Possible? What do I need, where do I
>get it? Also any Microsoft Word type word processors? First word
>sucks. Help me before I buy a Mac. Thanks.
>

Hi Doc,

in germany we have a thing called TEMPUS-Word, ist THE word processor
over here. But I don't know whether you get that stuff in your state.

cu, michi

--
-- --
Don't just hit it, -- SQUASH it --

Michael Plonus 44143 Dortmund / Germany sunny westfalia
-- --

Atari UUCP : UPoint-'light'

617. Please help the novice!

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 19:56:49 UTC
From: larserik@oslonett.no
Message-ID: <2vusi1$oc1@hasle.oslonett.no>
Source record: 183761

In message #6, hvu@bnr.ca writes:

> It turns out arc602.ttp requires parameters. Unfortunately, the
> help screen of arc602 scrolls by so fast, I could never read it.

Try "h" or "-h" as parameter (usually means "hold screen" and wait for key)
Extract usually is "-x" or "-e" followed by the archive name

Lars-Erik 0sterud Phone: +47 67131571 Fax & ABK-BBS: +47 67132659
Atari Developer Pager: +47 96634222 Email: larserik@oslonett.no
SysOp ABK-BBS

618. Re: Reading ST floppies from DOS

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 20:04:07 UTC
From: meister@tatertot.com
Message-ID: <kL0cPc3w165w@tatertot.com>
Source record: 183740

sly@csupomona.edu (SLY) writes:

> Does anyone know of a DOS utility to read/write/format ST floppies? My ST
> has a single-sided drive.
>
> I've been able to partially read ST floppies on my PC. Is DOS's FAT
> compatible with the ST? Can DOS's format utility format a disk for the ST
> if I know the correct track/sector info?
>
> Any tips would be appreciated.
>
> --
> Sly
> email: sly@vmsa.is.csupomona.edu
>

If you use the Format 11 utility, and choose the MS-DOS format, both your
ST and PC should have no problems reading and writing to both. Good
luck.

=-=-=-

619. SCSI floppy?

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 20:34:09 UTC
From: dunham@mpd.tandem.com
Message-ID: <1994Jul12.203409.7625@integrity.uucp>
Source record: 183621

I think this is the closed-loop floppy Verbatim developed some years ago.
Does anyone know if this works on an Atari? If so, then this could be a
useful device at this price.

]From: bblind@crash.cts.com (Bruce Lindmark)
]Subject: 19 Meg SCSI Floppy Drives $79.00
]Organization: CTS Network Services (CTSNET), San Diego, CA
]Date: Mon, 11 Jul 1994 17:31:27 GMT
]
]I have obtained a Verbatim 20 Plus, which is a 5.25" floppy drive that
]uses a high capacity hard shell disk. This drive is fully scsi compatible
]and will connect to any daisy-chainable scsi device, such as the apple
]scsi card, high speed scsi card and the Ramfast card. The disk formats to
]19.1 meg on an Apple IIgs and Quantum lps 105. In a Mac chain it formats
]slightly higher. This is a perfect back-up device for disk image
]back-ups, or as a large capacity removable media boot device.
]
]The Verbatim 20 Plus is available from Memory Plus Distributors Inc. of
]Scottsdale AZ for $79.00 plus shipping and includes a 25x50 scsi cable,
]terminator, power cable and one (1) disk. Extra disks are available.
]
]MPD inc, states that this is a close out sale and when the present stock
]is sold out there will be no more offered. Time is of the essence on this
]item.
]
]For more information call or write:
]
]Memory Plus Distributors, Inc.
]7902 E. Pierce Street
]Scottsdale, AZ 85257
](602) 820-8819 FAX (602) 968-3211
]
]:wq
]
]s
]:s
]:x
]wq

I guess Bruce couldn't find the [esc] key. :-)

--
Jerry Dunham DoF #1.5 dunham@mpd.tandem.com
Tandem Computers, Inc., ISD dunham_jerry@tandem.com
Austin, TX (512)244-8598

Any sufficiently advanced technology is indistinguishable from a rigged demo.

620. AKA Atari Show in Freiburg

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 21:12:40 UTC
From: Alexander_Bochmann@traveller.fido.de
Message-ID: <2e23173a@f20.n2000.z242.fidonet.org>
Source record: 183787

INTERNAT. ATARI POWERSHOW FREIBURG INTERNAT. ATARI POWERSHOW FREIBURG

Sorry for the late notice, but we were quite busy during the last few weeks,
and no one was able to translate this... I hope we're no TOO late...

---> what is it?

A T A R I P O W E R S H O W I N T E R N A T I O N A L
==

---> when?

Date: 23. + 24. Sept. 1994 10 - 18 o'clock

---> what can we expect?

Our main objective is to show what's possible with Atari computers
these days and in future. We want to provide informations to users,
developers and dealers in order to help them in their decision to
keep up their support for and use of Atari computers.

We want to offer a chance for the "Atari-world" to meet; get new
contacts; test, sell, and buy products; spread the latest gossip;
and so on.

Visitors will have the chance to buy and/or order stuff on the show
(depending on the attending companies).

This worked quite well last year - this year we have more
rooms, and hopefully a bit more publicity.

---> who's doing it?

A K A (Anwender Kreis Atari) Freiburg

The AKA is a collection of professional (most of them) Atari users
who meet on a regular basis since 1985, now included Atari-System-
Dealer and Atari-System-Service we trust in !

We don't want to earn money with this. We would be very happy to get
our expenses in, though :-)

We're doing this because Atari-users need competent
partners and a secure base.

---> responsibility?

Werner Laass Neumattenstr. 12 D-79102 Freiburg
Tel + Fax: +49-761-34483

email: werner_laass@traveller.fido.de

---> costs for exhibitors?

For hard- and software-developing companies and distributors, we
think of about DM360.-- for both days (tables, chairs, energy,
insurance included, but you should bring your own advertising media).

For developers without financial reserves: DM30.-- !!

If you don't have the possibility to come to the show, but want your
product to be presented, contact us (but our resources are limited)!

If you're "just a user", but want to show what YOU are doing with
your Atari anyway - you're welcome!

---> Costs for visitors?

DM4.--

---> Where?

Fachhochschule fuer Sozialwesen
Bugginger Str. 38 79111 Freiburg

---> how to get there, Hotels etc.?

mail us, we'll send a plan & information!
(fax or phone to Werner Laass, see above)

---> who has been invited yet?
("!" = will come, ">" = will send stuff, "?" not shure yet, but want
to do something, " " = no reaction received -> holidays in Germany)

Germany:
! Cameron with the newest version of their A4-Scanner, 16 Mio colors
and with super controling-software, demonstrated
on a complete station: Scanner - Highspeed-Atari! -
Colorprinter (Fargo?)
Cannon-Still-Video, the professional version!
> GE-Soft with the EAGLE (new construction, TT-compatible)
(they already promised that one to us last year, but
somehow it didn't work... We hope they do it this year)
DMC Calamus (what else???), we hope for the new Update
? DIGITAL ARTS DAs picture / DAs vector pro / DAs Layout/
(pro screening , movie)
? HARD & SOFT Speed resolution card, the low-cost-super-tuning
for Falcon, CD-TOOLs and other news round Falcon (and
a lot of products for ST/STE/TT too)
! ICS innovative computer systeme Schoenaich
? vhf Janus, the real TOS-Board for PC (with 68000 and
parallel-processing with the intel, 68030 is
promised!)
! R&H Studiosound Notator ++/Emagic and all around Falcon + studio

! W & M PARC, the profesional picture-database with options
for CHILI-user (direct-digitizing and others) !!!
VIDEOTEXT, a comfortable way to select,collect and
read informations from Videotext.
! Crazy Bits with color-sublimation-printer less than
3000,- DM, incl. Calamus-driver!!!
> Galactic with sound total, DIGIT and more
! Jobis BSS-Softw., high-class-falcon-tower
and PAMs FlexLink, a very interesting network!!!
> LIGHTHOUSE low-cost easy-handle desktops and towers
desktopper for Falcon
Overscan afterburner for Falcon (68040)
Matrix screen eye plus
> INSHAPE professional raytracer, 3D modeler, Shader
ASH Phoenix and more
Computerinsel Nova graphics-cards for Mega ST, Mega STe and TT
> LSK analysis with fast fourier
> rhotron falcon in science, medicine, indutrie and developing
? Blow up TAsS, digital phone-answering on Falcon
PSI poket S/PDIF digit.Interface Falcon
? TKR Fax Office, DFUe
! Jag Mag / Atari intern the new german ATARI-Magazine
? Heim-Verlag books, magazines (like the old TOS-numbers)
! MAUS Boeblingen demonstrating MAUS-NET
! PAC Pro Atari Computer Club: with a lot of professional
Atari-Users, demonstrating their hardware-software-
-service-know how. This "Club" is more than a regional
club; it is nationwide organisation with worldwide
contacts
plus a bunch of professional users and developers who show their
favourite applications.

France:
? Banque populaire Mulhouse + Volksbank Freiburg demonstrates:
Germany<->France,the way how to buy and pay without
transfer-costs! (perhaps also by minitel/Btx)
! LEXICOR FRANCE all about Atari & VIDEO (??? OK?)
CHILI included (supported on Falcon ???)
! ST-MAGAZINE / ??? START MICRO ??????????????????
others : still waiting for requests!!!
wanted : *D2M infographie* *NSG* *Nostromo* *INFONIX*

Switzerland:
? cd-mailing VIDEO-cutting on Atari
> BREUER CHILI-Videocard
Oberon on Atari (projected) (ETH Zuerich?)

GB, NL, USA, Austria, rest of the world:
we are waiting for answers!!! Need more contacts!

! USA: Lexicor by Lexicor France
*** USA / NL Help by a known company ***

Canada
Cybercube CaTTamaran

PLUS a little show with products from ATARI'S past, present
(and future ?).
PLUS Jaguar, perhaps as the output-module of the
newest ATARI-Computer? :-]

With best regards
AKA Freiburg, Werner Laass

621. Re: Spectre 3.1, any news?

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 22:33:34 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9407122149.AA02019@ilmen.lanl.gov>
Source record: 183762

In article 6gq@mailer.fsu.edu, boyd@hardy.math.fsu.edu (Mickey Boyd) writes:
>> In article L676791@LMSC5.IS.LMSC.LOCKHEED.COM, L676791@LMSC5.IS.LMSC.LOCKHEED.COM () writes:
>> >
>> >Face it, Dave Small is a FLAKE!
>>
>>
>Does "flake" mean something much more insulting in other parts of the
>world? I would describe Dave Small as a bit flakey just from reading his
>Spectre manual.

Well, given that, I could very well agree with you. :) But I hardly think the original poster's comment was meant to be humorous, only denigrating.

>The long delay for 3.1 could reasonably be described as the
>actions of a flake, even if there are a whole strings of plausible yet
>fantasic reasons for it (that in itself would be somewhat flakey).

All too true, I suppose. It _has_ been an exceptionally long wait, but at least I don't know of anyone who has been cheated out of $$$ from Gadgets. Now THAT would be truly flaky behavior, IMHO. Whatever...

-Hutch- @ Fair Dinkum Tech

622. Re: Please help the novice!

Newsgroup: comp.sys.atari.st
Date: 1994-07-12 22:49:08 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9407122205.AA02030@ilmen.lanl.gov>
Source record: 183763

In article 94Jul12151435@bmtlh207.bnr.ca, hvu@bnr.ca (Huy Vu) writes:
>
>After successfully getting a few files from umich.atari.archive
>on to a diskette for my Atari (that took two weeks), I hit a
>brick wall: how do I run the arc602.ttp program to unpack the files?
>
>Here is what I got:
>
>arc602.ttp
>stinvadr.arc
>
>I thought just opening arc602.ttp will un-arc stinvadr.arc for me.
>It turns out arc602.ttp requires parameters. Unfortunately, the
>help screen of arc602 scrolls by so fast, I could never read it.

You have the right archiver, alright. To decompress the file, put
ARC602.TTP in the same directory as STINVADR.ARC and run ARC602.TTP
by double-clicking on it. Then on the command line type:

xh stinvadr.arc *.*

This will extract all files in the archive to the current directory.
'x' means extract and 'h' means hold screen until you hit a key.
Using the 'h' option also helps when you want to view the help screen.

If the Arc utility is not in the same directory as the file to be
acted on, then just add the appropriate path on the command line.

Even better, however, is to get hold of one of the many program shells
for ARC, LHARC, et al that eases the process considerably. There are
many shells available but ARCSHELL by Charles Johnson (of CodeHead fame)
is one of the better ones. It's shareware and should be available via
ftp from multiple sites.

-Hutch- @ Fair Dinkum Tech

623. PGP Shell v0.9 released

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 00:31:46 UTC
From: renfro@bnr.ca
Message-ID: <2vvcli$des@crchh610.bnr.ca>
Source record: 183764

Version 0.9 of PGP Shell has been uploaded to atari.archive.umich.edu
and should be available soon.

This version has been tested with PGP2.3a, but I understand there is a
ver. 2.6ui floating around Europe. If someone could please check for
any compatibilty issues and send me feedback, I would appreciate it.
I am also trying to get a hold of this new version.

Note that this will be the last version that will be distributed as
fully functional shareware. Any future versions will be partially
disabled and require a key code to fully activate. Anyone who registers
this or previous versions will receive a key code when the next
version is released. If you use the program, please register and let
me know you would like to see it further developed. Please see the
README file in the distribution package for details on how to register
in North America or the United Kingdom.

I am still looking for anyone interested in translating the resource
file and/or the documentation to German and also to collect registration
fees in Germany.

Thanks,
Randy

PGP Shell Revision History
==========================

*Changes in v0.9 (06/94)
- EXECUTE button in GEN KEY dialog left selected.
- ASCII file view crashes when file same size as screen.
- File paths now passed to PGP.TTP.
- New key management dialog with more commands.
- Quick commands implemented.
- UserID selector implemented.
- Key sequence in quick cmd to call up file & userid selector.

624. Re: Signum to WinWord 6.0

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 00:32:31 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <2vvcmv$j90@brachio.zrz.TU-Berlin.DE>
Source record: 183765

>Can some one tell me why Papyrus looks like a Copy of Script..??

looks like we were inspired by the same program, i.e. WriteNow on the Macintosh

>So Please give me the Real thing and not a Copy...!!!

So get a Mac. ;-)

Honestly, I think making things like the ruler that work the same way look
the same way is only convenient for the users. But have you checked the things
that work differently, like arbitrary zoom in papyrus, background printing,
modeless dialogs (papyrus had them before Script), easy Speedo font handling,
powerful picture handling, arbitrary page layout, really easy^C

OK, OK, i'll stop, you don't like too much advertising here. But I really had
to answer this.

/--\
Christian Nieber	Television: A medium.
email chris@buran.fb10.tu-berlin.de	So called because it is
R.O.M. Logicware, the Home of Papyrus	neither rare nor well done.
Raschdorffstr. 99, 13409 Berlin	
Tel. ++49/30/492 41 27, FAX 491 93 67	Ernie Kovacs

625. Re: Papyrus vs Redacteur - any thoughts

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 01:27:33 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <2vvfu5$jcq@brachio.zrz.TU-Berlin.DE>
Source record: 183768

>Papyrus Gold is fantastic - easily one of the best serious software ever
>created for Atari computers.. It, however, does have its limitations:
>
>1) It needs a fast machine (Mega-STE/Falcon is a minimum, when using Speedo
>fonts, I think)

I'm happy to say that this is no longer true. Since the brand new version 3.5
papyrus has a built-in Speedo Cache that makes Speedo output on the screen
as fast as bitmap font drawing and also removes line flickering while
typing. A 8 MHz machine is now fast enough for papyrus+Speedo with no
noticable delay between typing and drawn letters.

>(demo has some problems with
>Geneva, however..)

I heard about that, but couldn't get hold of Geneva yet.

Christian

/--\
Christian Nieber	Television: A medium.
email chris@buran.fb10.tu-berlin.de	So called because it is
R.O.M. Logicware, the Home of Papyrus	neither rare nor well done.
Raschdorffstr. 99, 13409 Berlin	
Tel. ++49/30/492 41 27, FAX 491 93 67	Ernie Kovacs

626. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 01:55:35 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2vvhin$co6@mother.usf.edu>
Source record: 183770

Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
: Timothy Miller (millert@grad.csee.usf.edu) wrote:
: > I'm sorry you dislike it so much. Why don't you write starfall@genie.geis.com
: > and tell the developer.
: >
: > For me and the users of ANSITerm, XYZ works just fine. I couldn't find
: > anything that met my needs better.

: Is XYZ.ttp still being developed? The last version I saw was years old.
: GEM SZRZ 2.28 can blow it out of the water, as can CoNnect's internal Zmodem
: (from a speed standpoint). I hear that the registered GSZRZ 4.x versions
: are even faster. What is the newest version of XYZ you have seen? I seem
: to remember a 2.2beta or something like that (being the last version)?

That's the last version I have and the last version ANSITerm supports.
Contact the author if you want more information.

: You should be able to use GEM SZRZ in place of XYZ in most cases, as it
: supports the same secondary text file batch format. I suggest you give it
: a try. I'm sure the significant additional speed, coupled with the much
: nicer and more informative user interface would be welcome additions to
: Ansiterm users.

ANSITerm development has also stopped. There are countless peope who use it,
but under 40 have actually registered it. They don't know what they're
missing because it's got some neat new features... and it's lots faster.
Anyhow, it's only $15, and if I saw that there was actually a demand, I would
continue development.

Where can I get this GEM SZRZ?

Would you like me to post the additional features list for version 1.91?

627. Re: Falcon-Music-Workstation

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 01:57:12 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2vvhlo$co6@mother.usf.edu>
Source record: 183771

David Stevenson (djs@jet.uk) wrote:
: In <2vj20o$22i@bognor.barclays.co.uk> Iain.Laskey@barclays.co.uk writes:

: >In article <2vhtaa$48h@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) writes:
: >|> ...expensive, they don't sell, and THEY STOPPED PRODUCING THEM.
: >Really? First I've heard....
: Perhaps Tim would tell us his source for this information? He declined to
: do so for some other misinformation. (He said that Atari would never
: license anything for 3rd party developers, then claims he knows about
: the Medusa, which licenses...).

Well, it turns out that one of my sources of this information is just a malcontent and I was an idiot for repeating what he said.

I apologize.

628. Re: Zmodem

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 02:33:53 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2vvjqh$s0o@golem.wcc.govt.nz>
Source record: 183772

In article <2vunbf$6gq@mailer.fsu.edu>, boyd@hardy.math.fsu.edu (Mickey Boyd) writes:
>Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
>>
>> Who says you *HAVE* to use the Omen version!?
>>
>>] People that write Zmodem programs for the Atari use the old 1987 PD standar
>>] they can use the later Zmodem 90 if they pay for it, so may be you are usin
>>] Zmodem standard that you should not....
>>
>> Omen Z-Modem is definately _not_ a standard!
>
>Could someone repost Roger's reply? I did not receive it at my local site.
>Thanks in advance.

Well Mickey I did not reply, but as you would like me to so I will. but I was
thinking of Steven fealings and did not wish to upset him...

This chap owns all the rights to Zmodem from 1987 onwords, they should, he
invented Zmodem....

*Chuck Forsberg
*Omen Technology INC, Portland Rain Forest

If you wish to use later versions of Zmodem you must pay a fee (Licence) to
this firm...

But then again I could be wrong.....

>
>--
>***
>* Mickey Boyd *
>* Systems Administrator *
>* Florida State University Mathematics Department *
>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
>***
Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

629. Re: Spectre 3.1, any news?

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 02:39:46 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2vvk5i$s0o@golem.wcc.govt.nz>
Source record: 183773

In article <2vuo92$6gq@mailer.fsu.edu>, boyd@hardy.math.fsu.edu (Mickey Boyd) writes:
>Hutch (hutch@ilmen.lanl.gov) wrote:
>> In article L676791@LMSC5.IS.LMSC.LOCKHEED.COM, L676791@LMSC5.IS.LMSC.LOCKHEED.COM () writes:
>
>Does "flake" mean something much more insulting in other parts of the
>world? I would describe Dave Small as a bit flakey just from reading his
>Spectre manual. The long delay for 3.1 could reasonably be described as the
>actions of a flake, even if there are a whole strings of plausible yet
>fantasic reasons for it (that in itself would be somewhat flakey).

No its made of chocolate, its called here a Chocolate Flake made by Cadburys,
and are very nice....

I think that Dave is doing very well considering the vanishing Atari market,
if you are desperate for a Mac go buy one....

>* Mickey Boyd *
>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

630. Re: More Atari Newsgroups !?

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 02:52:57 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2vvku9$s5g@golem.wcc.govt.nz>
Source record: 183774

```
] alt.atari.2600
] alt.games.lynx
] comp.binaries.atari.st
] comp.sources.atari.st
] comp.sys.atari.8bit
] comp.sys.atari.announce
] rec.games.video.atari (already mentioned this)
]
] Hope I have all the names correct. If not, flame me. :-)

Pass as to the 1st two, but the rest look fine....

There is also:

alt.atari-jaguar.discussion
comp.sys.atari.advocacy

The only possible other group I can think of would be comp.sys.atari.games,
as all rec.games.video.atari consists of is Jaguar talk, mostly consisting
of flame-wars between Jaguar/Atari haters (who don't appear to know the
facts), and everyone else!

Maybe just a 'comp.sys.atari.software' !? (For discussion of serious, and
"entertainment" software.)
```

631. Re: 1st Jag Letter Writing Campaign (MKII,SSFII,ELEC.ARTS,ATARI)

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 02:54:23 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2vvl0v$s5g@golem.wcc.govt.nz>
Source record: 183775

] CH> Have any of these letter-writing campaigns ever had _any_ impact at
] CH> all? They seem to come up about every six months...
]
] Yes, I believe it actually helped in convincing MicroProse in the UK to do
] port of Civilization and Formula One Simulator to the ST.

That was probably due to the one that ST-Format did.....

They did quite a large routine similar to this about a year ago, that
caused about 3 companies to release things they previously weren't
going to! (Civilisation was one, I can't remember the others off the
top of my head....)

632. Re: 1st Jag Letter Writing Campaign (MKII,SSFII,ELEC.ARTS,ATARI)

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 02:56:52 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2vvl5k$s5g@golem.wcc.govt.nz>
Source record: 183776

] Hmmm. You know, I bet the MicroProse version of Civilization could easily
] be converted to the Jaguar. The code is already there. The graphics take
] advantage of the Falcon030 so the graphics would look pretty sweet. One pr

It could be ported quite simply, but why!?

They _never_ made an obviously bug-free version for _any_ platform, you
don't want bugs on cartridge-based games! Also, I can't imagine playing
it too simply with that horrible joy-pad!

(Why, oh why couldn't it be a joy-STICK, Atari have the rights to the
things, and in most cases they prove a lot better to use! (On current
machines they're mostly fine, as virtually everything consists of
platform games, but the Jaguar is so much _more_!)

633. Re: Populous II ??

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 02:59:26 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2vvlae$s5g@golem.wcc.govt.nz>
Source record: 183777

] I have just got this game and have been having problems loading it.
] Whenever I load it I get a message saying sorry pal machines only. I have
] a 520 STFM with 2 meg, and a 40 meg hard drive. Any idea what I should do?
] Thanks in advance for your help.

It's obviously the UK version. More than likely "DC-Bootit" will fix
your problems!

available as : dcbootit.arc (could be .lzh, but I doubt it!)

at:

atari.archive.umich.edu

in

./atari/Utilities/Dc/

From memory Populous II boots from the bootsector, so this is just about]
the only way to do it!

634. Re: Spectre 3.1, any news?

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 03:00:44 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2vvlcs$s5g@golem.wcc.govt.nz>
Source record: 183779

] Spectre 3.1 is now, I believe, in the latter stages of
] beta-testing and he's still working on Falcon-compatibility and
] possibly even minimal color support (16 colors, which is all
] the 128K Mac ROMs support).

Supposedly it was "finished" about 4 months ago.... And version 3.2
was going to be the next version, which would add color support (I think),
it was in an AEO issue about 3-5 months ago!

635. Help! Seagate HD, and spectre

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 03:25:50 UTC
From: mcdower@tui.lincoln.ac.nz
Message-ID: <mcdower.1.2E235EBE@tui.lincoln.ac.nz>
Source record: 183778

Has anyone had any problems with a Seagate ST-296 80mb hard drive,
and or Spectre GCR v3.0 on a UK spec 1040STE. I'm looking to buy one and
whish to find out if anyone has had or knows of ant problems.

636. Re: Why doesn't Flop_fix work for me?

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 07:53:51 UTC
From: s002893@YPSERV.rz.fhtw-berlin.de
Message-ID: <3006if$qii@RW320B49.rz.fhtw-berlin.de>
Source record: 183782

I tested it again on German TOS2.06 yesterday. It does its job.
That means there remain only two causes for malfunction:
- "non-German" TOS
- ICD-pro-driver

Greetings, HS

637. Strange bugs on ST with HD

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 08:21:35 UTC
From: oldcornd@cs.man.ac.uk
Message-ID: <30086f$frr@m1.cs.man.ac.uk>
Source record: 183452
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've been battling with this one for a couple of weeks now... but can anybody explain why ST's with TOS 1.2, 1.4, 1.6 or 2 should lock up completely inside certain read() calls (GEMDOS function $3f)? The same routine is used in a couple of different places, and works at one part but not at all at the other. If the same program is run from floppy, or on any other version of TOS, everything is OK. If you have a non-Atari HDI driver then instead of locking it can bomb instead.

Could anyone also explain why a program that works fine on 2M STe's won't work on some 4M STe's despite not making any different use of memory?

Dave

638. Re: FLIs and Hypermedia

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 08:50:30 UTC
From: raphael@brasil.frmug.fr.net
Message-ID: <3009sm$1ds@brasil.frmug.fr.net>
Source record: 183799

Sam McGee (sammcgee@crl.com) wrote:
: Rowland Baker (sccoe@ucscb.UCSC.EDU) wrote:

: The other one I know of is MOVIE100. It plays animations in a window and
: works with MTOS and runs in several resolutions but it has problems. It
: only plays less than 10% of my FLI's. (2 CD's worth) It can be found at
: any major FTP site. Let me know if you can't find them.

Bad FLI/FLC header... Take a disk editor and set the bit 0 of the 15th byte to 1 (the byte at offset 14 decimal). This bit means that the file has been correctly written, and that the header is ok. Most third party FLI creators don't set this bit, but they should.

: Sam
:
: sammcgee@crl.com
: or
: s.mcgee2@genie.geis.com
:

Raphael Lemoine (Brainstorm)
raphael@brasil.frmug.fr.net

639. Re: Search a VIRTUAL DISK-RAM

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 08:51:46 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.774089506@acp5>
Source record: 183784

jperez@uhunix.uhcc.Hawaii.Edu (John Perez) writes:

>Does this mean that Outside is a Falcon/TT only program? I can't read
>German so I haven't been able to discern this from the Outside Demo.

Yes, it needs a Falcon, TT or ST with PAK/3 (this is an 68030 card).
There is also an English version with English manual from Lexicor.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

640. Modem speeds.

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 08:53:07 UTC
From: daveh@netcom.com
Message-ID: <davehCsvFCJ.9oy@netcom.com>
Source record: 183786

What modem speed should I expect using the following configuration?

Atari Mega ST2 and Practical Periferals PM14400FXMT modem. I have HSMODEM4 installed aparently linked at, 19200 DTE, 14400 DCE with V42bis enabled. When I download with Connects internal ZModem with no multi tasking everything else idle. I get about 1600cps, is this reasonable?

Is the above modem reasonable? I can still change it for a US Robotics Sportster if it is any better (they are about the same price.)

Now onto Connect, is there any way to make it respond faster? It's reasonable with the Gemini font, GDOS1.1 and Turbo ST but not as fast as a TOS terminal program like uniterm (To be expected I guess.)

I really don't understand what parameters I should configure the HSMODEM with. Connect says I have an RSV cookie although I have not done the RSV hardware mod and I think I responded No to the install RSVE cookie option on HSMODEM setup. Even though the RSV cookie is present Connect does not offer higher baud rates (just as well since I havn't actually done the RSV mod.) Some more pointers to how I should configue this beast would be usefull.

Many Thanks,

Dave Halliday
(daveh@netcom.com)

641. Re: Search a VIRTUAL DISK-RAM

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 08:53:54 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.774089634@acp5>
Source record: 183785

huveneer@math.ruu.nl (Richard Huveneers) writes:

>In <CssoLy.Mz7@news.Hawaii.Edu> jperez@uhunix.uhcc.Hawaii.Edu (John Perez) writes:

>Can somebody please tell me where I can find this demo?

You can find it on ftp.uni-kl.de in /put/atari/other_demos. The name of the
file is outside32_demo.zip.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

642. Help! Atart ST and hard disk problem

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 09:22:54 UTC
From: s.bennett@uea.ac.uk
Message-ID: <s.bennett.19.000961FC@uea.ac.uk>
Source record: 183783

I have a STE with a GE-soft controller and a 40Mb Quantum SCSI drive. It's
been working fine for a year or two. Last weekend the data on the drive
started to corrupt. I finally reformatted the drive after several attempts.
It's been OK for a week but last night the data was corrupted. Both days were
very hot in the room where the ST is. The drive, a commercial unit, has no
fan. Is it that simple? Or is there another problem someone has come across?
Any heap appreciated
Cheers
Stephen Bennett

643. Re: Why doesn't Flop_fix work for me?

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 12:51:53 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <300o19$sok@msuinfo.cl.msu.edu>
Source record: 183788

In article <3006if$qii@RW320B49.rz.fhtw-berlin.de>, s002893@YPSERV.rz.
fhtw-berlin.de (Harun Scheutzow) writes:
>I tested it again on German TOS2.06 yesterday. It does its job.
>That means there remain only two causes for malfunction:
>- "non-German" TOS
>- ICD-pro-driver
>Greetings, HS

I tried flop_fix on my computer, which has american TOS 2.06, standard DSDD disk drive, and the ICD STHA (or regular) driver. With flop_fix installed, I can't access the floppy at all! Anyone know if the American ROMs even have the same error as the German? Do we need a version that works on Amercian (States, that is) ROMs with the ICD driver?

Regards,
Tom Hopper
hopper_t@msupa.pa.msu.edu

644. MiNT mailing list

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 13:37:57 UTC
From: rimfax@bu.edu
Message-ID: <300qnl$r6h@news.bu.edu>
Source record: 183789

[No readable article body recovered]

645. Re: Spectre 3.1, any news?

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 15:05:45 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <16FF271E3S86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 183800

OK, I admit, I wrote the flame below. It WAS somewhat insulting, but I was hoping to get a rise and response out of Mssr. Small, since my efforts at some very basic customer support for his complex device were in vain. Even the retailer who I bought it from, B&C Computer of Santa Clara, CA, did not get as much as the courtesy of a reply from continual mail, E-mail and phone requests for just some basic technical support. This was pretty frustrating, since I paid good money and in good faith for Spectre GCR 3.0 (and the ROMs it requires). While I don't think Mssr. Small is a crook, I have heard tales on this network of him neglecting basic business practices that have led to one customer, at least, filing complaints to the Colorado Consumer Affairs office. Then, after all the "hoopla" about Spectre 3.1 last year on GEnie, we hear nothing. Admitedly, he writes in a very "stream of consciousness" style in his manuals and network posts that endears him to some, but can be quite frustrating to the less than technically oriented. Atari users were at one time a source of income for him, and he has done a lot for us, but if it takes a little flame to rouse him to address us on our concerns, so be it. "Flake" should be taken to mean "eccentric," rather than intentionally unethical. But I do not think it unreasonable to to describe the business practices of Gadgets by Small as "flakey." ---Annonymous

>>> >Face it, Dave Small is a FLAKE!
>>>
>>Does "flake" mean something much more insulting in other parts of the
>>world? I would describe Dave Small as a bit flakey just from reading his
>>Spectre manual.
>Well, given that, I could very well agree with you. :) But I hardly think
>the original poster's comment was meant to be humorous, only denigrating.
>
>>The long delay for 3.1 could reasonably be described as the
>>actions of a flake, even if there are a whole strings of plausible yet
>>fantasic reasons for it (that in itself would be somewhat flakey).
>
>All too true, I suppose. It _has_ been an exceptionally long wait, but at
>least I don't know of anyone who has been cheated out of $$$ from Gadgets.
>Now THAT would be truly flaky behavior, IMHO. Whatever...
>
>-Hutch- @ Fair Dinkum Tech
>

646. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 15:13:39 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3010b3$6u0@mailer.fsu.edu>
Source record: 183793

Timothy Miller (millert@grad.csee.usf.edu) wrote:
> Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
> : You should be able to use GEM SZRZ in place of XYZ in most cases, as it
> : supports the same secondary text file batch format. I suggest you give it
> : a try. I'm sure the significant additional speed, coupled with the much
> : nicer and more informative user interface would be welcome additions to
> : Ansiterm users.
>
>
> Where can I get this GEM SZRZ?

Atari.archive.umich.edu in /Telecomm. Several other telecomm packages
support GEM SZRZ directly, either in its accessory form or as an external
executable. It is a shareware program, still being developed (to my
knowledge).

> Would you like me to post the additional features list for version 1.91?

Sure. Might I suggest that you prepare a demo version of your program, with
the fast scrolling you describe? The newest batch of modem programs
concentrate more on compatability than speed, which is good for folks who
own faster machines. However, the best choice for UNIX modeming (IMHO) for
8mHz machine owners is still Uniterm, due to its speed. I think that a
super-fast scrolling telecomm program that supports Zmodem directly (which
Uniterm does not) and perfect vt100 would be popular. You might disable some
other features to encourage registration, but the fast scrolling is what
would probably sell the program (and should therefore be included in the demo,
again IMHO). Just my $0.02.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

647. Re: Spectre 3.1, any news?

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 15:17:23 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3010i3$6u0@mailer.fsu.edu>
Source record: 183794

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
> No its made of chocolate, its called here a Chocolate Flake made by Cadburys,
> and are very nice....

Ah, Cadburys. I generated many dental visits with their products (lived in
England in my youth). Too bad they don't seem to export most of their
stuff to the states.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

648. Re: Starball too easy.

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 15:28:44 UTC
From: boisso_s@epita.fr
Message-ID: <30117c$167@boson.epita.fr>
Source record: 183790

In article <773921638.11535@minster.york.ac.uk>, andrew@minster.york.ac.uk (Andrew Hague) writes:
>The response from the flippers doesn't feel right either. I hit the
>keys harder but the ball doesn't move any faster :-).

Yes..there is also some `colision detection' bugs
Some raster sync error when playing modules on Falcon..

>Otherwise, the graphics and audio are very good, I just think the
>gameplay needs tweeking a bit more.

It's indeed a great game (on Falcon..)!
Something that would be very very cool: a Falcon030 specific version in overscan!
and WITH more pinballs! (not only bonus screens!)

. . Stephane Boisson.
|\ /|
0 o
--oOOo-_/-oOOo----------
U Nucleus |-|\/|) ~ boisso_s@epita.fr

649. Re: Spectre 3.1, any news?

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 15:46:49 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Jul13114649@wpi.WPI.EDU>
Source record: 183798

0{{ "Hutch" == Hutch <hutch@ilmen.lanl.gov> writes:
>> Does "flake" mean something much more insulting in other parts of
>> the world? I would describe Dave Small as a bit flakey just from
>> reading his Spectre manual.

Hutch> Well, given that, I could very well agree with you. :) But I
Hutch> hardly think the original poster's comment was meant to be
Hutch> humorous, only denigrating.

Indeed. I'll second the motion for the "flakey" nature of the Magic
Sac and Spectre manuals and his CN articles! Flakey but fun!

>> The long delay for 3.1 could reasonably be described as the actions
>> of a flake, even if there are a whole strings of plausible yet
>> fantasic reasons for it (that in itself would be somewhat flakey).

Hutch> All too true, I suppose. It _has_ been an exceptionally long
Hutch> wait, but at least I don't know of anyone who has been cheated
Hutch> out of $$$ from Gadgets. Now THAT would be truly flaky
Hutch> behavior, IMHO. Whatever...

Indeed! I am glad Dave has not collected money for something he has
yet to deliver... Brings to mind a 2+ year wait some are now enduring
for the products of a certain accelerator maker...

.s.
--
- lancer@wpi.wpi.edu - - 0{{ "Haus der Luege": -
- Hier leben die blinden die glauben was sie sehen -
- Und die tauben die glauben was sie hoeren -

650. Re: Zmodem

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 15:50:08 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3012fg$6u0@mailer.fsu.edu>
Source record: 183797

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
>
> Well Mickey I did not reply, but as you would like me to so I will. but I was
> thinking of Steven fealings and did not wish to upset him...

Actually, I meant the reply that was quoted by Steve (which did appear to exist :-). Someone sent it to me, so I have now seen it.

> This chap owns all the rights to Zmodem from 1987 onwords, they should, he
> invented Zmodem....

Ok. This does not change the _fact_ that Zmodems that can do wildcard downloads are a dime a dozen on _most_ Internet systems. UNIX systems, which make up the vast majority of Internet connection points, and with which I have some slight experience, have lots of Zmodems that work fine, and are publically available. I have no doubt that you are right about the behavior of Zmodem on your system. I'm simply stating (and citing examples) that it is not typical behavior.

Rog, all I'm trying to suggest is that when you give your standard advice about STorm's wonderful Zmodem, please qualify the statement. For example, "STorm's Zmodem works for me when others didn't, YMMV" or something like that. I can state from experience that most users will not have the same Zmodem problems that you did. Just my $0.02.

--
****
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****

651. Re: Help! Seagate HD, and spectre

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 16:10:50 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3013ma$6u0@mailer.fsu.edu>
Source record: 183701

McDowell, Richard William (mcdower@tui.lincoln.ac.nz) wrote:
> Has anyone had any problems with a Seagate ST-296 80mb hard drive,
> and or Spectre GCR v3.0 on a UK spec 1040STE. I'm looking to buy one and
> whish to find out if anyone has had or knows of ant problems.

With v3.0, one must have the "Turbo SCSI" option turned off if any of the
ST296N is used as Spectre disk space. The ST296N has an interleave of 2:1
for most Atari host adaptors (I heard that there was one that could use this
drive 1:1, but I cannot confirm that). Other than that, it should work.
Note that "Turbo SCSI" used to be "Slow SCSI" in older versions of the
Spectre software, with the meaning of the selection reversed.

I have a ST296N, but it does not have any Spectre partitions on it. I use
Syquest cartridges for Spectre with Turbo SCSI on, and it works fine (and
fast). This is on a Mega2ST and MegaSTE.

--
****
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****

652. Re: Populous II ??

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 16:14:58 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9407131531.AA02201@ilmen.lanl.gov>
Source record: 183795

In article s5g@golem.wcc.govt.nz, wells_s@ix.wcc.govt.nz (Steve Wells) writes:
>] I have just got this game and have been having problems loading it.
>] Whenever I load it I get a message saying sorry pal machines only. I have
>] a 520 STFM with 2 meg, and a 40 meg hard drive. Any idea what I should do?
>] Thanks in advance for your help.
>
>It's obviously the UK version.

Nope. All the Populous II versions are like this. That's why they include
the CHANGEHZ.PRG utility on the disk, although the confusion is warranted
as their was no reference to it in the docs in my package.

I just wish it ran a little faster on my Falcon. It's fun but slow...

-Hutch- @ Fair Dinkum Tech

653. Cadburys (Was: Re: Spectre 3.1, any news?)

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 16:22:47 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9407131538.AA02223@ilmen.lanl.gov>
Source record: 183796

In article 6u0@mailer.fsu.edu, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
>> No its made of chocolate, its called here a Chocolate Flake made by Cadburys,
>> and are very nice....
>
>Ah, Cadburys. I generated many dental visits with their products (lived in
>England in my youth). Too bad they don't seem to export most of their
>stuff to the states.

Ah, yes, I remember it well from when I lived in Australia. While their 'Chocolate Flake' is good, my personal favorites are 'Cherry Ripe' and the ever so popular 'Crunchie' bar. But for non-chocolate tastes, ya just can't beat a bag of 'Minties.' :)

That reminds me... I'm about due for my semi-annual 'care package' that mates in Oz send me full of the goodies I can't get here in the states. Hope it arrives soon as all this talk has my mouth watering again. :)

-Hutch- @ Fair Dinkum Tech

654. Re: Modem speeds.

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 16:26:31 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3014jn$6u0@mailer.fsu.edu>
Source record: 183702

Dave Halliday (daveh@netcom.com) wrote:
> What modem speed should I expect using the following configuration?
>
> Atari Mega ST2 and Practical Periferals PM14400FXMT modem. I have
> HSMODEM4 installed aparently linked at, 19200 DTE, 14400 DCE with
> V42bis enabled. When I download with Connects internal ZModem with no
> multi tasking everything else idle. I get about 1600cps, is this
> reasonable?

That was exactly the configuration I had a few months ago, and I got about the same CPS you did (slightly higher, perhaps due to bigger serial buffers or NVDI). I have also gotten about the same speed with other modem programs on other platforms. It appears that ~1600CPS is about as good as v.42 can do with compressed .lzh/.zip/.arc/.zoo files. I have gotten slightly better speeds on PCs with 57600 line speed capability, but no more than ~100CPS more (and it fluxuates).

> Is the above modem reasonable? I can still change it for a US Robotics
> Sportster if it is any better (they are about the same price.)

There is a hardware bug on the FXMT that prevents it from connecting correctly with Telebit Trailblazer modems (used on the Netblazer annexes). It will connect at MNP-5 instead of v.42, which sucks! I called PPI, and we analyzed the problem. They were not sure a firmware fix could be made (i.e. new ROM chips), so they agreed to send me a 14400FXSA (the cool one with the backlit LCD window that flashes status messages at you). At the time, this modem cost more than twice what the FXMT did, so I considered myself lucky :-).

If you don't have to connect to Trailblazers, the modem works just fine. I used mine for a few months, and connected perfectly with a whole slew of different types of modems with no problems. It is likely that part of the problem is on the Trailblazer end, so I would not take what I said above as a "chuck it" for the FXMT.

I have also worked a bit with the USR Sportsters, and did not have any problems.

> Now onto Connect, is there any way to make it respond faster? It's
> reasonable with the Gemini font, GDOS1.1 and Turbo ST but not as fast
> as a TOS terminal program like uniterm (To be expected I guess.)

NVDI will help a whole lot, but Uniterm is still faster. For raw speed, it is very difficult to beat the TOS style character graphics with a GEM window (on 8mHz and 16mHz machines, at least). On my MegaSTE, the difference is slight between Uniterm and CoNnect, so I sacrifice a bit of speed for

the additional features and nice user interface of CoNnect. On an 8mHz
machine, I would use Uniterm coupled with Gem SZRZ for Zmodem downloads.

> I really don't understand what parameters I should configure the
> HSMODEM with. Connect says I have an RSV cookie although I have not
> done the RSV hardware mod and I think I responded No to the install
> RSVE cookie option on HSMODEM setup. Even though the RSV cookie is
> present Connect does not offer higher baud rates (just as well since I
> havn't actually done the RSV mod.) Some more pointers to how I should
> configue this beast would be usefull.

It takes a few tries (with docs in hand), but it is not too bad. You can
check the configuration with setter.ttp as well (just don't save the settings).
I seem to remember that I bumped up all the serial buffers slightly, and set
the cookie variables and such as suggested by the manual.

--
****
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****

655. Re: Help! Atart ST and hard disk problem

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 16:31:40 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3014tc$6u0@mailer.fsu.edu>
Source record: 183703

s.bennett@uea.ac.uk wrote:
> I have a STE with a GE-soft controller and a 40Mb Quantum SCSI drive. It's
> been working fine for a year or two. Last weekend the data on the drive
> started to corrupt. I finally reformatted the drive after several attempts.
> It's been OK for a week but last night the data was corrupted. Both days were
> very hot in the room where the ST is. The drive, a commercial unit, has no
> fan. Is it that simple? Or is there another problem someone has come across?

It could be heat. I have had drives go weird on me when A/C failed. Even
a fan is not enough when the temp gets high enough. Of course, it could be
a million other things, but I would try putting the drive in a cool
environment and seeing if the problem persists. Oh, when you move the drive
to a cooler place, let it adjust to the temperature in the new location for
a few hours before you spin it up. Radical temperature changes can
definitely do bad things to drives, as the components expand and contract at
different rates. I have worked with disks (huge SMD oldies, thankfully not
popular any more) where one had to wait 24 hours for them to adjust to a
new temperature. Hope that helps.

--
****
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****

656. .AVI file source code - request.

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 17:37:16 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940713Z173716.548dbrewood@nest.demon.co.uk>
Source record: 183723

Can anyone out there advise a telephone number for Martin Griffiths, Griff
of Electric Images fame, at all?

Any information appreciated.

--


```
==========================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
==========================================================================
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
==========================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
==========================================================================
```

657. Correct Post - AVI Source Code.

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 17:39:36 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940713Z173936.651dbrewood@nest.demon.co.uk>
Source record: 183724

Can anyone provide C or 68030 source code to read in PC .AVI files, or can provide any data documenting the file format?

Needed to allow Black Scorpains to code an AVI player for the ST/Falcon.

--


```
================================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
================================================================================
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
================================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
================================================================================
```

658. Griff - Electronic Images - contact data?

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 17:40:12 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940713Z174012.489dbrewood@nest.demon.co.uk>
Source record: 183722

Can anyone out there advise a telephone number for Martin Griffiths, Griff
of Electric Images fame, at all?

Any information appreciated.

--


```
==========================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
==========================================================================
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
==========================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
==========================================================================
```

659. MegaSTE 16mHz booting

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 17:57:33 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <3019ud$pbd@mailer.fsu.edu>
Source record: 183704

I have grown to really like playing games in 16mHz mode on my MegaSTE. It really makes some games MUCH better than they are in 8mHz. I have a question about booting in 16mHz mode.

There are a few programs that allow you to do this with games that have an executable boot sector. The one I use is called booter, and I have a disk with this program in its auto folder that I use to boot games that fit the bill (it runs, asks you to switch disks, and you press a key). This program is on atari.archive.umich.edu in /Ste/Mega, BTW.

However, I have some games that do not have executable boot sectors, but instead run from the auto folder. I hesitate to add a 16mHz switcher program to the auto folder, as it might mess up the copy protection on the disk. By the same token, I hesitate to write an executable boot sector to such a disk (like a "virus free" boot sector) for the same reason.

It occurs to me that the perfect solution would be an executable boot sector that switches the machine into 16mHz, then waits for a keypress. The user would switch disks at that point, and when the key is pressed the boot continues. Even better would be to have the program check for another executable boot sector, run it if it exists, else continue the normal boot (which will go to the auto folder, etc.). This would provide MegaSTE users with one disk that can boot any floppy in 16mHz mode.

My problem: I don't know beans about writing executable boot sectors :-). Can someone tell me if this is feasible? Someone want to do it?

--
****
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****

660. Hard Drivin II

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 18:05:14 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <301acq$pbd@mailer.fsu.edu>
Source record: 183705

This game does not like TOS 2.06. It appears that a fairly common copy protection scheme uses bad sectors in track 0, which older TOS's ignore but TOS 2.0x will not allow. For this particular game, however, I have found a trick to get it to work. To do it, you need to copy all the files from the disk onto another standard formatted floppy. This is hard if you only have a TOS 2.0x machine, but you could probably make a disk copy of the disk and have it correct the bad sectors on the copy. Then, boot the new copy of the disk, and run harddriv.prg (HDII uses regular files on the disk, which makes the trick work). When the screen displays the first "Hard Drivin II" credits screen, pop out the disk and stick in the original. A disk error will occur, with a "retry cancel" dialog box. Swap disks again, and hit return. Poof, it'll work. It also works in 16mHz mode.

This is a pretty good game, BTW. It differs from the first Hard Drivin in that you have multiple tracks, have the ability to create new tracks, and you can null-modem two machines together and race head-to-head (the real reason I have been working on this!).

--
****
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****

661. Vroom and Formula One

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 18:09:19 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <301akf$pbd@mailer.fsu.edu>
Source record: 183706

I have developed an interest in racing games as of late. I have heard of three cool ones, and wanted to solicit opinions from other gamers.

Vroom - made by Ubisoft, who generally do a great job. Screen shots look good :-).

Formula One Grand Prix - made by Microprose, I have seen it refered to as the best for the ST.

No Second Prize - motorcycle racing, 3-D solid polygon graphics, have seen one good review.

Can anyone comment on the above? I don't want to buy all of them and end up with two that suck. Any known bugs? Works with TOS 2.06? Works at 16mHz? Null modem head-to-head capability? Thanks in advance for any comments.

--
****
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****

662. Mega4 ST / hard drive for sale

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 18:22:26 UTC
From: davidli@dragon.labmed.umn.edu
Message-ID: <Csw5JJ.4x1@news.cis.umn.edu>
Source record: 183713

I have a Mega4 ST for sale, asking $300.

I also have an ICD ASCI+ controller card, and a 20 megabyte SCSI hard drive for which I'm asking $125. You'll need to get a case for the card/drive, as it is currently residing in the bottom half of an SH205 case (it works ... there's a power supply and all of the connectors necessary. I've managed to use it this way for a few years, but you may not want to...) :-) I can stuff it with PD/Shareware software if you desire. Let me know if you prefer games, utilities, programming languages or ? (I maintained a user group software library for 4+ years ...)

I also have a color monitor, which I will donate to the person who purchases the Mega4 ... it works fine, but, being over 6 years old, it definitely has seen better days.

Prices include shipping via UPS.

Feel free to give me a phone call about the equipment if you desire. I can be reached at (612) 625-3694. E-mail also works quite nicely!

No, I'm not abandoning the ST ... it's just one ST more than I need at home.

- David Paschall-Zimbel davidli@simvax.labmed.umn.edu

663. Re: More Atari Newsgroups !?

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 18:55:21 UTC
From: clund@wpo.uwsuper.edu
Message-ID: <301dap$c17@news.uwsuper.edu>
Source record: 183709
Cross-posted to: comp.sys.atari.st.tech,news.groups,comp.sys.atari.st

In article <ci7jXDu00WBEEJZVUt@andrew.cmu.edu>
Geoffrey Spear <gspear+@CMU.EDU> writes:

> > 4) comp.sys.atari.st.hardware /* Hardware related topics */
> > 5) comp.sys.atari.st.software /* Software related topics */
> > 6) comp.sys.atari.st.programming /* Programming the Atari's */
> i would personally prefer to see the "st" dropped from these names as
> well, since the ST isn't the only computer discussed in c.s.a.st as it
> is, and keeping the st in the names would be pointless if we're going
> to create new groups.
I think there is a problem with any proposal to drop ST from the
newsgroups. The main computers discussed in them is the ST and its
descendants the Mega, STe, TT, and Falcon. They are not meant, in my
understanding, to be forums for Atari 8-bit (or 6502 if you prefer)
computing, which is what they could become under such a reorganization.
Doing this, therefore, would be similar to calling the Amiga newsgroup
Commodore (or whoever ends up with it) or the Mac newsgroup Apple.

--------------------Carl Lund-------------------------------------
* Proud to be at the world's |Remember Santa Barbara! *

* finest el ed (& worst history) |Boycott NBC! *
* program: University of Wisc. Superior |Al Burnham: history god! *
------------------- clund@wpo.uwsuper.edu -------------------------

664. Re: Spectre 3.1, any news?

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 19:02:08 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9407131818.AA02288@ilmen.lanl.gov>
Source record: 183707

In article L676791@LMSC5.IS.LMSC.LOCKHEED.COM, L676791@LMSC5.IS.LMSC.LOCKHEED.COM () writes:
>OK, I admit, I wrote the flame below.

>>>> >Face it, Dave Small is a FLAKE!

>I do not think it unreasonable to to describe the business practices of
>Gadgets by Small as "flakey." ---Annonymous
^^^^^^^^^^

Hmmm... it seems to me you don't 'admit' to very much at all if you must resort to signing your post 'Annonymous' [sic].

No flames... just a warm giggle. :)

-Hutch- @ Fair Dinkum Tech

665. MIDI-Com

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 19:09:58 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940713Z190958.156dbrewood@nest.demon.co.uk>
Source record: 183728

I've just ftp'd MIDI-COM, and was looking to set it up between my my Mega ST4 and the Falcon. Unfortunately the documentaion is all in German, which I do not understand, therefore could anyone advise how to set up a working network using it without MTOS installed, and using the printer or MIDI ports, not the serial post, as that is used for modem contact.

Any help at all appreciated.

--


```
==============================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
==============================================================================
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
==============================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
==============================================================================
```

666. Whereabouts of Bruce Sarte

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 19:26:19 UTC
From: dunham@mpd.tandem.com
Message-ID: <1994Jul13.192619.28238@integrity.uucp>
Source record: 183623

Does anyone out there know how to contact Bruce Sarte? I struck a deal with him over the net back in April, two days before the machine I was using for net access turned itself into a paperweight (not an Atari). My check was cashed, no merchandise arrived, and I have been unable to make contact since my only copy of both his net and snailmail addresses went up in smoke with my access. He may well have tried to contact me with whatever the problem was, but I was unable to receive it. This is NOT a flame of Bruce (at least not yet), since I can't get to him to ask for an explanation yet. Any help with re-establishing contact will be appreciated.

--
Jerry Dunham DoF #1.5 dunham@mpd.tandem.com
Tandem Computers, Inc., ISD dunham_jerry@tandem.com
Austin, TX (512)244-8598
Any sufficiently advanced technology is indistinguishable from a rigged demo.

667. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 19:52:02 UTC
From: howard@lloyd.com
Message-ID: <301gl2$kfr@harry.lloyd.com>
Source record: 183708

In article <2vugu8$9p8@mother.usf.edu>,
Timothy Miller <millert@grad.csee.usf.edu> wrote:
>Waldi Ravens (walra%moacs11@nl.net) wrote:
>: In <2vqc2v$r4e@mother.usf.edu>, Timothy Miller wrote:
>: It's the copying of memory instead of just writing the output to
>: stdout, which prevents that ANSITerm can profit from the efficiency
>: of /dev/fasttext.

>What does fasttext do? ANSITerm uses its own 4x8 screen font, so it can't
>send to stdout. There's no way to configure the system to do that on an ST.
>And the REGISTERED version of ANSITerm doesn't copy memory (most of the time)
>to scroll the screen. It uses the hardware.

>Where does the efficiency of fasttext come from?

The fasttext driver in MiNT has heavily optimized cursor placement code,
fully optimized 8-bit wide character drawing code, as well as optional
hardware scrolling. I guess it's of no use to you since you use a 4x8
screen font. Perhaps we should add that as an option to the fasttext
driver; it would certainly make the regular screen more useful...

I take it you're also using the color screen resolutions. (Since it's
rather a pain to do hardware scrolling correctly on a plain ST using
an 8 row high font in monochrome...)

Given what you've posted here, it doesn't sound like you need any of the
features of the fasttext driver. [fyi, I wrote the cursor code and tweaked
some of the other stuff.]
--
Howard Chu, Sr. Systems Engineer Lloyd Internetworking
howard@lloyd.com 3031 Alhambra Drive
(916) 676-1147 - voice Suite 102
(916) 676-3442 - fax Cameron Park, CA 95682

668. Re: Neodesk 4

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 21:35:54 UTC
From: Stu.Huffman@231-370.dswhq.omahug.org
Message-ID: <828_9407140357@dswhq.omahug.org>
Source record: 183348

In a message of 07 Jul 94 07:31:54, James A Hogan wrote:

JA> From: hoga0006@gold.tc.umn.edu (James A Hogan)
JA>
JA> In article <2vg428$ato@golem.wcc.govt.nz>,
JA> Steve Wells <wells_s@kosmos.wcc.govt.nz> wrote:
JA> >What's the current progress status of Neodesk 4?
JA> >
JA> >Apparently it's horribly impressive - it'd better be! :)
JA>
JA>
JA> I wrote to Gribnif a week or so ago because I was concerned about getting
JA> my copy that I ordered, because I was moving in a couple of weeks. He
JA> said that it should be done. But, it would not be ready to ship:(I
JA> figure if this is true, estimate a month or so to get it out their door:)
JA>
JA> I am looking forward to it!!
JA>
JA> Joseph

We have no inside information, but we're hoping Gribnif will be able to bring NeoDesk 4 along to show and sell at the Mid-Indiana ST MIST AtariFest VI on July 23 at Indianapolis (10-3 at Best Western Waterfront Plaza Hotel). Gribnif will be there along with lots of other folks -- ICD, Toad, Rising Star, Dorothy Brumleve, Missionware, Mars, Systems for Tomorrow and more...

669. color moniter for sale

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 22:43:09 UTC
From: Jason Szostek <bpmf@delphi.com>
Message-ID: <JKzRqWt.bpmf@delphi.com>
Source record: 183710

I have an sc 1224 color atari moniter for sale.
$80 w/ shipping/cod or best offer.
email me at BPMF@delphi.com please.
Thank you.
Jason

670. Re: 3D stereogram things

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 22:43:28 UTC
From: ab164@yfn.ysu.edu
Message-ID: <301qmg$jec@news.ysu.edu>
Source record: 183712

I got a simple stereograph generator from GEnie a while back
called STIS.ZIP, just 32K. Uses degas uncompressed pics and does a
random dot pattern, either in color or monochrome. Printout with
the appropriate degas driver as it saves in degas format. I'll have
to read the How.to.upload doc from umich, cause I just checked 0index
and it isn't there! You'll have to get it from GEnie, or wait for it
to get on umich, or spend a lot of money to get it off our BBS 8-)
Tom Lamparty (ab164@yfn.ysu.edu)
--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

671. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 23:08:25 UTC
From: ace@ars.ath.forthnet.gr
Message-ID: <26073SVEUKNTAARNUSR@ars.ath.forthnet.gr>
Source record: 183791

The best terminal program for ST (for me) is Stalker v3.02 ! Try it as an accessory and be surprised to see how good it works as a background task ....!!

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services
---

672. FTP adress

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 23:08:25 UTC
From: ace@ars.ath.forthnet.gr
Message-ID: <26080SVEUKNTAARNUSR@ars.ath.forthnet.gr>
Source record: 183792

```
Do you know any ftp adress for downloading ST programs via internet??
Thanks
ACE

--------------------------------------------------------------------------
Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services
--------------------------------------------------------------------------
```

673. Re: Mouse recommendations for ST

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 23:30:10 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <BsxQiYq.ari2550@delphi.com>
Source record: 183711

```
It was the opto-mechanical type mouse - a clone of a MicroSoft Mouse.
It was a $35 piece of crap!
```

674. Re: 1st Jag Letter Writing Campaign (MKII,SSFII,ELEC.ARTS,AT

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 23:32:28 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Jul13.233228.17202@abo.fi>
Source record: 183714

> Hmmm. You know, I bet the MicroProse version of Civilization could easily
> be converted to the Jaguar. The code is already there. The graphics take
> advantage of the Falcon030 so the graphics would look pretty sweet. One problem
> of course is that the cartridge would have to allow for several saves,
> but then again, it is possible.
>
> Civilization is a game that is great because of its gameplay, not because of
> its graphics. Even though the graphics aren't bad!
>
> What do you all think? Even though Civilization would be running off of the
> Motorola 68000 in the Jag, could it be possible?

Finally something really _interesting_..! Some people want those essential kick, hit, shoot the aliens, use 500 karate moves -games... But I want Civilization.. And Formula One Grand Prix.. And SimCity 2000.....

Yes, folks: SIMULATIONS for Jag _and_ for Falcon-030..!!!

I guess it's simple: if MicroProse, Spectrum Holobyte, Maxis and others think we'd buy Civilization for Jag/Falcons enough - then they'll make them. But right now... I may be wrong, but while people mostly talk about Mortal Kombat style of Jag-games, and not from Falcon-games at all - why on Earth should they think we want any high-end simulations..? The Jag could probably handle Falcon 3.0 flight sim with its fractal landscapes.. Even F-030 might - with help from its DSP. But I feel that most of us, Atari-owners, who'd love such simulators, have already bought a PC. So: will Jaguar remain as a "everyman's coin-op console" -and Falcon without commercial games at all..?

For you, who own Falcon-030: support Silmarils by buying their Ishar 1-3 RPG games (or Transarctica) ! Because Ishars are very fine role-playing games with great 256 color graphics, DSP sound, and _lots_ to do... They are worth _every penny_, so let's show their makers we appreciate their work..?!

Tommi

675. HELP!!! my NEWDESK.INF file keeps screwing up!

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 23:39:27 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <301tvf$703@scapa.cs.ualberta.ca>
Source record: 183715

Hi..

I recently made some changes to my setup that required me to save the desktop. Some involved using a text editor (everest, to be precise) to install more than one extension to a single program. I also assigned ALL of the menu functions to keys. When I saved it however, and then started up, my menu selections were all screwed up! When I looked at it with my text editor, I found that the part that assigns keys to menu items had been duplicated!! The offending bug appears thusly in my NEWDESK.INF file:

#K 4F 3F 53 44 46 42 43 57 45 58 21 5B 5D 31 #K 4F 3F 53 44 46 42 43 57 45 58 21 5B 5D 31
32 33 34 30 3D 26 49 41 57 52 50 2E 4D 5A 00 00 56 @

In particular, notice the point where "#K" repeats itself! I fixed it with everest and everything seems to work fine.. except that whenever I save the desktop from the menu, this error appears AGAIN!

Can anyone help me here, it is most distressing. A very pesky bug!

--
|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

676. Re: FLIs and Hypermedia

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 23:41:29 UTC
From: ab164@yfn.ysu.edu
Message-ID: <301u39$knj@news.ysu.edu>
Source record: 183717

Why stop at FLI's and Hypermedia? Why can't we get Mosaic
running on the ST series of machines? I spent last evening d/ling
for my sons Mac IIsi. This thing is AWSOME! We need it! As a stop-
gap lynx (I think that's the name) line mode WWW browser would be
satisfactory, if we didn't have to mess with learing UNIX to use it!
UNIX? Isn't that the shortened form of the name? ;-)
Tom Lamparty
--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

677. Re: Starball too easy.

Newsgroup: comp.sys.atari.st
Date: 1994-07-13 23:41:40 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <301u3k$789@scapa.cs.ualberta.ca>
Source record: 183716

boisso_s@epita.fr (Stephane Boisson (Nucleus)) writes:

>In article <773921638.11535@minster.york.ac.uk>, andrew@minster.york.ac.uk (Andrew Hague) writes:
>>The response from the flippers doesn't feel right either. I hit the
>>keys harder but the ball doesn't move any faster :-).

>Yes..there is also some `colision detection' bugs
>Some raster sync error when playing modules on Falcon..

>>Otherwise, the graphics and audio are very good, I just think the
>>gameplay needs tweeking a bit more.

>It's indeed a great game (on Falcon..)!
>Something that would be very very cool: a Falcon030 specific version in
>overscan!
>and WITH more pinballs! (not only bonus screens!)

> . . Stephane Boisson.
> |\ /|
> 0 o
> --oOOo-_/-oOOo--
> U Nucleus |-|\/|) ~ boisso_s@epita.fr

And of course in 256 colours. Can't forget that!!

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

678. Re: FLIs and Hypermedia

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 00:52:00 UTC
From: sammcgee@crl.com
Message-ID: <30227g$au4@crl5.crl.com>
Source record: 183718

Raphael Lemoine (raphael@brasil.frmug.fr.net) wrote:
: Bad FLI/FLC header... Take a disk editor and set the bit 0 of the 15th byte
: to 1 (the byte at offset 14 decimal). This bit means that the file has been
: correctly written, and that the header is ok. Most third party FLI creators
: don't set this bit, but they should.

Thanks for the info but like I said, all my FLI's are on CD's and cannot
be changed. (to copy 10M byte FLI's to disk, edit them, view them and then
delete them is a bit much :)

Sam

sammcgee@crl.com
or
s.mcgee2@genie.geis.com

679. Re: HELP!!! my NEWDESK.INF file keeps screwing up!

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 01:07:24 UTC
From: sammcgee@crl.com
Message-ID: <30234c$bc2@crl5.crl.com>
Source record: 183720

Stuart David A (cs93294@assn030.cs.ualberta.ca) wrote:

...NEWDESK problem described...

I have the same problem. It wouldn't be so bad but somehow the desktop
saves the newdesk file without me knowing. I don't like programs saving
files without telling me first!

Sam

sammcgee@crl.com
or
s.mcgee2@genie.geis.com

680. Re: Search for Citizen/Swift 200+ Driver for Atari

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 01:09:28 UTC
From: aw@zaphot.abg.sub.org
Message-ID: <EGOBDGVY1-UP@zaphot.abg.sub.org>
Source record: 183721
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <773926892snz@mertcplc.demon.co.uk> Mark Parry wrote :

>Can any one tell me where I can find a driver for a citizen/Swift 200+ printer
>for the Atari ST.
>
>Thanks in advance.

I guess you are asking for a GDOS-driver wich supports color-printing
with 180 or 360 DPI. Sorry - did never see such a driver.
But if monochrome is ok for you, try drivers for Epson LQ, Star NB15
or NEC P6.

Ciao ...

--
Arno Welzel (aw@zaphot.abg.sub.org)
PGP public key available on request

681. Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 05:01:12 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <302gqo$8po@usenet.INS.CWRU.Edu>
Source record: 183726
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.advocacy

-=-=-=-=- FOCUS: Electronic Arts -=-=-=-=-

(2nd of 4 letter campaigns of July)

-=-=-=- Includes: Form Letter Example & Electronic Arts Address -=-=-=-

CAIN's A.C.T. Now (Atari Community Together Now)
Jaguar Writing Campaign

Contact: Len Stys (aa399@cleveland.freenet.edu)
A.C.T. Now Organizer
CAIN Assistant Newsletter Editor
Cleveland Free-Net Atari SIG Manager

Notice: This campaign is made by an organization that is independent
of Atari Corp. This campaign is not endorsed by Atari Corp.

Please continue to distribute this as you have with the other campaigns.
Thanks.

A COMPANY THAT SHOULD BE WORKING ON JAGUAR GAMES

Electronic Arts is probably the best producer of sporting games for the PC
and for video game systems in the world today. The company has a number of
popular sporting titles out and these include: John Madden NFL Football,
NBA Showdown, FIFA International Soccer, PGA European Tour Golf,
NHL Hockey '94, MLBPA Baseball, and Mario Andretti Racing. Electronic Arts
publishes great sporting games--it is a fact.

Electronic Arts is also known for producing games like Wing Commander,
Escape from Monster Manner, Twisted, and many more.

It is widely-known in the video game industry that Electronic Arts has been
supporting the format of 3DO since before the first system was sold. This
is because the founder and past CEO of the company started 3DO.
Trip Hawkins has also been known to take shots at Atari Corporation and at
times ignore that the Jaguar was any competition.

The goal of 3DO is to make 3DO the standard multimedia and entertainment
system format. Just like the PC is today. But the Jaguar is faster than
the 3DO and better in some areas. Is it right for one system to be a format
when it is less capable than other systems on the market today?

Recently, Trip Hawkins resigned as CEO of Electronic Arts to concentrate
on 3DO. This is good news for Atari Jaguar owners! It means that
Electronic Arts may be open to producing games for the Jaguar and there

have been rumors that say this is true. Electronic Arts does have Jaguar developing units--they just have to start using them.

GREAT GAMES FOR A GREAT SYSTEM

Electronic Arts produces great games and there is a chance that you might see these great games for the Jaguar if you write the company a letter. If Electronic Arts starts producing games for the Jaguar, the Jaguar's success is pretty much definite. The company supplies sporting games to people that demand sporting games for their system.

The key is to write. If you do not write, nothing will happen.

Electronic Arts has always been known to listen to letters and if there are enough letters sent to the company, the company will seriously consider making games for the Jaguar.

The letter should contain the following:

1) How much you enjoy Electronic Arts games.
2) How you have been buying Electronic Arts games for your 8-bit Atari (if true) since the company was started.
3) How much you enjoy your Atari Jaguar.
4) How you feel that the Jaguar will be the video game system of the future due to hits high-performance/low-cost.
5) The games that you would love to see on the Jaguar (choose two or three Electronic Arts games).
6) How you believe Electronic Arts' games will be unbelievable when using the graphics and sound capabilities of the Jaguar.
7) How you will run out and buy Electronic Arts' games if they produce them for the Jaguar.
8) How you will show your friends what kind of great games EA makes for the Jaguar.
9) A thank you to the person for reading your letter and a thank you for considering producing games for the Jaguar.

The address of Electronic Arts is:

Electronic Arts, Inc.
Attn: Production Teams
P.O. Box 7578
San Mateo, CA 94403-7578

It is important for you to take a few minutes out of your day to write. If you do not live in the United States, please write the Electronic Arts in your country.

I suggest that you write your OWN letter, but you may use the following as an example letter:

FORM LETTER EXAMPLE

(date here)

(return address here)

Production Teams
Electronic Arts, Inc.
P.O. Box 7578
San Mateo, CA 94403-7578

Dear Sir or Madam,

I am writing you to tell you that I really enjoy playing Electronic Arts games. I have played games made by Electronic Arts since I owned my Atari 8-bit computer. I purchased many of your games and I had a lot of fun with them. I have supported your company for a very long time.

I now have an Atari Jaguar and I believe that it is the best video game system on the market today. I believe that it will be very successful in the future due to its low price and high performance.

I would like to see Electronic Arts games for the Jaguar such as John Madden Football, PGA European Tour Golf, and FIFA International Soccer. I would also like to see games like Super Wing Commander, MLBPA Baseball, Twisted, NHL Hockey '95, and Mario Andretti Racing.

I believe that Electronic Arts games on the Jaguar will be unbelievable with the graphics, sound, and speed of the Jaguar. And because the Jaguar will have a Voice/Data Modem, EA can make all of the games with modem and networking capabilities!

I will buy Electronic Arts games for the Jaguar and so will all of my friends that have Jaguars.

Thank you for reading my letter and for considering making Jaguar games. I look forward to seeing Electronic Arts games for the Jaguar in the near future!

Sincerely,

(sign your name)

(type your name)

THAT'S ALL

All there is left to do is write! Can we do it? Yes, we can! Remember that success is... more attitude than aptitude.

--

682. Re: Populous II ??

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 05:30:48 UTC
From: aa113@cfn.cs.dal.ca
Message-ID: <Csx0nH.KKs@cs.dal.ca>
Source record: 183741

```
Hutch (hutch@ilmen.lanl.gov) wrote:
: Nope. All the Populous II versions are like this. That's why they include
: the CHANGEHZ.PRG utility on the disk, although the confusion is warranted
: as their was no reference to it in the docs in my package.

: I just wish it ran a little faster on my Falcon. It's fun but slow...

: -Hutch- @ Fair Dinkum Tech

Mine did'nt have the CHANGHHZ.PRG on it, so I just use a different 50 HZ
program. It works great now, and from my hard drive. Thanks to everybody
who helped.

====================================
= aa113@cfn.cs.dal.ca =
------------------------------------
= And if the cloud bursts, =
= Thunder in your ear =
= You shout and no one seams to =
= Hear.... =
= Pink Floyd =
------------------------------------
```

683. Compiling Mint 1.10

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 06:12:07 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Jul14.061207.127817@zeus.aix.calpoly.edu>
Source record: 183727

I think this should be a real easy question to answer. I'm compiling
the Mint110 sources and it does all the -c stuff fine, but chokes like so when
doing the final linking. Can any one help with this?

```
----------------error mesgs ----------------------
gcc -G -Wall -O2 -fomit-frame-pointer -mshort -DMULTITOS -o mint.prg bios.o
xbios.o console.o dos.o dosdir.o dosfile.o dosmem.o dossig.o filesys.o main.o
mem.o proc.o signal.o timeout.o tty.o util.o biosfs.o pipefs.o procfs.o
tosfs.o debug.o rendez.o unifs.o shmfs.o fasttext.o welcome.o nalloc2.o
memprot.o realloc.o context.o intr.o syscall.o quickzer.o quickmov.o
cpu.o -liio16
/ram/usr/bin/gcc-ld.ttp: multiple definitions of symbol `__main'. Files:
/ram/usr/lib\gnu16.olb(main.o)
main.o
/ram/usr/bin/gcc-ld.ttp: multiple definitions of symbol `_exit'. Files:
/ram/usr/lib\gnu16.olb(main.o)
main.o
/ram/usr/bin/gcc-ld.ttp: multiple definitions of symbol `___main'. Files:
/ram/usr/lib\gnu16.olb(__main.o)
main.o
mem.o: Undefined symbol _xbios referenced from text

make: *** [mint.prg] Error 1
%
-------------------------end mesgs ----------------------
```

Thanks to any and all who can help!!!

-MikeB

684. ST Software for sale, prices reduced

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 07:16:00 UTC
From: tony.myres@revol.com
Message-ID: <240.682.783@revol.com>
Source record: 183371

I would be interested in buying the following items from you:
Tweety Board,Replay 4,DigiSound,9600 Baud Modem,Red Storm
Rising,Quartet,GIST Sound Tool,Flight Sim 2,Japan Scenery,Scenery 7 and
Test Drive.
I offer you $125.00 plus s/h.Leave me E-Mail if you except the offer and
we can work the shipping out.
Thanks
Tony Myres

685. Re: Vroom and Formula One

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 07:23:34 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Jul14.072334.13959@news.unige.ch>
Source record: 183730

Microprose F1 Grand Prix is a cracker - very much a simulation, rather
than a straight game. If you like realism, I recommend it! It is also
set on real circuits, which I like...
Mike
****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

686. Re: Starball too easy.

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 08:14:27 UTC
From: oldcornd@cs.man.ac.uk
Message-ID: <302s53$1ke@m1.cs.man.ac.uk>
Source record: 183414

Falcon version.... (giggle) Overscan (laugh) 256 colours (go completely insane)

Are you guys trying to drive me mad?

Dave

687. Small bug in MintLibs?

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 08:25:26 UTC
From: huveneer@math.ruu.nl
Message-ID: <1994Jul14.082526.22913@cc.ruu.nl>
Source record: 183747

Perhaps it's not even a bug, or it has already been resolved.
But "getpass" behaves differently than on a Sun:

getpass exits automatically after the eighth character has been entered.
I believe it should wait for an additional Enter.
Also, as I type Enter, I expect this Enter to be echoed to the stderr.

I don't know who maintains these libs.
Hope he reads this group...

Richard.

688. Re: Correct Post - AVI Source Code.

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 08:26:36 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <302srs$7ac@bognor.barclays.co.uk>
Source record: 183745

In article <940713Z173936.651dbrewood@nest.demon.co.uk>, dbrewood@nest.demon.co.uk (Daron Brewood) writes:
|> Can anyone provide C or 68030 source code to read in PC .AVI files, or can
|> provide any data documenting the file format?
|>
|> Needed to allow Black Scorpains to code an AVI player for the ST/Falcon.
Isn't .AVI a microsoft file format? If so, it will probably be on their internet site ftp.microsoft.com (I think).

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

689. Re: Compiling Mint 1.10

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 08:29:07 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <302t0j$8ac@percy.cs.bham.ac.uk>
Source record: 183744

```
mbaffoni@farad.elee.calpoly.edu (Michael Baffoni) writes:
>
>
> I think this should be a real easy question to answer. I'm compiling
>the Mint110 sources and it does all the -c stuff fine, but chokes like so when
>doing the final linking. Can any one help with this?
>
>----------------error mesgs ----------------------
>gcc -G -Wall -O2 -fomit-frame-pointer -mshort -DMULTITOS -o mint.prg bios.o
>xbios.o console.o dos.o dosdir.o dosfile.o dosmem.o dossig.o filesys.o main.o
>mem.o proc.o signal.o timeout.o tty.o util.o biosfs.o pipefs.o procfs.o
>tosfs.o debug.o rendez.o unifs.o shmfs.o fasttext.o welcome.o nalloc2.o
>memprot.o realloc.o context.o intr.o syscall.o quickzer.o quickmov.o
> cpu.o -liio16
>/ram/usr/bin/gcc-ld.ttp: multiple definitions of symbol `__main'. Files:
> /ram/usr/lib\gnu16.olb(main.o)
[etc]

Seems to be a frequently asked question! Essentially, your libraries
are broken. Get the latest versions of the gcc tools and libraries,
and all should be well.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix
```

690. CCE Atari Show in Elmshorn (near Hamburg)

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 09:12:28 UTC
From: ole@murphy.sh.sub.de
Message-ID: <H.ekBN.0OKizisBp7Q@murphy.sh.sub.de>
Source record: 183626

```
ATARI Happening in Elmshorn/North Germany
-----------------------------------------

Announcement Update 07/12/1994
------------------------------

Computer Club Elmshorn e.V.
ATARI ST/TT/FALCON group
Postfach 261
D-25302 Elmshorn
Germany
Tel. 04121/83298
FAX 04121/82016

This is first the english announcement for the 5th Elmshorner
Computertage from the Computer Club Elmshorn e.V. On 29th and 30th
october is a big systemindependent computer exhibition in Elmshorn.
Elmshorn is a city 30 km north of Hamburg. The ECT has 10000 visitors
on average.

The exhibition are organized by the CCE e.V. and the city of Elmshorn.
The CCE e.V. is one of the biggest german systemindependent computer
clubs.

More than 50% of the exhibitors are ATARI dealers, ATARI clubs, ATARI
software producers and ATARI freaks. It's no PC show, it's an ATARI
happening.

Venue is the KGSE Elmshorn (Kooperative Gesamtschule Elmshorn), the
street called 'Hainholzer Damm'. You can easy reach Elmshorn by train
or motorway. We will put landmaps as IMG images next time in the
BBS.

Exhibition opening:
Saturday 29th october 2 - 6pm
Sunday 30th october 10am - 5pm
- no admission fee

- additional : - big cafeteria
- tombola
(we hope, that we get a FALCON computer
for the tombola, please read our next
updates)
- separate product presentations

ATARI exhibitors on the happening Update: 12th july 94
------------------------------------------------------
```

- CrazyBits, Berlin (PixArt,thermo sublimation color printer,
FALCON's, ATARI hard-/software etc.)

- Betz Computer, ATARI dealer (Medusa T40, GE-SOFT Eagle TT, FALCON-
Tower, ATARI hardware etc.)

- Layout Service Kiel, ATARI dealer (ATARI hard-/software, FFT,
GAL-ED, FALCON, Jaguar etc.)

- Hinsch & Partner, ATARI dealer (ATARI game dealer, Jaguar,
FALCON etc.)

- Computer & Service Kiel, ATARI dealer (ATARI hard-/software,
(DTP, FALCON's, TT's etc.)

- VHF Computer, Schoenaich (Janus ATARI board for PC, Platon PCB
etc.)

- Pagedown, Goettingen, ATARI dealer (Script 3.5, Purix Formula
etc.)

- Jochen Merz Software, Duisburg, (Networks SMS2 realtime operating
system)

- Columbus Soft, Darmstadt (Ergo 1.5 GFA BASIC delevoping system)

- we are negotiated with many other ATARI and
software dealer, please read next updates

- Computer Club Elmshorn e.V./ATARI ST/TT/FALCON group
(FALCON's, TT's, ST's with ATARI applications, demos,
Cubase MIDI, ATARI programmers etc.)

- we hope, that foreign ATARI clubs are in Elmshorn, too !

Additional, we plan a big meeting of ATARI mailbox users with a
restaurant visit on saturday evening etc. Please, contact Ole
Marienhagen for this meeting ideas.

```
* ********************************************************************
* This is the first update of our exhibitor list and the result of *
* the first advertising week for our 5th ECT. I've invited more than *
* 100 hundred ATARI dealers and software producers. *
* We will update this list every week ! *
**********************************************************************
```

This is a message is for all european ATARI enthusiasts, especially for
our dutch, scandinavian, polish and british ATARI friends. Let's have a
big ATARI party and two nice days.

Jens Schulz
Manager of the ATARI ST/TT/FALCON group CCE e.V.

Foreign ATARI computer clubs or ATARI exhibitors are invited for this great ATARI Happening, too.

- no cost for exhibitors (all free)
- CCE e.V. support exhibitors with tables/amperage
- advertising in the german ST computer magazine (12500 exhibition catalogues 16-32 pages)

If you've questions about the exhibition, please contact Ole Marienhagen by EMAIL (marienhagen@tu-harburg.d400.de)

If you will get an exhibition stand. please contact us immediately, because many other ATARI and PC exhibitors will order exhibition place, too. Please, use this registration form for an exhibition stand.

We will send back for the exhibition confirmation and exhibition stand reservation.

Let's have a big european ATARI party.

Registration form for the 5th Elmshorner Computertage

Computer Club Elmshorn e.V.
Postfach 261
D-25302 Elmshorn
Germany

Registration for the 5th Elmshorner Computertage
on 29th/30th Oktober 1994

ATARI-Club/Company : _____

Our address is:

Street : _____

ZIP-Code : _____ City : _____

Country : _____

Telephon: _____ FAX: _____

Please contact Mr./Mrs. : _____

Exhibition stand : Length in m : _____

Width in m : _____

We will show following computer systems : _____

_____

We will show following software products : _____

_____|

Date, City : _____ Signature : _____
Company stamp

Hint : The put up of the exhibition stand will begin saturday
29th october at 9am. The put up will be supported by the
CCE e.V. The exhibition stand is free of any charge. We
hope, that you've something for our great tombola. Don't
forget an insurance policy for your hardware equipment.

--
********** 5. Elmshorner Computertage vom 29.10.94 - 30.10.94 **********
* Veranstalter : Computer Club Elmshorn e.V., Postfach 261, 25302 Elmshorn, *
* Telefon: (49)4121 83298, Telefax: (49)4121 82016 *

Ole Marienhagen e-Mail : marienhagen@tu-harburg.d400.de
Tel.: (49)4121/92349 or ole@murphy.sh.sub.de
Fax : (49)4121/92302 or ole@murphy.sh.sub.org
If possible use the first e-Mail address.

Murphy's word is law.

691. Re: FTP adress

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 09:45:01 UTC
From: vctec@westminster.ac.uk
Message-ID: <CsxC9t.Kvp@westminster.ac.uk>
Source record: 183734

ace@ars.ath.forthnet.gr wrote:

: Do you know any ftp adress for downloading ST programs via internet??
: Thanks
: ACE

Erm, loads

micros.hensa.ac.uk under micros/atari/

(of course this address will come first if I reply ;->)

You may find it easier to use this site with gopher, and WWW. In the
case of WWW, use the address http://micros.hensa.ac.uk/

Other sites:

atari.archive.umich.edu

or a site which mirrors this: src.doc.ic.ac.uk

also:

ftp.cs.ruu.nl

ftp.funet.fi

ftp.cnam.fr

ftp.uni-kl.de

ftp.uni-erlangen.de

These are to get you started off.

If you want more, then a list is available from micros.hensa.ac.uk, and
is updated frequently. You may grab it under the path:

micros/atari/tos/n/n168/ftplist.txt

or you may browse a list from the Atari WWW pages at HENSA. Address
above.

Hope this helps.

Regards
Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW

D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

692. Re: Modem speeds.

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 09:54:53 UTC
From: s002893@YPSERV.rz.fhtw-berlin.de
Message-ID: <30321d$1bq@RW320B49.rz.fhtw-berlin.de>
Source record: 183742

In article <davehCsvFCJ.9oy@netcom.com>, daveh@netcom.com (Dave Halliday) writes:
> What modem speed should I expect using the following configuration?

1600cps is normal for 14400 modems and compressed files.

> Connect says I have an RSV cookie although I have not
> done the RSV hardware mod and I think I responded No to the install
> RSVE cookie option on HSMODEM setup.

Why do you not write the whole message of Connect and instead of that you
forget a (the last) character???????

I am sure that Connect finds a RSVF (F!!!!!!). There is a large difference
in meaning between RSVF and RSVE.

Greetings, HS

693. Re: HELP!!! my NEWDESK.INF file keeps screwing up!

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 09:59:49 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Jul14115950@issan.informatik.uni-dortmund.de>
Source record: 183748

In article <301tvf$703@scapa.cs.ualberta.ca>, cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:

|> I recently made some changes to my setup that required me to save the
|> desktop. Some involved using a text editor (everest, to be precise) to
|> install more than one extension to a single program. I also assigned
|> ALL of the menu functions to keys. When I saved it however, and then
|> started up, my menu selections were all screwed up! When I looked at it
|> with my text editor, I found that the part that assigns keys to menu
|> items had been duplicated!! The offending bug appears thusly in my
|> NEWDESK.INF file:

|> #K 4F 3F 53 44 46 42 43 57 45 58 21 5B 5D 31 #K 4F 3F 53 44 46 42 43 57 45 58 21 5B 5D 31 32 33 34 30 3D 26 49 41 57 52 50 2E 4D 5A 00 00 56 @

|> In particular, notice the point where "#K" repeats itself! I fixed it
|> with everest and everything seems to work fine.. except that whenever
|> I save the desktop from the menu, this error appears AGAIN!

Most likely the editor has deleted the whitespace in the #d line.
This is important! There must be exactly 128 bytes (including CR/LF)
in the first four lines (#a to #d), since the desktop always leaves
these first 128 byts alone when saving its data, but starts parsing
the file from the beginning. If everest cannot be changed to leave
trailing whitespace alone, either use a real editor :-) or put a
non-whitespace character at the end of the #d line. This line has no
other meaning than being a placeholder, the contents will never be
used.

--
+--+
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

694. Re: HELP!!! my NEWDESK.INF file keeps screwing up!

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 10:00:04 UTC
From: vctec@westminster.ac.uk
Message-ID: <CsxCyx.Ln9@westminster.ac.uk>
Source record: 183737

Stuart David A (cs93294@assn030.cs.ualberta.ca) wrote:
: I recently made some changes to my setup that required me to save the
: desktop. Some involved using a text editor (everest, to be precise) to
: install more than one extension to a single program. I also assigned
: ALL of the menu functions to keys. When I saved it however, and then
: started up, my menu selections were all screwed up! When I looked at it
: with my text editor, I found that the part that assigns keys to menu
: items had been duplicated!! The offending bug appears thusly in my
: NEWDESK.INF file:

: #K 4F 3F 53 44 46 42 43 57 45 58 21 5B 5D 31 #K 4F 3F 53 44 46 42 43 57 45 58 21 5B 5D 31
32 33 34 30 3D 26 49 41 57 52 50 2E 4D 5A 00 00 56 @

It seems to me, to be the same as what happened to me when I upgraded
to TOS 2.06, and started using Newdesk.inf.

This is a bug in the ROM, and a patch for this is available. When the
newdesk file gets past a certain size (I think it's 128K..but not too
sure), then it gets corrupted. The patch fixes this by giving the
buffer some extra memory.

Someone...please help me out here, as I'm not sure if what I'm saying
is right.

However, I have the patch at home, and will bring it in, and install on
HENSA tomorrow. The program is called Shell Buffer. As soon as I upload
to HENSA, I will post.

Hope this helps

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

695. Re: Vroom and Formula One

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 10:01:29 UTC
From: jperez@uhunix.uhcc.Hawaii.Edu
Message-ID: <CsxD6I.D2t@news.Hawaii.Edu>
Source record: 183735

: Vroom - made by Ubisoft, who generally do a great job. Screen shots look
: good :-).
Vroom and F1 (from Lankhor and Domark, respectively) are superb
Pole Position type games. I have the demo for F1 so I am not too certain
as to all of it's features, although control is outstanding! Vroom and
the Data disk (additional racing circuits and more flexible control
options) are members of my collection. Both of these games are extremely
fast on even 8mhz machines. They have great digitized sounds (and even
doppler effects when cars are passing). There is even multi channel
sound so when you whiz past a pack of cars, it sounds like you might
expect). Vroom also supports Cyber-Linking (computer to computer
communication) although the control suffers here (since you must use
mouse and your traction seems to go all to hell) - with the Vroom data
disk, you can improve this somewhat.
I believe Domark's F1 supports head to head play on the same
split screen (rather than across null-modem). Definitely the among the best
driving games that I have seen for the ST.

: Formula One Grand Prix - made by Microprose, I have seen it refered to as
: the best for the ST.
Microprose grand prix is programmed by Geoff Crammond (who also
wrote Stunt Car/Track Racer). It comes on four disks, is heavily disk
protected, has manual protection as well, and is not hard disk
installable. To get onto the track at all requires much too much disk
swapping and loading of unnecessary stuff. I believe that you can avoid
the first disk altogether since it has intro stuff on it. MGP is also
very slow, even on a 16mhz Mega STE it is not very much fun - especially
if you have other cars on the track. Even cutting out most of the detail
doesn't do the trick. It is an excellent simulation, but just not very
exciting to drive. Also, there is no possibility of driving with the
mouse. I sold mine.

: No Second Prize - motorcycle racing, 3-D solid polygon graphics, have seen
: one good review.
I also have a demo of NSP - it is superb. Extremely fast and
smooth with banking (the horizon banks as you turn, etc. I haven't seen
a better motorcycle game although RVF Honda (From MicroStyle I think) is
supposed to be pretty good too. I can't stress enough how smooth the
polygons move in this game. It's exciting to drive.

: Stunt Track Racer - (Can't go without mentioning this one!)
This is a fabulous game! It supports Cyber-Linking. You race
on three dimensional tracks (one of them is set up like a roller
coaster). The tracks have ramps, jumps, hills, banks, you name it. You
actually spend a fair amount of time airborn in this game. This is

particularly fun when you are racing against a buddy and you come up behind him at a ramp, floor it, soar a while, and then land on top of his car. This does a lot of damage and can really help you win the race. You can also ram the opponents, force them off the track, etc... Do yourself a favor and check this one out. Unfortunatly, STR is HEAVILY protected (at least in the versions that I have seen, and will not function on the Mega STE at all - the protection will probably fry at 16mhz so try before you buy.

*** Reportedly there is a hard disk installable version of Stunt Track/Car Racer out there (which I would very much appreciate getting) since I own the game and can't play it any more sine I have an STE now. Copy protection seems to function mostly to prevent honest users from being able to enjoy their games. Copying games like this is not that tough - getting them to run on a Mega STE is!

Remember - they are reportedly making Domark F1 and Stunt Track Racer for the Jaguar - so perhaps you should wait and see.

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio -- Lynx - Jaguar - 400 - 800

696. Re: MIDI-Com

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 10:06:32 UTC
From: jperez@uhunix.uhcc.Hawaii.Edu
Message-ID: <CsxDEx.D59@news.Hawaii.Edu>
Source record: 183736

Daron Brewood (dbrewood@nest.demon.co.uk) wrote:
: I've just ftp'd MIDI-COM, and was looking to set it up between my my Mega ST4
: and the Falcon. Unfortunately the documentaion is all in German, which I do
: not understand, therefore could anyone advise how to set up a working network
: using it without MTOS installed, and using the printer or MIDI ports, not the
: serial post, as that is used for modem contact.

You might try one of the other Midi-Network such as Midinet,
Littlenet, and MX2NET20. I use MX2NET - it is a little obscure how to
set it up, but it works quite well. Check atari.archive.umich.edu and
let me know if you can't find them.

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio -- Lynx - Jaguar - 400 - 800

697. Re: Why doesn't Flop_fix work for me?

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 10:08:36 UTC
From: s002893@YPSERV.rz.fhtw-berlin.de
Message-ID: <3032r4$1bq@RW320B49.rz.fhtw-berlin.de>
Source record: 183732

flop_fix together with the non-pro ICD-driver (which is one or two years old)
works on a German TOS.

I am sure, that the American TOS has the same errors, but it is possible
(and it seems to be so) that the different language versions of TOS
have some differences in the first $8000 bytes - or, may be, in the RAM-usage.

(Sorry, because these bugs are "deep" in the TOS the patch is not very easy,
that is why there are some dependencies.)

At the moment I see only one way for adapting flop_fix to the other
language versions of TOS20.6/3.06. I need at least one non-German version!
I would be happy, if somebody could read out his TOS and send it as
uu-encoded personal message. (ye-ye copyright ...)

Greetings, HS

698. Re: HELP!!! my NEWDESK.INF file keeps screwing up!

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 10:12:27 UTC
From: s002893@YPSERV.rz.fhtw-berlin.de
Message-ID: <30332b$1bq@RW320B49.rz.fhtw-berlin.de>
Source record: 183733

Does your NEWDESK.INF has the right number of spaces in the #d-line?
(If I remember correctly, there are options in Everest which can kill
the spaces at the end of a line.)

Greetings HS

699. Re: Dorfman Report..

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 11:22:04 UTC
From: steve-j@teleport.com
Message-ID: <30374s$to@elaine.teleport.com>
Source record: 183729

In article <160_9407071950@dswhq.omahug.org>,
Chris Richards <gizmo@dswhq.omahug.org> wrote:

> > Yes. In fact, warner owns 100% of the coin-op division, the Tramiels own
> > 0% of it. This dual Atari confusion is part of the reason Warner merged
> > it and Tengen into Warner Interactive (or whatever it's called)

>Did Warner repurchase Atari Coin-Op or some such? Last I had heard, Namco
>purchased Atari from Warner, and then Namco sold Atari to an investment group
>of some sort.

Apparently so, since Time-Warner just merged Atari Games Co.
and Tengen into Time-Warner Interactive a few months ago. I
don't know if the Atari Games and Tengen name are gone now,
though (after the merging, an ad put out look for programmers
said Atari Games, though, so perhaps they do still exist
within TWI, though the most recent Atari Games arcade game
came out under the TWI label!).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

700. Re: UMS II on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 11:24:09 UTC
From: Joost.vanderleij@phil.ruu.nl
Message-ID: <Joost.vanderleij-1407941324090001@bransen.mac.phil.ruu.nl>
Source record: 183603

How do I get Warp 9? I have been building an Illuminati UMS II scenario,
but stopped as it appeared to be more work than money. If you can get
enough people screaming for it, I might finish it.

Joost.

--
Joost.

Computers: Atari 2600, 800 XL, Mega STE, Falcon, Lynx and Jaguar.
Esoteric: Episkopos of the Fraternitas Novus Ordo Rosae Dei. (If you don't believe, so do I)
Mail to: Joost.vanderleij@phil.ruu.nl

701. TOS 1.04 (english version ?)

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 11:46:18 UTC
From: rb@rbsoft.bias.uni-bremen.de
Message-ID: <3038ia$gl7@gina.zfn.uni-bremen.de>
Source record: 183743

Hello I have a question. Are there any major differences between the
english and the german TOS 1.04? I ask because somebody told me
that a program (TC_ACC62.ACC and TC_ACC63.ACC) bombs away when
started as an accessory. I can't find a bug with a german TOS 1.04.
Or had somebody else problems with the mentioned ACC ? The user
with the problem told me that it has something to do with
mouse-movement but as I said I can't find the error on my german
computer.

```
----- Die luecke die ich hinterlasse ersetzt mich vollstaendig -----
--- greetings from ralf biedermann == rb@rbsoft.bias.uni-bremen.de ---
```

702. Re: HELP!!! my NEWDESK.INF file keeps screwing up!

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 12:38:59 UTC
From: vctec@westminster.ac.uk
Message-ID: <CsxKBs.6Cv@westminster.ac.uk>
Source record: 183604

Shell Buffer 1.3 is available at hensa...I forgot before that I put it
on-line.

address: micros.hensa.ac.uk

path: micros/atari/tos/n/n130/

filename: shbuf1_3.lzh

Hope this helps
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

703. Re: Please help the novice!

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 13:23:56 UTC
From: zap@eskimo.com
Message-ID: <CsxMK3.B5G@eskimo.com>
Source record: 183602

There are many good archivers on the net and I recommend having a collection that includes arc602 or turboarc, a zoo and lharc prg. Zip is becoming popular on the archives also.
To decompress the file, put your arc602 on the same disk as the file. The correct command would be hx filename.arc
If you keep your archiver in a seperate location than the file being accessed then drive specifiers become important. I have myine on drive d on my harddrive and new files on drive a so my command would look like hx a:filename.prg d:\new*.* which decompresses the file from the disk drive and puts the result in a folder called new in my hard drive partition d. Have fun! Hope this helps.
--

internet: zap@eskimo.com
ZAPPERDUDE uucp: zap@eskimo.celestial.com

---

704. Re: Reading ST floppies from DOS

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 14:19:51 UTC
From: raz@MCS.COM
Message-ID: <303hi7$sle@Mercury.mcs.com>
Source record: 183746

Distribution:

Also, there is a program, PS2FORM, which formats floppies in IBM PS/2 format on the ST. It even puts a random ST-type serial# on the disks so you don't have problems with preformatted IBM disks (which can confuse early versions of TOS).

If you are formatting disks on an IBM, or are using preformatted disks, there is an IBM program in a.a.u.e called SERIAL.EXE which puts ST-type serial #'s on IBM disks.

Hope this helps,

Anupam Razdan
raz@mcs.com

705. Re: Vroom and Formula One

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 14:24:50 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EGOOEGWN@dksoft.ping.dk>
Source record: 183606

In <301akf$pbd@mailer.fsu.edu> Mickey Boyd wrote :

>I have developed an interest in racing games as of late. I have heard of
>three cool ones, and wanted to solicit opinions from other gamers.
>
>Vroom - made by Ubisoft, who generally do a great job. Screen shots look
> good :-).
>
>Formula One Grand Prix - made by Microprose, I have seen it refered to as
> the best for the ST.
>
>No Second Prize - motorcycle racing, 3-D solid polygon graphics, have seen
> one good review.
>
>Can anyone comment on the above? I don't want to buy all of them and end
>up with two that suck. Any known bugs? Works with TOS 2.06? Works at
>16mHz? Null modem head-to-head capability? Thanks in advance for any
>comments.
>

I have Vroom and F1. Both are good, but no matter what anyone else might say
F1 is the one to go for. Vroom is good, because it seems simple and easy
to run, but F1 is a exact copy of the real Formula One race world cup. All
tracks are exactly like it is in the real life. And not to mention the control
is almost simular to the real life, (well, taken from a guy who havn't driven
a real F1 car (yet)).

F1 is the best, and there will probably not be any game better than this,
(racing games only though).

Greets
Kim

--

-- --
UPoint News-Signature
-- --

706. Caligrapher display problems.

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 14:27:54 UTC
From: t92tj@psi.hh.se
Message-ID: <T92TJ.94Jul14162754@psi.hh.se>
Source record: 183612

I have recently installed Calligrapher on my 1040STFM's HD. I have a hard time make it display any blocks, though the blocks are there, they just don't show on the screen. The same goes for tables. They are there and print ok, but don't show up on screen, just the text no frames. Equally when i load the flextext or formulaedit paks. Nothing on screen as far as the graphical part.

And furthermore if i tries to update the flextext, the program crashes with to bombs on screen. If I then start Caligrapher again it imidiately crashes with four bombs and the computer hangs completely.

Another peculiar bug is that I _have_ to have UIS III installed. Without it I can't load any files after starting Caligrapher. I get the message "Not enough memory" as soon as I click on the "load" entry in the filemenu.

This is with TOS 2.06. However if i start the computer with TOS 1.2 it works like a charm. The problem is that I can't use my HD then.
Running Caligrapher from floppies? Too slow. Too cramped.

Anyone encountered this before? Bug in Caligrapher, TOS 2.06, Memory problems?

Thanks for any advice!

Tryggve

My system looks like this: 1040STFM + 256MB IDE HD with Hard and Softs IDE interface- and TOS 2.06 upgrade card.

--

_____
Tryggve Johannesson
Snostorpsvagen 89 email: t92tj@hh.se (main address)
S-302 48 HALMSTAD yfn: ak332@yfn.ysu.edu
SWEDEN

A Christian who claims to be innocent of sin
is like a divorcee pretending to be a virgin. -- C. S. Lewis

707. Brilliant ST game

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 15:48:18 UTC
From: ax653@Freenet.HSC.Colorado.EDU
Message-ID: <199407141537.JAA09398@Freenet.HSC.Colorado.EDU>
Source record: 183749

There's a distinct lack of top ST games around just now, so I was more
than pleased to download Manic Minefield from umich!
It's great! Sampled sound and music, and a topgame to boot!
And it rt runs on a 520 too!

Why aren't more shareware games like this?
My cash is in the post!

Does anyone know of any more games by the same guy?

Rich.

p.s. it's called manic.zip and it's in the games directory of the umich
archive, anticipating the posts which will follow asking where to get it!
:)

708. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 16:02:07 UTC
From: clund@wpo.uwsuper.edu
Message-ID: <303nhv$erg@news.uwsuper.edu>
Source record: 183750
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.advocacy

Electronic Arts support any Atari product? Fat chance. Ever since
they openly espoused the Amiga over the ST, they have ignored or
insulted (the ST conversions of Music Construction Set & Marble Madness
spring to mind) Atari users. You'd have a better chance of getting
Lotus to port 1-2-3.

--------------------Carl Lund-------------------------------------
* Proud to be at the world's |Remember Santa Barbara! *

* finest el ed (& worst history) |Boycott NBC! *
* program: University of Wisc. Superior |Al Burnham: history god! *
------------------ clund@wpo.uwsuper.edu ------------------------

709. Equiptment for sale

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 16:15:46 UTC
From: gregb@xp9_386.isc-br.com
Message-ID: <gregb.67.000B4346@xp9_386.isc-br.com>
Source record: 183608

Since I no longer have my ST I am selling the following:

SM124 Monochrome monitor $50.00.

SC1224 Color Monitor $50.00.

Master External 3 1/2" disk drive with power supply $25.00.

Supra external 20 meg hard drive $50.00.

Plus Shipping charges on all prices.

If interested send email to gregb@mail.spk.olivetti.com

Greg Baker Internet: gregb@mail.spk.olivetti.com
or g.baker@ieee.org
Olivetti, North America UUCP: oliveb!isc-br!gregb
22425 East Appleway Ave Phone: 509 927 5127
Liberty Lake WA 99019-9534 USA Fax: 509 927 5195

710. GFA user magazine e-mail adress

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 16:16:57 UTC
From: biofotos@ars.ath.forthnet.gr
Message-ID: <22249KOYHHPNGDXNTKQ@ars.ath.forthnet.gr>
Source record: 183731

```
Hi everyone.
Does anyone know if GFA USER magazine has an e-mail adress ?
If yes, would you be so kind to send it ?
Thanks in advance
Spiros

biofotos@ars.ath.forthnet.gr

---------------------------------------------------------------------------
Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services
---------------------------------------------------------------------------
```

711. OMEn available at HENSA

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 17:17:31 UTC
From: vctec@westminster.ac.uk
Message-ID: <Csxx81.IJA@westminster.ac.uk>
Source record: 183605

Hi everyone

OMEn (the Open Multitasking Environment) v2.46 Demo, is now available
at micros.hensa.ac.uk

path: micros/atari/tos/n/n190/

files: omen246d.lzh The OMEn distribution
omen246d.txt.gz Text file describing the program
omenher1.txt.gz OMEn Newsletter #1
omenher2.txt.gz OMEn Newsletter #2

Files with extension .gz, may be unpacked with gunzip v1.2.4, under the
path: micros/atari/tools/
filename: gzip124.tos (Self extracting archive)

Download and enjoy
Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

712. Re: Vroom and Formula One

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 17:18:47 UTC
From: bseddon@molbiol.ox.ac.uk
Message-ID: <1994Jul14.171847.1@molbiol.ox.ac.uk>
Source record: 183601

In article <301akf$pbd@mailer.fsu.edu>, boyd@hardy.math.fsu.edu (Mickey Boyd) writes:
> I have developed an interest in racing games as of late. I have heard of
> three cool ones, and wanted to solicit opinions from other gamers.
>
> Vroom - made by Ubisoft, who generally do a great job. Screen shots look
> good :-).
>
> Formula One Grand Prix - made by Microprose, I have seen it refered to as
> the best for the ST.
>
> No Second Prize - motorcycle racing, 3-D solid polygon graphics, have seen
> one good review.
>
> Can anyone comment on the above? I don't want to buy all of them and end
> up with two that suck. Any known bugs? Works with TOS 2.06? Works at
> 16mHz? Null modem head-to-head capability? Thanks in advance for any
> comments.
>
> --
> **
> * Mickey Boyd *
> * Systems Administrator *
> * Florida State University Mathematics Department *
> * email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
> **
I've played deom's of vroom and NSP and both play well and look good.
However, F1GP gets my vote for variety, realism of handling and competition,
and for elevating my blood adrenaline/epinephrin levels!! Falcon compatible
if you switch off caching and I've also played it on Tos2.06 ST. I love it!!
Ben..

713. Re: Please help the novice!

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 18:09:14 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <303v0a$v0k@msuinfo.cl.msu.edu>
Source record: 183607

I replied to this earlier, saying, as everyone else has, that you need an archive shell for use with ARC, LZH, ZOO, ARJ, etc. I suggested CFJ's ARCSHELL, since I've used it in the past and thought it was an excellent program for ARC and LZH. However, I just downloaded TWOINONE last night, and I have to say that it is *by far* the best arc shell I've come across. It supports ARC, LZH, ZIP, ZOO, and ARJ, as will as UUencoding/decoding and virus detection. It's interface is much like STZip 2.x from Vincent Pomeny (which, incidentally, I think is easier to work with than TWOINONE). If you aren't already using TWOINONE, I strongly recommend giving it a try.

In the limited time I've tested it, I haven't encountered any bugs at all, though be warned, due to the way Warp9, QuickST, and TurboST handle text, text is written directly to the screen when (un)arcing, rather than to the proper window. According to the docs, this is a problem with the accelerator programs and not with TWOINONE, and NVDI will work just fine with the arc shell. The problem is only annoying; it doesn't affect the opperation of TWOINONE.

I'm going to continue testing it for a week or so, and if it continues to work as well as it has, I'll be sending in the registration fee real soon. :-)

Just my $.02

Tom Hopper
hopper_t@msupa.pa.msu.edu

P.S. TWOINONE is a *shell*, so you'll need the appropiate .TTPs to use it (ARC602.TTP, etc.). -TJH

714. Re: AtariInternet

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 18:30:21 UTC
From: lai@paf.gsfc.nasa.gov
Message-ID: <30407t$nn5@paperboy.gsfc.nasa.gov>
Source record: 183629

I have been hearing all these software about connecting to the internet but I haven't heard any thing about hardware. Does the TT or Falcon have a ethernet card build it so you can hook it up to a thick, thin, or 10 base-T cable or are you just talking about UUCP, PPP or SLIP.

Thank-you
Keith Lai
lai@paf.gsfc.nasa.gov

715. Re: Correct Post - AVI Source Code.

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 18:34:12 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940714Z183412.425dbrewood@nest.demon.co.uk>
Source record: 183696

In article <302srs$7ac@bognor.barclays.co.uk> Iain.Laskey@barclays.co.uk writes:

> |> Needed to allow Black Scorpains to code an AVI player for the ST/Falcon.
> Isn't .AVI a microsoft file format? If so, it will probably be on their internet
> site ftp.microsoft.com (I think).

Cheers will have a wander around to see if I can locate it at all.

--

==
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
==
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
==
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
==

716. Re: MIDI-Com

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 18:35:26 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940714Z183526.011dbrewood@nest.demon.co.uk>
Source record: 183697

In article <CsxDEx.D59@news.Hawaii.Edu>
jperez@uhunix.uhcc.Hawaii.Edu "John Perez" writes:

> You might try one of the other Midi-Network such as Midinet,
> Littlenet, and MX2NET20. I use MX2NET - it is a little obscure how to
> set it up, but it works quite well. Check atari.archive.umich.edu and
> let me know if you can't find them.

MidiNet fails too often, littlenet is too restrictive, and Mx2Net does not
work well enough, not between the Falcon and the Mega in any case.

--


```
================================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
================================================================================
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
================================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
================================================================================
```

717. Need Some Help With Cyber Pain Please.

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 18:58:12 UTC
From: peterw@io.org
Message-ID: <3041s4$k93@ionews.io.org>
Source record: 183609

Does anyone know how to get that nice black background around each letter of your text when using Gdos fonts in cyberpaint? I've seen it done, but I can't figure out how they did it. It's probably something quite simple, so maybe someone could help me out with this.

--
--
Peter Weinzettl | If all the world's a stage....
peterw@io.org | ..... I want more props

718. racing games

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 19:04:46 UTC
From: MPARKHUR@UCSVAX.UCS.UMASS.EDU
Message-ID: <30428e$8g5@nic.umass.edu>
Source record: 183610

one you all forgot:

Combo Racer -- motorcycle racing game by Gremlin Graphics.

I've spent a few dozen white-knuckled sessions with this. It's
no revelation as far as games go, pretty good graphics, so-so sound.

It allows you to race a 'season' on up to eight tracks; you can set the
number of laps to any multiple of 5, and you can create your own
tracks -- which is good, because the standard ones are not too
challenging. (Your cycle is considerably faster than the others
on straightaways)

Downers: not HD installable. No difficulty levels, no tweaking of
the cycle itself. No head to head either.

I'm sure there are better race games out there....but i ain't seen em
yet. You might give this a try.

--mp

719. NEEDED: clipart!

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 20:13:36 UTC
From: hallvart@ifi.uio.no
Message-ID: <30469g$rbu@hnoss.ifi.uio.no>
Source record: 183611

Hi,
I've been searching through all my clipart files and stuff on the Internet
via "X-Mosaic" etc. but can't find the pictures or "illustrations" I need.
Can someone help me, by either sending UUencoded files or telling me where to
get the following:

- A globe with the USA and Europe shown, or a folded out whole-globe.
(it needs to be clear and simple, preferrably just like in an atlas, but without
all the details. And a big size.
- a clipart of an angel
- a clipart of a big heart (preferrably in a '3D' look, or with 'shiny' corners etc).

The globe is the most important one.
I can take almost any standard picture format: IMG, GIF, JPEG, TIFF, PBM... to use
with either an Atari STE and/or a SUN UNIX system.

I am *NOT* looking for photographic type pictures, but more of the clipart type.

Thanks!

Hallvard, Oslo, Norway (hallvart@ifi.uio.no)

720. Re: HELP!!! my NEWDESK.INF file keeps screwing up!

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 21:00:36 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <30491k$5q6@scapa.cs.ualberta.ca>
Source record: 183613

sammcgee@crl.com (Sam McGee) writes:

>Stuart David A (cs93294@assn030.cs.ualberta.ca) wrote:

>...NEWDESK problem described...

>I have the same problem. It wouldn't be so bad but somehow the desktop
>saves the newdesk file without me knowing. I don't like programs saving
>files without telling me first!

>Sam

>sammcgee@crl.com
> or
>s.mcgee2@genie.geis.com

Yeah... like it seems to revert to its previously goofy state after I
run another program!

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

721. Re: PGP Shell v0.9 released

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 21:02:30 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <304956$9kb@golem.wcc.govt.nz>
Source record: 183620

] Version 0.9 of PGP Shell has been uploaded to atari.archive.umich.edu
] and should be available soon.

[whole heap of info' removed]

It'd be good if people would actually say what everything is used for, rather
than assuming everyone knows.... (I know more or less what PGP etc. is,
but no doubt many don't!)

722. Re: HELP!!! my NEWDESK.INF file keeps screwing up!

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 21:03:57 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <30497t$635@scapa.cs.ualberta.ca>
Source record: 183614

schwab@ls5.informatik.uni-dortmund.de (Andreas Schwab) writes:

>In article <301tvf$703@scapa.cs.ualberta.ca>, cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:

>|> I recently made some changes to my setup that required me to save the
>|> desktop. Some involved using a text editor (everest, to be precise) to
>|> install more than one extension to a single program. I also assigned
>|> ALL of the menu functions to keys. When I saved it however, and then
>|> started up, my menu selections were all screwed up! When I looked at it
>|> with my text editor, I found that the part that assigns keys to menu
>|> items had been duplicated!! The offending bug appears thusly in my
>|> NEWDESK.INF file:

>|> #K 4F 3F 53 44 46 42 43 57 45 58 21 5B 5D 31 #K 4F 3F 53 44 46 42 43 57 45 58 21 5B 5D 31 32 33 34 30 3D 26 49 41 57 52 50 2E 4D 5A 00 00 56 @

>|> In particular, notice the point where "#K" repeats itself! I fixed it
>|> with everest and everything seems to work fine.. except that whenever
>|> I save the desktop from the menu, this error appears AGAIN!

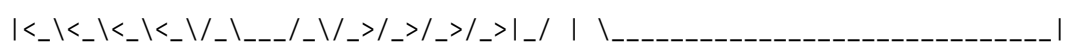
>Most likely the editor has deleted the whitespace in the #d line.
>This is important! There must be exactly 128 bytes (including CR/LF)
>in the first four lines (#a to #d), since the desktop always leaves
>these first 128 byts alone when saving its data, but starts parsing
>the file from the beginning. If everest cannot be changed to leave
>trailing whitespace alone, either use a real editor :-) or put a
>non-whitespace character at the end of the #d line. This line has no
>other meaning than being a placeholder, the contents will never be
>used.

Actually, come to think of it, this problem manifested itself when I
turned the "delete trailing spaces" option ON... hmm, methinks it is
time to turn it off!!!

So... to fix it, I must put a "space" after #d??????? Perhaps I can cut
and paste from an old newdesk.inf (and old new- heh) file... Okay.

Thanks a lot for the help!!

>--
>+---+
>Andreas Schwab "And now for something
>schwab@ls5.informatik.uni-dortmund.de completely different"
--
|\o/\o/\o/\o/ \o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |



723. Re: HELP!!! my NEWDESK.INF file keeps screwing up!

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 21:05:31 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <3049ar$64c@scapa.cs.ualberta.ca>
Source record: 183615

vctec@westminster.ac.uk (Denesh Bhabuta) writes:

>It seems to me, to be the same as what happened to me when I upgraded
>to TOS 2.06, and started using Newdesk.inf.

>This is a bug in the ROM, and a patch for this is available. When the
>newdesk file gets past a certain size (I think it's 128K..but not too
>sure), then it gets corrupted. The patch fixes this by giving the
>buffer some extra memory.

>Someone...please help me out here, as I'm not sure if what I'm saying
>is right.

>However, I have the patch at home, and will bring it in, and install on
>HENSA tomorrow. The program is called Shell Buffer. As soon as I upload
>to HENSA, I will post.

>Hope this helps

>Danny
>--

Thanks a lot for the trouble.. ;)

--
|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

724. Re: HELP!!! my NEWDESK.INF file keeps screwing up!

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 21:06:41 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <3049d1$64s@scapa.cs.ualberta.ca>
Source record: 183616

s002893@YPSERV.rz.fhtw-berlin.de (Harun Scheutzow) writes:

>Does your NEWDESK.INF has the right number of spaces in the #d-line?
>(If I remember correctly, there are options in Everest which can kill
>the spaces at the end of a line.)

I think I have this option ON. How many spaces SHOULD there be?

>Greetings HS

--
|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

725. hacks to the mac look like gem to me

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 21:36:52 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.EhqGYdpTTnQ@harvee.billerica.ma.us>
Source record: 183628

I was scanning over the sorehand mailing list when this tidbit caught
my eye....

> Reply-To: Gary_L._Karp@faludi.com
> Sender:
> "Discussion of Carpal Tunnel Syndrome, Tendonitis etc.."
<SOREHAND%UCSFVM.BITNET@cmsa.Berkeley.EDU>
> From: "Gary L. Karp" <Gary_L._Karp@FALUDI.COM>
> Organization: Faludi Computing, San Francisco
> Subject: P.S. - Trackballs
> X-To: SOREHAND@UCSFVM.UCSF.EDU
> To: Multiple recipients of list SOREHAND <SOREHAND%UCSFVM.BITNET@cmsa.Berkeley.EDU>
> Content-Length: 1152
>
... edited
> Another piece of shareware that saves the need to hold a button while
> dragging on the Macintosh is "AutoMenus." The moment the cursor hits the
> menu item, the menu pops down, you can drag freely to your choice, and then
> the click to choose is the only time you need to touch the button. I love
> it, as do most people who I've passed it on to.
>
> Get it from Michael Conrad, 331 Orange Avenue, Mountain View, CA 94043 for
> $13. The disk has some other shareware goodies as well. It can also be
> found in the AppleLink disability solutions location.
>

hmm. it looks like gem look and feel to me... *quick* someone, get a laywer!

--- eric

--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: esj@temerity.polaroid.com 617.386.4687
source of the public's fear of the unknown since 1956

726. "ST guide"- where?

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 22:43:40 UTC
From: hallvart@ifi.uio.no
Message-ID: <304f2s$rro@hnoss.ifi.uio.no>
Source record: 183618

I've been looking for a program called "ST guide" (or is it an accessory?)
mentioned in many programs for use as an online help function.
Where is it available (preferrably in English)?
Thanks.

Hallvard, Oslo, Norway (hallvart@ifi.uio.no)

727. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 23:38:51 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <xCzQK8j.ari2550@delphi.com>
Source record: 183617

Carl Lund <clund@wpo.uwsuper.edu> writes:

>Electronic Arts support any Atari product? Fat chance. Ever since
>they openly espoused the Amiga over the ST, they have ignored or
>insulted (the ST conversions of Music Construction Set & Marble Madness
>spring to mind) Atari users. You'd have a better chance of getting
>Lotus to port 1-2-3.
>

By and large, this is true! Many of their older ST conversions were
pathetic - remember ARTIC FOX?

However, once in a while they did release a decent or even excellent ST
title. Deluxe Paint ST comes to mind and it was (is) probably the BEST
general purpose graphics package for Atari STs.

EA generates the majority of its revenues from cartridge based games. As a
result, they will support which ever platform that will make them money.
SEGA and NINTENDO are already proven markets. The Jag must establish itself
in a defined market so EA and other important developers can support the
machine with the titles people want.

Interestingly enough, the Jag community is unlike that of the other systems.
The vast majority of its users are not little kids but adults. This in itself
means that customers will be more discriminating and vendors will have a
harder time porting titles that have done well previously on other systems.

Ari

728. Re: Brilliant ST game

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 23:44:39 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <5izzqIn.ari2550@delphi.com>
Source record: 183619

Richard Marsden <ax653@Freenet.HSC.Colorado.EDU> writes:

>Why aren't more shareware games like this?
>My cash is in the post!

Well, I'll tell you why...

Atari users tend to take shareware for granted and don't register for it.
I know I've been guilty of that (but I've changed and started to) and I
know plenty of other people have when I worked on some ST shareware games.

Case in point: Insectroid - it's a decent game for only $10 (plus lots of
extra stuff). It went out on the MArch '93 ST Format cover disk and
and only a handful registered for it.

Don't bother registering for it now though...the author and I have had a falling
out and he won't split any money received.

Still, I'm glad you did register for that game. Hopefully, enough will think
alike and keep the author from leaving the platform like I have.

Ari

729. Re: Help! Atart ST and hard disk problem

Newsgroup: comp.sys.atari.st
Date: 1994-07-14 23:59:30 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <304jh2$bc3@golem.wcc.govt.nz>
Source record: 183627

In article <s.bennett.19.000961FC@uea.ac.uk>, s.bennett@uea.ac.uk writes:
>I have a STE with a GE-soft controller and a 40Mb Quantum SCSI drive. It's
>been working fine for a year or two. Last weekend the data on the drive
>started to corrupt. I finally reformatted the drive after several attempts.
>It's been OK for a week but last night the data was corrupted. Both days were
>very hot in the room where the ST is. The drive, a commercial unit, has no
>fan. Is it that simple? Or is there another problem someone has come across?
>Any heap appreciated
>Cheers
>Stephen Bennett

Me thinks you have the DMA Bug, does not show at first, on a STE here it had to
be on for 24 hours....

Take off the top and lift out the Disk Drive,the chip is under the disk drive,
its the large 40 pin chip at the edge of the PCB, if the
Part No. is C025913-38 then you have the badchips...

Try and get a replacment IC, if you can...???

Does any one know were I can get some of these later DMA chips, will Atari
USA supply these...???

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

730. Re: Vroom and Formula One

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 00:20:50 UTC
From: am136@FreeNet.Carleton.CA
Message-ID: <CsyGyq.20q@freenet.carleton.ca>
Source record: 183625

In a previous article, Kim@dksoft.ping.dk (Kim Andersen) says:
+I have Vroom and F1. Both are good, but no matter what anyone else might say
+F1 is the one to go for.

"No matter what anyone else might say"?! Gee, I guess nobody else should bother posting on the topic then.

+Vroom is good, because it seems simple and easy to run, but F1 is a exact
+copy of the real Formula One race world cup. All tracks are exactly like it
+is in the real life. And not to mention the control is almost simular to
+the real life, (well, taken from a guy who havn't driven a real F1 car
+(yet)).

Well, I'd go along with that much. F1 is almost tediously realistic. Vroom, on the other hand, is blisteringly fast and has the null modem head-to-head option. It has a lot less depth than F1 but is much more fun to play.

Stephen

731. Re: ***** FOR SALE *****

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 00:47:39 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <5GzQaMj.ari2550@delphi.com>
Source record: 183624

Jim Compton <comptonj@vtc.tacom.army.mil> writes:

>Atari Falcon 030
>4meg / 65 hd
>14" Atari flatscreen Monicrome Moniter
>Games and software incl.
>Less than a year old.
>$1200.00 or best offer
>

I think your friend is asking too much. I sold mine for $800+ but I had
a new color monitor, an 85meg HD, and mine was less than 6 months old.

732. Complete 1040STE system w/Hard Disk for SALE!!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 01:04:57 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <xE1QSUi.ari2550@delphi.com>
Source record: 183622

Well, I hate to do it but I do need the cash, so...

* 1040STE computer w/TOS 1.62, 4096 colors, stereo PCM sound, & Blitter chip
* Rimik Beatle mouse (hi-res tracking)
* Epyx 500J joystick
* Maganox 1CM-435 stereo color monitor w/tile swivel stand
* Supra 45meg Hard Drive w/DMA pass through
* CopyIIST v2.5 (last version) w/manual
* Deluxe Paint ST w/manual
* Marcel 2.2 Word Processor (registered version) w/manual
* Word Writer 2.0 w/Manual
* SunDog Frozen Legacy w/Manual
* Dungeon master w/manual
* Gunship w/manual
* MAGE Arcade 10 Pak (never released commercial games)
* Supra HD Utilities
* Flash 1.52 w/Manual
* Assorted PD & Shareware games and utilities
* 3 Plastic 40 disk capacity disk holders
* Abacus ST Disk Drives: Inside & Out
* Abacus ST Internals
* GP-Edit Library (support library for GFA Basic 3.5)
* GFA-BASIC 3.5 upgrade

All hardware is in good condition. Most software is missing boxes but is
original and includes documentation.

Asking: $450 for the whole package - including domestic shipping (US 48 states)

I will not parcel out the system, so don't ask!

Please send all *reasonable offers* to my e-mail address.

Regards,

Ari

733. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 02:07:47 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <304r1j$4pn@usenet.INS.CWRU.Edu>
Source record: 183630
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.advocacy

In a previous article, clund@wpo.uwsuper.edu (Carl Lund) says:

>Electronic Arts support any Atari product? Fat chance. Ever since
>they openly espoused the Amiga over the ST, they have ignored or
>insulted (the ST conversions of Music Construction Set & Marble Madness
>spring to mind) Atari users. You'd have a better chance of getting
>Lotus to port 1-2-3.
>

That's because you had all of those Amiga users writing letters to Electronic Arts in every part of the world. If there is one thing that I admire about the Amiga Community, it is the fact that when they want something, they make sure that they get it.

Besides, the Amiga was a bit more funner to make games for. In fact, it was originally made to be an expensive game machine! Can you imagine if it was released as a "interactive multimedia system" for $300 or $400 without disk drive, keyboard, etc.? It might have been the "standard" that 3DO is attempting to be today.

I have heard from a lot of Jaguar programmers that they feel the Jaguar is fun to program as well. If they feel it is fun to program, they will do what they can to make their games good.

>

--

734. Pagestream 600 DPI Laserjet 4P driver?

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 02:27:32 UTC
From: Frank.Mareska@f318.n114.z1.fidonet.org
Message-ID: <d65_9407142051@nighthawk.fidonet.org>
Source record: 183670

Does anyone know if a 600 dpi laser driver exists for the new HP laser?

735. Re: HELP!!! my NEWDESK.INF file keeps screwing up!

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 02:44:53 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <304t75$spo@msuinfo.cl.msu.edu>
Source record: 183632

In article <30491k$5q6@scapa.cs.ualberta.ca>, cs93294@assn030.cs.ualberta.
ca (Stuart David A) writes:
>sammcgee@crl.com (Sam McGee) writes:
>
>>Stuart David A (cs93294@assn030.cs.ualberta.ca) wrote:
>
>>...NEWDESK problem described...
>
>>I have the same problem. It wouldn't be so bad but somehow the desktop
>>saves the newdesk file without me knowing. I don't like programs saving
>>files without telling me first!
>
>Yeah... like it seems to revert to its previously goofy state after I
>run another program!

I had the same problem; even after I fixed the configuration of my NEWDESK file, it would still screw things up after running programs. I fixed it by editing it in a decent ASCII editor (ALICE, to be precise) which would show carriage returns. Basically you need 128 bytes (characters), including carriage returns, in the first four lines (#a through #d). This is accomplished by adding spaces in line #d. Remember to count *all* characters in that 128 (each carriage return counts 1, by the way). Andreas Schwab posted this fix a couple dozen messages back, so all thanks goes to him.

Thanks Andreas!

Tom Hopper
hopper_t@msupa.pa.msu.edu

736. Wanted: Supra Host Adapter

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 02:56:02 UTC
From: vicb@clark.edu
Message-ID: <304ts2$ldg@clark.edu>
Source record: 183633

I'm looking for a used Supra host adapter; separately bought or ripped
out of a Supradrive, doesn't matter, as long as it works (since mine
can't say that :-)

Please email any responses.

Thanks,

Victor Bruhn
vicb@clark.edu

737. FORSALE: Atari 1040STfm

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 03:03:20 UTC
From: Felix Ng <fng@yvr.cyberstore.ca>
Message-ID: <BK.BW.774241401.1103527590.fng@yvr.cyberstore.ca>
Source record: 183631
Cross-posted to: comp.sys.atari.st,misc.forsale

```
Forsale:

Atari 1040STfm 1 meg like new with manuals, cables to hook up to a
composite monitor and TV, mouse and box.

$120US OBO

Felix
--
Felix Ng - Vancouver, British Columbia, Canada
fng@cyberstore.ca / Fax: 604-322-5936 / VE7YDG / D.G.I.F. #8767
```

738. Re: Populous II ??

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 04:58:06 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <30550u$fa6@golem.wcc.govt.nz>
Source record: 183634

```
] >] I have just got this game and have been having problems loading it.
] >] Whenever I load it I get a message saying sorry pal machines only. I hav
] >] a 520 STFM with 2 meg, and a 40 meg hard drive. Any idea what I should d
] >] Thanks in advance for your help.
] >
] >It's obviously the UK version.
]
] Nope. All the Populous II versions are like this. That's why they include
] the CHANGEHZ.PRG utility on the disk, although the confusion is warranted
] as their was no reference to it in the docs in my package.
```

Righto... :) There was obviously no Hertz changer with the PAL versions, so it seemed logical there would be a different version!

I find it hard to believe that a game that doesn't seem to _use_ the extra resolution of PAL (and why should it on an ST!?) should run perfectly well on an NTSC system... Some pretty wierd timers must be used! :)

739. Re: MegaSTE 16mHz booting

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 05:04:09 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3055c9$fa6@golem.wcc.govt.nz>
Source record: 183635

] It occurs to me that the perfect solution would be an executable boot
] sector that switches the machine into 16mHz, then waits for a keypress.
] The user would switch disks at that point, and when the key is pressed
] the boot continues. Even better would be to have the program check for
] another executable boot sector, run it if it exists, else continue the
] normal boot (which will go to the auto folder, etc.). This would provide
] MegaSTE users with one disk that can boot any floppy in 16mHz mode.

There was a program somewhere that had this as one of its features, but
I can't recall what it was....

The auto-booting ones can obviously be loaded as you specified

(] There are a few programs that allow you to do this with games that have an
] executable boot sector. The one I use is called booter, and I have a disk
] with this program in its auto folder that I use to boot games that fit the
] bill (it runs, asks you to switch disks, and you press a key). This
] program is on atari.archive.umich.edu in /Ste/Mega, BTW.
)

but the ones loading from the AUTO folder are somewhat trickier, especially
if the disks are constructed in such a way as they don't have enough
room for the booter....

Possible a good idea would be to put a virus immuniser onto the disk and
then use "booter" in the usual way (some immunisers are executable, either
UVK or Antidote does this... One does, the other doesn't....)

And of course, you could always try one of the DC-Format booters, (perhaps
a "bypass hard-drive" bootsector which stops the wait-delay of TOS >1.4
machines when you turn them on....

Other than that, making a backup of the disks & trying the auto-booter
routine as above would appear to be about the only way other than making
a bootsector as you wanted! :)

740. Re: Vroom and Formula One

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 05:12:14 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3055re$fa6@golem.wcc.govt.nz>
Source record: 183636

] I have developed an interest in racing games as of late. I have heard of
] three cool ones, and wanted to solicit opinions from other gamers.
]
] Vroom - made by Ubisoft, who generally do a great job. Screen shots look
] good :-).

Good multi-player options. A game, not a simulator! :) Graphics are
nice & clear, stopping in the pits is nigh on impossible :) Good
crashes (the car blows apart, crumples etc.) VERY smooth!

] Formula One Grand Prix - made by Microprose, I have seen it refered to as
] the best for the ST.

Made to be far-too realistic. Very involved. Extremely user-configurable,
lots of different tracks, quite bad sound. Good graphics as far as
3D-filled-polygons go. Again, plenty of good multiplayer options.
(I didn't like this myself, it doesn't feel "right", but then again, I've
yet to drive in similar conditions in a car.... :)

] No Second Prize - motorcycle racing, 3-D solid polygon graphics, have seen
] one good review.

Wow! This _really_ impressed me! The demo on the ST format disk just
wasn't enough! amazingly smooth & fast 3D graphics, reasonable sound,
and it all played reasonably realistically. It didn't have the same
detail as F1-Grand Prix, (which has things like skid-marks produced
after cornering too hard etc.), but it held my attention longer than any
other racing game! It's mouse-controlled, which produces VERY responsive
gaming! The computer opponents are actually quite _good_ for a change,
and you can choose from 6 (or 7, I forget which), drivers all of which
have various different abilities etc....

Vroom: Fast & Fun...
F1-GP: Realistic & very involved
No 2nd Prize: Fast, smooth & reasonably realistic as far as control goes...

741. ** MINE WORDS ARE MORE IMPORTANT THAN THINE **

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 06:11:20 UTC
From: warwick@cs.uq.oz.au
Message-ID: <3059a8$34v@uqcspe.cs.uq.oz.au>
Source record: 183637

Sorry, I'm annoyed by people trying to make their messages stand out above everyone elses, and so I needed to make a sarcastic attack to lower my adrenalin levels.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /
/ * <-- Computer Science Department, / WIT SPACE TO LET
_.-._/ University of Queensland, /
v Brisbane, Australia. /

742. Modem speeds.

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 06:47:14 UTC
From: daveh@netcom.com
Message-ID: <davehCsyyur.B09@netcom.com>
Source record: 183645

[No readable article body recovered]

743. Re: PGP Shell v0.9 released

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 07:09:20 UTC
From: huveneer@math.ruu.nl
Message-ID: <huveneer.774256160@hieper>
Source record: 183639

In <304956$9kb@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz (Steve Wells) writes:

>] Version 0.9 of PGP Shell has been uploaded to atari.archive.umich.edu
>] and should be available soon.

>[whole heap of info' removed]

>It'd be good if people would actually say what everything is used for, rather
>than assuming everyone knows.... (I know more or less what PGP etc. is,
>but no doubt many don't!)

I certainly don't!

Richard.

744. Re: Vroom and Formula One

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 07:22:51 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Jul15.072251.25586@news.unige.ch>
Source record: 183638

I forgot to mention in my earlier post - F1GP (which is very
exciting - I don't agree that it's slow!) does not (imo) run on
a TT. If anybody has got round this, I would be very happy!
Mike
****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

745. Re: hacks to the mac look like gem to me

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 07:58:12 UTC
From: bouronm@trout.ime.dec.com
Message-ID: <1994Jul15.075812.22592@peavax.mlo.dec.com>
Source record: 183641

In article <H.eg.EhqGYdpTTnQ@harvee.billerica.ma.us>, esj@harvee.billerica.ma.us (Eric S Johansson) writes:
|> [... stuff deleted ...]
|> > Another piece of shareware that saves the need to hold a button while
|> > dragging on the Macintosh is "AutoMenus." The moment the cursor hits the
|> > menu item, the menu pops down, you can drag freely to your choice, and then
|> > the click to choose is the only time you need to touch the button. I love
|> > it, as do most people who I've passed it on to.
|> >
|> > Get it from Michael Conrad, 331 Orange Avenue, Mountain View, CA 94043 for
|> > $13. The disk has some other shareware goodies as well. It can also be
|> > found in the AppleLink disability solutions location.
|> >
|>
|> hmm. it looks like gem look and feel to me... *quick* someone, get a laywer!
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

The only sad thing about this is that you wouldn't be suing *Apple*... Still, it looks like that's as close as we mere mortals might get... ;-) (Shame!)

[M][a][r][c]

And for my next trick, I shall disappear in a puff of smo

746. Re: "ST guide"- where?

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 08:00:42 UTC
From: vctec@westminster.ac.uk
Message-ID: <Csz23w.FvA@westminster.ac.uk>
Source record: 183640

Hallvard Tanger&#65533;s (hallvart@ifi.uio.no) wrote:

```
: I've been looking for a program called "ST guide" (or is it an accessory?)
: mentioned in many programs for use as an online help function.
: Where is it available (preferrably in English)?
: Thanks.

I've got an English version of ST-Guide. If you would like it, then
you may grab it from my ftp machine:

rea017000001.lancs.ac.uk

username: anonymous
password: your e-mail address

This is a version pulled from Genie.

Joe Connor is doing UK support for ST-Guide, and the full package will
be appearing on HENSA soon, as hensa is the official site in the UK,
apart from cix, to hold Joe's supported software.

In the meantime, you may grab the file:

stguide.acc

from my machine mentioned above.

Hope this helps.

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)
```

747. One response please

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 08:49:35 UTC
From: huveneer@math.ruu.nl
Message-ID: <1994Jul15.084935.2811@cc.ruu.nl>
Source record: 183642

I installed a newer version of my newsreader.
Can somebody (one please!) confirm that it's working?

Richard.

748. Re: "ST guide"- where?

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 09:10:42 UTC
From: vctec@westminster.ac.uk
Message-ID: <Csz5CK.IJ9@westminster.ac.uk>
Source record: 183646

Denesh Bhabuta (vctec@westminster.ac.uk) wrote:
: Hallvard Tanger&#65533;s (hallvart@ifi.uio.no) wrote:

: : I've been looking for a program called "ST guide" (or is it an accessory?)
: : mentioned in many programs for use as an online help function.
: : Where is it available (preferrably in English)?
: : Thanks.

: I've got an English version of ST-Guide. If you would like it, then
: you may grab it from my ftp machine:

: rea017000001.lancs.ac.uk

: username: anonymous
: password: your e-mail address

: This is a version pulled from Genie.

: Joe Connor is doing UK support for ST-Guide, and the full package will
: be appearing on HENSA soon, as hensa is the official site in the UK,
: apart from cix, to hold Joe's supported software.

: In the meantime, you may grab the file:

: stguide.acc

: from my machine mentioned above.

There seems to be a slight problem with my ftp machine. I got this
message from someone who tried to connect:

> I tried to get st-guide.acc but it didn't seem to work.
> I waited for about 1 min. and nothing happened, so I disconnected.

There seems to be a problem with using ls twice.

Once you log in, do an ls, followed by hash and bin, to set binary
transfers.

Then from your first listing, get the files, one by one. I'm sorry for
this
inconvenience.

I will try and fix this soon.

Regards
Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--

Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

749. Re: PGP Shell v0.9 released

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 09:46:27 UTC
From: vctec@westminster.ac.uk
Message-ID: <Csz705.Jzv@westminster.ac.uk>
Source record: 183643

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
:] Version 0.9 of PGP Shell has been uploaded to atari.archive.umich.edu
:] and should be available soon.

: [whole heap of info' removed]

: It'd be good if people would actually say what everything is used for, rather
: than assuming everyone knows.... (I know more or less what PGP etc. is,
: but no doubt many don't!)

OK, very briefly....

PGP is an encryption/decryption package. It allows you to encrypt and
decrypt messages/files to/from someone.

This way you can keep your messages and files secret, and away from
prying eyes. Only you can read the messages sent by the sender, and
only the recipient can read the messages sent by you.

I hope this is enough for a very short explanation of pgp. It should
give an idea of what pgp is. BTW, UK users of PGP Shell, can register
with me now. v0.9 is also available from micros.hensa.ac.uk

path: micros/atari/tos/n/n193/pgpshl09.zip

Regards
Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

750. Re: Vroom and Formula One

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 10:45:39 UTC
From: steve-j@teleport.com
Message-ID: <305pcj$jc0@elaine.teleport.com>
Source record: 183644

In article <Up-EGOOEGWN@dksoft.ping.dk>,
Kim Andersen <Kim@dksoft.ping.dk> wrote:

>I have Vroom and F1. Both are good, but no matter what anyone else might say
>F1 is the one to go for. Vroom is good, because it seems simple and easy
>to run, but F1 is a exact copy of the real Formula One race world cup. All
>tracks are exactly like it is in the real life. And not to mention the control
>is almost simular to the real life, (well, taken from a guy who havn't driven
>a real F1 car (yet)).
>
>F1 is the best, and there will probably not be any game better than this,
>(racing games only though).

By the way, Domark is doing F1 for the Jaguar.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

751. Dupes

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 11:36:30 UTC
From: Paul.Baker@mettav.exnet.com
Message-ID: <774251470.1@mettav.exnet>
Source record: 183683

Sorry if it's a bit off-topic , is anyone else receiving a lot of duplicate
messages in this newsgroup ?

```
*~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~*
/ Comms Lnk Between USENET and Turbonet mettav.royle.org /
\ 300-14400 MNP5 V42Bis 44-(0)81-445-6514 24 Hours \
/ Turbonet 100:1011/0.0 Nest 90:102/140 AtariNet 51:502/0 Fido 2:254/108 /
\ Usenet access for 5 pound a quarter for Fido style Points \
*~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~*
```

752. Re: Cadburys (Was: Re: Spectre 3.1, any news?)

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 11:37:31 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <305sdr$ij6@golem.wcc.govt.nz>
Source record: 183648

In article <9407131538.AA02223@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:
>In article 6u0@mailer.fsu.edu, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>>Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
>>> No its made of chocolate, its called here a Chocolate Flake made by Cadburys,
>>> and are very nice....
>
>That reminds me... I'm about due for my semi-annual 'care package' that
>mates in Oz send me full of the goodies I can't get here in the states.
>Hope it arrives soon as all this talk has my mouth watering again. :)
>
>-Hutch- @ Fair Dinkum Tech

*** FARLEY'S ***

Well I found a very nice candy here in a store last Xmas,
it was Butter Toffee made by Farley's very nice, I ended up
buying four boxes, and its made in the USA....

There were a lot of USA Made candy in this Supermarket at the 1993 Xmas...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

753. Re: One response please

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 12:23:25 UTC
From: thed@mtek.chalmers.se
Message-ID: <305v3t$eh0@nyheter.chalmers.se>
Source record: 183647

Richard Huveneers (huveneer@math.ruu.nl) wrote:
: I installed a newer version of my newsreader.
: Can somebody (one please!) confirm that it's working?

How do I confirm that your NewsREADER works?

I guess I just did! :-)

Ted Lyngmo thed@taxikedj.se
thed@mtek.chalmers.se

754. Cadburys (Was: Re: Spectre 3.1, any news?)

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 13:02:41 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <3061dh$vhs@msuinfo.cl.msu.edu>
Source record: 183649

As long as we're on the topic of candy, I suggest people look for Gayle's Chocolates. They're made in the US, possibly only in Michigan, but their chocolate truffles are by far the best chocolate I've ever tasted (and I make it a point to eat any new chocolate I come across :-). I've tried Cadbury's, and compared to Gayles, Cadbury's is stale and plastic.

Of course, maybe I haven't had any of Cadbury's "good stuff," but I'm not the only one who thinks Gayle's is supreme... :-)

At a dollar per truffle, one would expect good chocolate. YUM!

Tom Hopper
hopper_t@msupa.pa.msu.edu

755. Swedish TOS

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 13:11:27 UTC
From: thed@mtek.chalmers.se
Message-ID: <3061tv$f5n@nyheter.chalmers.se>
Source record: 183650

Does anybody know where I get the latest Swedish TOS version fit for an
Atari 2080 ST?

Ted Lyngmo thed@taxikedj.se
thed@mtek.chalmers.se

756. Re: "ST guide"- where?

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 14:09:00 UTC
From: haegar@elba.uni-paderborn.de
Message-ID: <30659s$cua@elba.uni-paderborn.de>
Source record: 183652

hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:

```
>I've been looking for a program called "ST guide" (or is it an accessory?)
>mentioned in many programs for use as an online help function.
>Where is it available (preferrably in English)?
>Thanks.

You can find st-gui06.lzh on ftp.uni-paderborn.de in the directory
/pub/atari/tools/acc/st-guide

There is an english version of the acc in the archive, but no english
documentation.

Greetings
Thorsten
--
Internet : Thorsten_Boehm @ uni-paderborn.de
Mausnet : Thorsten Boehm @ pb.maus.de
```

757. Calamus + Falcon + Blowup + NVDI?????

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 14:13:10 UTC
From: hodgsoil@aston.ac.uk
Message-ID: <CszJHy.2AM@aston.ac.uk>
Source record: 183654

This is a first attempt at posting....

I have a problem with calamus 1.09n on my Falcon... It works on my SVGA with Blowup but when I install NVDI it demands a monochrome monitor. Is there any way around this apart from disabling NVDI?????

Cheers.

Ian.

:):):):):):):):) It's just a short step from `Tush` to `Hey Nonny Nonny` and
:) Falcon 030 :) then I'm afraid I shall have to call the police.
:):):):):):):):) -Blackadder II-

758. Re: Calamus + Falcon + Blowup + NVDI?????

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 14:29:21 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <3066g1$fge@bognor.barclays.co.uk>
Source record: 183655

```
In article <CszJHy.2AM@aston.ac.uk>, hodgsoil@aston.ac.uk (IL HODGSON) writes:
|> This is a first attempt at posting....
|>
|> I have a problem with calamus 1.09n on my Falcon... It works on my SVGA
|> with Blowup but when I install NVDI it demands a monochrome monitor.
|> Is there any way around this apart from disabling NVDI?????
AFAIK it should work OK as long as your in a 2 color mode on the Falcon.
--
+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-----------------------------------------------+
```

759. Re: AtariInternet

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 14:33:45 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <3066o9$qqj@charm.magnus.acs.ohio-state.edu>
Source record: 183656

>I have been hearing all these software about connecting to the internet but
>I haven't heard any thing about hardware. Does the TT or Falcon have a
>ethernet card build it so you can hook it up to a thick, thin, or 10 base-T
>cable or are you just talking about UUCP, PPP or SLIP.

>Thank-you
>Keith Lai
>lai@paf.gsfc.nasa.gov

Most of the software is PPP, UUCP or SLIP. But there is TUW-TCP which
handles ethernet cards. What you need to do is build an adaptor and purchase a
card then recompile the source to work with your card. There was also at one
time a VME based Ethernet card that came from Atari Germany. I don't know if
that is available at all anymore.

Dan Ackerman
ackerman.29@osu.edu

760. Don't Click Jim's Head II

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 14:40:47 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <30675f$qs1@charm.magnus.acs.ohio-state.edu>
Source record: 183661

Well with the Tom Haines, there is now a new version of "Don't Click Jim's Head". It should now work with machines with less than 14megs (oops), but I had some problems with MTOS. Anyway Tom has made some great additions with the inclusion of a .mod file player for the Falcon as well as an imbedded .mod file.

Source and executable are in the same file. DONTCLI2.ZIP which should be available later today on a.a.u.e.

Dan Ackerman
ackerman.29@osu.edu

761. Re: ICD Pro UTILS....

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 15:08:22 UTC
From: icdinc@delphi.com
Message-ID: <JawwCq+.icdinc@delphi.com>
Source record: 183651

Sam,

Nope. To switch from AHDI to ICD Pro you just need to run HDUTIL and install
the booter.
I would recommend a complete backup first however.

- TOM -

762. Re: Correct Info on ICD Files

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 15:15:40 UTC
From: icdinc@delphi.com
Message-ID: <Ba4Rym0.icdinc@delphi.com>
Source record: 183653

I'll send up press releases when I get the hang of this editor and interface a bit more.

- TOM -

763. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 15:16:35 UTC
From: Christopher.Donnell@launchpad.unc.edu
Message-ID: <30698j$3i5@lambada.oit.unc.edu>
Source record: 183663
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.advocacy

>>Electronic Arts support any Atari product? Fat chance. Ever since
>>they openly espoused the Amiga over the ST, they have ignored or
>
>That's because you had all of those Amiga users writing letters to Electronic
>Arts in every part of the world. If there is one thing that I admire
>about the Amiga Community, it is the fact that when they want something, they
>make sure that they get it.

Actually (from my recollection) I remember those goofy 'We See Further'
adds in the first issues (if not the first one) of Amiga World (which I
recently got rid of - I should have saved the Andy Warhol issue though).
EA (back when they were called EOA by everyone)..

Is that Trip is those adds?

EA made some good games back then... (esp for the Amiga)
--
-- --
Launchpad is an experimental internet BBS. The views of its users do not
necessarily represent those of UNC-Chapel Hill, OIT, or the SysOps.
-- --

764. Re: AtariInternet

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 15:17:45 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3069ap$1rg@percy.cs.bham.ac.uk>
Source record: 183662

dackerma@magnus.acs.ohio-state.edu (Daniel D Ackerman) writes:
> Most of the software is PPP, UUCP or SLIP. But there is TUW-TCP
>which handles ethernet cards. What you need to do is build an adaptor
>and purchase a card then recompile the source to work with your card.
>There was also at one time a VME based Ethernet card that came from
>Atari Germany. I don't know if that is available at all anymore.

There is another possibility: An Ethernet port on the SCSI bus! These
devices are (were?) quite popular on Mac Powerbooks.

The problem with all the solutions is the software, which either
doesn't exist, or is an absolute sod to compile and set up.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

765. Re: ST FEST at INDY

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 15:20:13 UTC
From: icdinc@delphi.com
Message-ID: <B45S6O9.icdinc@delphi.com>
Source record: 183658

I will be there as well representing ICD, Black Cat Design (CatBox for the Jaguar), and 4Play (Star Battle for the Jaguar).

- TOM -

766. Re: Latest ICD 6.4.3 software/Upgrading to 6.5.5

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 15:23:52 UTC
From: icdinc@delphi.com
Message-ID: <B45Ri8w.icdinc@delphi.com>
Source record: 183657

Mike,

YOu send just the Link in (no cables nor disks) with $50 ($40 + $10 S&H) and in return you receive a new Link 2 with the latest
software disks.

Our address is the same as it has been for the past 9 or 10 years,
ICD, Inc.
1220 Rock Street
Rockford, IL 61101

Attn: Link 2 Upgrade.

- TOM -

767. Re: AKA Atari Show in Freiburg

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 15:30:10 UTC
From: icdinc@delphi.com
Message-ID: <B6yTKY6.icdinc@delphi.com>
Source record: 183659

Please send more details. I am considering the trip.
I tried to send you a fax but your fax/voice did not answer.

If you only have the details in German, that is acceptable. We can translate it.

Thanks,

Tom Harker, ICD, Inc.
1220 Rock Street
Rockford, IL USA

Fax 815-968-6888.
Phone 815-968-2228 ext. 222

768. Re: Wanted: Monitor for ATARI Jag!

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 15:36:41 UTC
From: icdinc@delphi.com
Message-ID: <Ba7yicx.icdinc@delphi.com>
Source record: 183660

Used Atari or Amiga monitors work very nicely.
I use our CatBox and an adapter to connect them to the Jaguar.

The total cost is well under $200.

- TOM -

769. ECO

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 15:41:28 UTC
From: millert@grad.csee.usf.edu
Message-ID: <306an8$vj@mother.usf.edu>
Source record: 183668

Hi.

I just recently tried playing ECO in my Megs ST2 again with no success.
It won't go past that Darwin screen. Someone told me that I should have
write-protect off, but this didn't help. What's going wrong?

Also, has anyone been able to run it on a Falcon? How?

770. Re: Brilliant ST game

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 15:44:04 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9407151500.AA02764@ilmen.lanl.gov>
Source record: 183664

In article ari2550@delphi.com, Ari Feldman <ari2550@delphi.com> () writes:
>Richard Marsden <ax653@Freenet.HSC.Colorado.EDU> writes:
>
>>Why aren't more shareware games like this?
>>My cash is in the post!
>
>
>Well, I'll tell you why...
>
>Atari users tend to take shareware for granted and don't register for it.
>I know I've been guilty of that (but I've changed and started to) and I
>know plenty of other people have when I worked on some ST shareware games.

People have to come to the understanding that not paying for shareware
that they keep and regularly use is just another form of software piracy.
To be fair, I really doubt if Atarians are any worse, percentage wise,
about not paying for shareware that they regularly use. Very few folks
actually register (pay for) their shareware on any platform.

But the installed user base of Atari computers is soooo small compared
to other platforms, it amplifies the problem. The PC base (and the Mac,
to an extent) is so HUGE compared to Atari, that shareware authors can
get by on an even smaller percentage of paying users. True, there is a
lot more software competing for those sparce shareware dollars, but the
potential for making money in PC or Mac shareware exists; I would not
make the same claim for the Atari market.

To paraphrase a popular colloquialism...

"It's the MARKET, stupid!" :)

Cheers,

-Hutch- @ Fair Dinkum Tech

771. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 15:49:24 UTC
From: millert@grad.csee.usf.edu
Message-ID: <306b64$vj@mother.usf.edu>
Source record: 183665

Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:

: Sure. Might I suggest that you prepare a demo version of your program, with
: the fast scrolling you describe? The newest batch of modem programs
: concentrate more on compatability than speed, which is good for folks who
: own faster machines. However, the best choice for UNIX modeming (IMHO) for
: 8mHz machine owners is still Uniterm, due to its speed. I think that a
: super-fast scrolling telecomm program that supports Zmodem directly (which
: Uniterm does not) and perfect vt100 would be popular. You might disable some
: other features to encourage registration, but the fast scrolling is what
: would probably sell the program (and should therefore be included in the demo,
: again IMHO). Just my $0.02.

I'd consider making a demo, except for two things: ANSITerm 1.90 demonstrates most of the capabilities of 1.91 except there is not fast scrolling or auto-login macros and a few other things, and secondly, I can't get the Laser C shell to run on my Falcon. Any rewrite to the program would be a COMPLETE rewrite (I have been working on a few things of this sort).

ANSITerm doesn't support Zmodem internally, but on an ST, XYZ works with it quite well (well, even on my Falcon too). ANSITerm does perfect vt100 emulation... I use it with UNIX all the time, and it's nice to have no problems... it even does underlining. It's also super fast.

I'll prepare a text to upload for those who want to know about ANSITerm 1.91.

772. Re: Cadburys (Was: Re: Spectre 3.1, any news?)

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 15:55:59 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9407151511.AA02774@ilmen.lanl.gov>
Source record: 183666

In regards to the world's best chocolate...

Here's another good one... 'Lindor Balls' (hey, no giggling in the back row!).

These are also somewhat expensive, but oh so good. A spherical chocolate shell filled with a gooey, liquid chocolate. Mmmmmm... nice. :)

As far as world-class US chocolate makers go, there's always "Ghianelli's" (did I spell that right?) out of San Francisco.

-Hutch- @ Fair Dinkum Tech

773. Re: hacks to the mac look like gem to me

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 16:00:13 UTC
From: millert@grad.csee.usf.edu
Message-ID: <306bqd$vj@mother.usf.edu>
Source record: 183667

Marc CR Bouron (bouronm@trout.ime.dec.com) wrote:
: In article <H.eg.EhqGYdpTTnQ@harvee.billerica.ma.us>, esj@harvee.billerica.ma.us (Eric S Johansson) writes:
: |> [... stuff deleted ...]
: |> > Another piece of shareware that saves the need to hold a button while
: |> > dragging on the Macintosh is "AutoMenus." The moment the cursor hits the
: |> > menu item, the menu pops down, you can drag freely to your choice, and then
: |> > the click to choose is the only time you need to touch the button. I love
: |> > it, as do most people who I've passed it on to.
: |> >
: |> > Get it from Michael Conrad, 331 Orange Avenue, Mountain View, CA 94043 for
: |> > $13. The disk has some other shareware goodies as well. It can also be
: |> > found in the AppleLink disability solutions location.
: |> >
: |>
: |> hmm. it looks like gem look and feel to me... *quick* someone, get a laywer!
: ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
: The only sad thing about this is that you wouldn't be suing *Apple*... Still, it
: looks like that's as close as we mere mortals might get... ;-) (Shame!)

: [M][a][r][c]

: And for my next trick, I shall disappear in a puff of smo

The least you could do is direct a snyde remark to the person using this
wonderful new shareware program. "What? You just discovered how much better
this is? We've been doing this on our (better) Atari's for years!"

<giggle>

774. Megafile 30 for Sale!

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 16:10:23 UTC
From: blai1690@mach1.wlu.ca
Message-ID: <CszoxC.IEq@mach1.wlu.ca>
Source record: 183669

Since I upgraded to a SCSI, I have no further need of my Megafile 30. It has served me very well for 4 years now. The drive comes zeroed with the Atari Advanced Hard Drive utilities on floppy, all ready for new partitioning.

No problems with it whatsoever!

Price: $299.00 Cdn <that's about $200 US at the current rate> + shipping
Terms: certified cheque OR money order <note US interested parties should purchase a Cdn. money order>

Please email me directly if interested.

Pascal V. Calarco <blai1690@mach1.wlu.ca>

775. WTB: Epson LQ 24-pin printer

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 16:28:05 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9407151543.AA02792@ilmen.lanl.gov>
Source record: 183671

I'm looking for a used Epson LQ 24-pin printer which I need for some
software development/testing work. I don't need a wide carriage unit.
It must be an EPSON to insure compatibility with 'standard' Epson LQ
24-pin printer codes. I need the manual (or list of codes), too.

If you have one to sell inexpensively, please advise via email.

-Hutch- @ Fair Dinkum Tech

Reply to hutch@ilmen.lanl.gov

776. WTB: Epson LQ 24-pin printer

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 16:49:33 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9407151605.AA02819@ilmen.lanl.gov>
Source record: 183672
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

I'm looking for a used Epson LQ 24-pin printer which I need for some
software development/testing work. I don't need a wide carriage unit.
It must be an EPSON to insure compatibility with 'standard' Epson LQ
24-pin printer codes. I need the manual (or list of codes), too.

If you have one to sell inexpensively, please advise via email.

-Hutch- @ Fair Dinkum Tech

Reply to hutch@ilmen.lanl.gov

777. Re: Swedish TOS

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 16:51:08 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <306eps$psv@msuinfo.cl.msu.edu>
Source record: 183673

In article <3061tv$f5n@nyheter.chalmers.se>, thed@mtek.chalmers.se (Thed Lyngmo) writes:
>Does anybody know where I get the latest Swedish TOS version fit for an
>Atari 2080 ST?
>
>Ted Lyngmo thed@taxikedj.se
> thed@mtek.chalmers.se

What's a 2080 ST? I've never heard of one of those here in the States!

Tom Hopper
hopper_t@msupa.pa.msu.edu

778. GNU C++ Questions

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 17:10:44 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <306ful$12qe@msuinfo.cl.msu.edu>
Source record: 183674

Could someone please tell me what files I need to get up and running with GNU C++? All bins, include, libs, etc., please. Also GEM libraries (like the XAES stuff). I'm new to C programming, so I'd also appreciate references for books, downloadable files, etc. which would help me learn to program GEM and TSR programs on the Atari.

Posts to c.s.a.s. or email welcome.

Thanks!
Tom Hopper
hopper_t@msupa.pa.msu.edu
Genie: T.HOPPER
CIS: 73747,1727

779. TOS 4 and the order of .ACCs

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 17:31:39 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <306h5r$kl4@cxc1.cl.msu.edu>
Source record: 183675
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I had a problem with some accessories conflicting with System Audio Manager and, with the help of XBoot, was going throught the process of elimination to figure which was the culprit. In the process, I also concluded that there might be correlation with the order in which they are installed in the system. Using a directory sorter, I alter the order in which they were arranged on drive C: but found that it didn't have the expected effect in the order in which they appear under the DESK drop-down menu. Anyone know if there's any rhyme or reason to the way they appear? In TOS 1.4, the first ACC loaded was at the bottom of the list, the next was second from bottom, etc. In TOS 4.04, they are not in order at all.

Here's how they stack up for me:

On disk in this order:	In drop-down in this order:
WARP9 control panel	EdHak
STalker SAM Config	
MultiDesk Deluxe	MultiDesk
XControl WARP9 c.p.	
SAM Config XControl	
EdHak STalker	

Anybody have any clue why this is?
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

780. Re: Correct Info on ICD Files

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 17:37:04 UTC
From: Stu.Huffman@231-370.dswhq.omahug.org
Message-ID: <1a0_9407160357@dswhq.omahug.org>
Source record: 183347

In a message of 04 Jul 94 16:35:01, Joan O'Bryan wrote:

JO> From: obryan@gumby.cc.wmich.edu (Joan O'Bryan)
JO>
JO> In article <mattkCs5MM5.BIF@netcom.com>,
JO> Matt Koundakjian <mattk@netcom.com> wrote:
JO> >
JO> > ICD never has been the kind of company one would expect. In all the
JO> > dealings I've had and those of my friends, ICD has always proved to be a
JO>
JO> > bunch of crackerjack programmers and hardware guys with not one spit of
JO> PR.
JO> >
JO> > "I Can't Decide" if we'll support the customers...
JO> > "I Can't Decide" if we'll answer mail...
JO> >
JO> > I gave up long ago on getting answers from them...
JO>
JO> I'm sorry you've had such bad experiences, but I feel compelled to point
JO> out that in the 8 years I've been dealing with ICD (on host adapters,
JO> accelerators, tape backups, and much software) I've never had the problems
JO> you have mentioned. I've had good support from the customer relations
JO> people, all the way through to tech support. In fact, they've bent over
JO> backwards on a couple occasions to help me out, when the problem wasn't
JO> even their fault.
JO>
JO> I hate to see what I consider to be one of the "good guys" in the Atari
JO> developer community get slammed on the net. If folks keep abusing the
JO> few developers we still have left on the platform, eventually we won't
JO> have any.
JO>
JO> I think it's especially smarmy the kind of crap I seem to be seeing more
JO> and more of on the net these days, which goes: "I haven't heard anything
JO> from XYZ Company for a while now, so did they go out of business or what?"
JO> People skim past that kind of stuff, then pass it on to friends, and
JO> pretty
JO> soon you've got lots of people going... "Oh, yeah, I heard they went out
JO> of business." This definitely isn't the kind of thing that's helpful to
JO> anybody. Either the companies themselves, or the customers they have out
JO> there who rely on them, and would like to continue to be able to do so.
JO>
JO> --
JO> Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
JO> Western Michigan University

JO> Kalamazoo, MI 49008

Right on target! ICD has always dealt straight and honest with me, and I have not only bought software direct but handled two upgrades directly with its people -- and the only complaint I can make is that the Atari tech support is not "open" every day of the week to answer phone calls. When he was there, the advice and counsel was first-rate ... and he called back within 24 hours every time. That's more than I can say about some of the folks I have dealt with in the MS/DOS arena. ICD is A-OK!

781. New files at HENSA (15 July)

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 17:41:08 UTC
From: vctec@westminster.ac.uk
Message-ID: <CszszC.H3B@westminster.ac.uk>
Source record: 183676

```
Hello again

Latest files to come at hensa over the past week:

Newsletters
-----------
Latest releases:-

atari-tos Volume 07 Issue 001 15/06/94
atari-falcon Volume 07 Issue 001 15/07/94

Back copies can be found in the directory "tos/news","mint/news","falcon/news"
Please refer to the file "00readme" in the directory for details of how to
subscribe.

Digests
-------

tos/n/n153 Central Atari Information Network Monthly Newsletter
Latest updates on.... 14/07/94

Tools
-----
tos/tools | All tools work under the different platforms
mint/tools |
falcon/tools | Last updated on..... 14/07/94

New software for the Atari TOS section
--------------------------------------
New packages are as follows; type "cd ~/micros/atari/tos/<x>/<code>" to get to
where they are held. <code> is as below and <x> is the first letter of <code>.
EG. For package "m100" you'd "cd ~/micros/atari/tos/m/m100".

Pfx Date Key Details
--- ---- --- -------
n196 15/07/94 ---- SPEEDO GDOS DRIVERS PD printer drivers for Speedo
n197 15/07/94 ---- ROUTE FINDER 1.8 Plan your journeys, add new routes
n198 15/07/94 ---- FLDLIB 0.9 Floating dialogue library for Lattice C
n199 15/07/94 ---- ZORG 1.34 Ze ORGanizer A doctor for your disks
o001 15/07/94 ---- ST-GUIDE 0.6 A hypertext system. Many uses...on-lne help!
o002 15/07/94 ---- ST-GUIDE TOOLS 0.6 Erm, utilities for ST-Guide!
o003 15/07/94 ---- UNARJ 2.3 Unpack those .ARJ files you thought you couldn't
o004 15/07/94 ---- UNARJ SHELL 0.2 Shell to use with UNARJ

n190 14/07/94 S--- OMEn 2.46d Open Multitasking Environment Demo
n150 14/07/94 ---- ATARI CD-ROM FAQ 12 July, 94 What else but a faq for CD-ROMs
n191 14/07/94 ---- METAMORPHOSIS 24 FPU DEMO Co-processor version of the demo
```

```
n192 14/07/94 ---- PGP 2.3a Pretty Good Privacy, Encryption program
n193 14/07/94 S--- PGP SHELL 0.9 Shell to use with PGP
n194 14/07/94 ---- COMPRESS 4.3 Unix compatible compress for TOS and Minix
n195 14/07/94 ---- ST WHIZ 2.0 A nice and chirpy program launcher.
n153 14/07/94 ---- CAIN MONTHLY NEWSLETTER Issue 6 out now

n185 11/07/94 ---- ST-VOCAB AND VERBMASTER DEMO Learn foreign languages
n186 11/07/94 S--- DELAY CALCULATOR 1.1E A calculator for music
n187 11/07/94 ---- DYNACADD 1.56 DEMO Demo of a powerful CAD package
n188 11/07/94 ---- METAMORPHOSIS 24 DEMO Demo of a 2D morpher
n189 11/07/94 ---- MAXIDISK 2.2 Reset proof RAM disk

New software for the Atari Falcon section
-----------------------------------------
New packages are as follows; type "cd ~/micros/atari/falcon/<x>/<code>" to get
to where they are held. <code> is as below and <x> is the first letter of
<code>
EG. For package "a001" you'd "cd ~/micros/atari/falcon/a/a001".

Pfx Date Key Details
--- ---- --- -------
a014 15/07/94 ---- DSP JPEG DECODER Decode and view JPEG files
a015 15/07/94 ---- DSP MOD REPLAYER Play MOD files. Source included
a016 15/07/94 ---- DSP BINDINGS for Lattice C
a017 15/07/94 S--- ICONEDIT Desktop icon management programs
a018 15/07/94 ---- DSP-PAULA 2.2 A soundtracker for the Falcon
a019 15/07/94 ---- SOUNDTRACKER DSP ROUTS Routines for a DSP sountracker!
a020 15/07/94 ---- FULL WORKING RESOLUTION 1.01 More scan lines for your TV

Download and Enjoy!
Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)
```

782. ST-Guide, available at HENSA

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 18:29:26 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cszv7u.lxy@westminster.ac.uk>
Source record: 183680

Hi all

ST-Guide is now available at micros.hensa.ac.uk

under

micros/atari/tos/o/o001/
filename: st-gui06.lzh

st-guide tools, are under
micros/atari/tos/o/o002/
filename: stg-ut06.lzh

Documentation is still in German, but there is an Ebglish accessory in
the package. Joe Connor is supporting the program in the UK, and so
expect to see an English version with English docs, within the next
couple of weeks at HENSA.

The ST-Guide files may also be downloaded from my personal experimental
ftp machine: rea017000001.lancs.ac.uk

login: anonymous
pass: your e-mail address

there is a slight bug with the ftp server on rea017.....

you can only use ls once, to list the files....

so what you do is.....login, list the files with 'ls' and not 'ls -l',
then

hash
bin
get <filename>
get <filename>
...
...
quit

This should work.

If not, mail me, and I'll see what I can do. But you should be able to
get it from hensa, anyway.

Danny

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW

D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

783. Re: PGP Shell v0.9 released

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 18:36:57 UTC
From: renfro@bnr.ca
Message-ID: <306l09$eli@crchh610.bnr.ca>
Source record: 183681

In article <304956$9kb@golem.wcc.govt.nz>,
Steve Wells <wells_s@ix.wcc.govt.nz> wrote:
>] Version 0.9 of PGP Shell has been uploaded to atari.archive.umich.edu
>] and should be available soon.
>
>[whole heap of info' removed]
>
>It'd be good if people would actually say what everything is used for, rather
>than assuming everyone knows.... (I know more or less what PGP etc. is,
>but no doubt many don't!)

Sorry, but since I have released several previous versions I assumed
that anyone who was interested would know what it was about. You know
what happens when we ASSuME sometimes. :)

Anyway, PGP Shell is a program that provides a nice GEM Shell (ie a
graphical user interface) to the Pretty Good Privacy program (PGP.TTP)
by Phillip Zimmerman. As you know, a TTP requires a command line with
the correct parameters. PGP Shell allows you to manipulate those
parameters 'graphically' so you don't have to memorize all the commands
and parameters.

And in case you didn't know, PGP is a program that allows you to encrypt
e-mail so that it can only be read by the person(s) you are sending
it to. This allows for truely private e-mail regardless of what electronic
network you send your mail over.

Feel free to ask if you have further questions.

RandyH

784. Re: NEEDED: clipart!

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 18:39:14 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <306l4i$1fq@mailer.fsu.edu>
Source record: 183677

Hallvard Tanger&#65533;s (hallvart@ifi.uio.no) wrote:

> Hi,
> I've been searching through all my clipart files and stuff on the Internet
> via "X-Mosaic" etc. but can't find the pictures or "illustrations" I need.
> Can someone help me, by either sending UUencoded files or telling me where to
> get the following:

> - A globe with the USA and Europe shown, or a folded out whole-globe.
> (it needs to be clear and simple, preferrably just like in an atlas, but without
> [...]
> The globe is the most important one.
> I can take almost any standard picture format: IMG, GIF, JPEG, TIFF, PBM... to use
> with either an Atari STE and/or a SUN UNIX system.

> I am *NOT* looking for photographic type pictures, but more of the clipart type.

Well, you could grab xearth, compile and install it, run it (it will produce
a huge spinning earth on your root window), dump it using xwd et al, then
use xv to convert it to whatever format you like (and to make it monochrome,
which should not be too much problem). This is a roundabout way of doing
it, for sure. Actually, xearth might come with a bunch of bitmaps that
you can use directly. Good luck.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

785. For Sale: SupraDrive case

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 19:12:16 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <306n2g$1fq@mailer.fsu.edu>
Source record: 183678
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have the case from a SupraDrive 80mb for sale. It includes a shoebox style case (marked "SupraDrive Atari Hard Disk" on the front), power supply, fan, Supra host adaptor, and all cables and such. It is exactly as it was from the factory, except there is no hard drive contained within (it takes one standard 3.5" SCSI device). The mounting hardware for the drive is included (it had a Quantum 80S in it before). The case is grey enameled metal, with a green power and red activity LED on the front. I do not have a copy of the Supra host adaptor software, but I could probably dig one up if needed. I believe the ICD Pro utilities will work with this card, which would be a much better choice IMHO.

Toad computers sells a very similar case for $99 (without host adaptor!), which I think is a bit high. I'm asking $50. It is in like-new condition. Alternately, I would be very interested in some trading, as opposed to cash. I am in search of an external DSDD floppy drive (must format out to at least 83 tracks, which can be checked with DC MaxTracks on atari.archive.umich.edu), a MC68881 math coprocessor, Wico bat handle or Ergo joysticks, and numerous software thingies (particularly games).

Please email all replies.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

786. Atari ST emulator for Mac??

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 19:40:57 UTC
From: dtarico@OCF.Berkeley.EDU
Message-ID: <306oo9$gcs@agate.berkeley.edu>
Source record: 183679
Cross-posted to: comp.sys.mac.hardware,comp.sys.mac.misc,comp.sys.mac.apps,comp.sys.atari.st

Is there any type of Atari ST emulator available for the Mac (hardware and/or software based)? If Gemulator could be done for the PC, then it certainly seems feasible (even easier) for the Mac.
Thanks in advance for any info related to this topic. Please note that this message is cross-posted, so please make your followups appropriate. Thanks!

Doug Tarico
dtarico@ocf.berkeley.edu

787. atari color moniter

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 21:48:30 UTC
From: Jason Szostek <bpmf@delphi.com>
Message-ID: <Ru+Tys+.bpmf@delphi.com>
Source record: 183682

st color moniter sc1224 for sale best offer.
write me at
BPMF@delphi.com
thanks
Jason

788. Re: MegaSTE 16mHz booting

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 22:41:18 UTC
From: jperez@uhunix.uhcc.Hawaii.Edu
Message-ID: <Ct070v.3p@news.Hawaii.Edu>
Source record: 183684

Mickey Boyd (boyd@hardy.math.fsu.edu) wrote:
: It occurs to me that the perfect solution would be an executable boot
: sector that switches the machine into 16mHz, then waits for a keypress.
: The user would switch disks at that point, and when the key is pressed
: the boot continues. Even better would be to have the program check for
: another executable boot sector, run it if it exists, else continue the
: normal boot (which will go to the auto folder, etc.). This would provide
: MegaSTE users with one disk that can boot any floppy in 16mHz mode.

I would like to pester Trace Technologies (from DC Software) into
re-writing DC-Bootit to handle non-boot disks and CPU speed switching.
It would seem to be a minor re-write and would meet all of my booting
needs (except TOS compatability). Now if we could encourage Darek
Mihocka (QuickTOS) to collaborate so that DC-Bootit would also allow
reading in an older TOS version before booting - that would be the
ultimate booter.

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio -- Lynx - Jaguar - 400 - 800

789. Re: Pagestream 600 DPI Laserjet 4P driver?

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 22:50:41 UTC
From: jperez@uhunix.uhcc.Hawaii.Edu
Message-ID: <Ct07GH.AI@news.Hawaii.Edu>
Source record: 183686

Frank Mareska (Frank.Mareska@f318.n114.z1.fidonet.org) wrote:
: Does anyone know if a 600 dpi laser driver exists for the new HP laser?

I'm not sure if there is one specifically for the 4p - I believe that the
4m driver will work (or it has for me anyway). Now I have a 4m so I
can't do any more testing. The driver should have come with the latest
2.2b upgrade/patch but if you can't find it, I'll try to send it to you.

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio -- Lynx - Jaguar - 400 - 800

790. Re: Dorfman Report..

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 23:32:24 UTC
From: gizmo@dswhq.omahug.org
Message-ID: <19f_9407152231@dswhq.omahug.org>
Source record: 183346

> Apparently so, since Time-Warner just merged Atari Games Co.
> and Tengen into Time-Warner Interactive a few months ago. I
> don't know if the Atari Games and Tengen name are gone now,
> though (after the merging, an ad put out look for programmers
> said Atari Games, though, so perhaps they do still exist
> within TWI, though the most recent Atari Games arcade game
> came out under the TWI label!).

Ok. Thanks for the info. I worked as a video game tech until about 1 month ago, and I hadn't heard anything about this. Considering the fact that it was my business to know such things, it kind of surprised me that I hadn't heard about it.

Later,
gizmo@dswhq.omahug.org

791. Help needed: GEMview

Newsgroup: comp.sys.atari.st
Date: 1994-07-15 23:42:43 UTC
From: hallvart@ifi.uio.no
Message-ID: <3076tj$959@dyggve.ifi.uio.no>
Source record: 183685

Which files do I need?
- - - - - - - - - - -

I'm pretty confused now. I downloaded GEMVIEW some time ago but didn't
get it to save in different formats than (X)IMG, so instead of fiddling
more around with it, I downloaded the files again and started de-compressing
the files. But... which files do I need, and what do they do? Seems like GEMVIEW is
a LARGE program with lots of files. I'm just wondering if I need them all, or if any of the
files are duplicates (er... updates of older versions), or if they're some other things..
I downloaded the from a.a.u.e. (all of the gemview files), and have the following:

GVW_INST.APP (decompression/installation program)
GVW_V303.PAX (Version 3.03 of GEMVIEW??)
GVW_TOL0.PAX (older version of GEMVIEW or utility disk????)
GVW_PIC0.PAX (demo pictures of various formats only?- not needed??)
GVW_NM06.TOS (New save and load modules? addition to the Gemview package?)
NEW_GEMV.ZIP (??? a newer version of Gemview, or additions of files?)

Thanks.

Hallvard, Oslo, Norway

792. Re: MegaSTE 16mHz booting

Newsgroup: comp.sys.atari.st
Date: 1994-07-16 00:38:21 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <307a5t$nf5@msuinfo.cl.msu.edu>
Source record: 183687

In article <Ct070v.3p@news.Hawaii.Edu>, jperez@uhunix.uhcc.Hawaii.Edu (John Perez) writes:
>Mickey Boyd (boyd@hardy.math.fsu.edu) wrote:
>: It occurs to me that the perfect solution would be an executable boot
>: sector that switches the machine into 16mHz, then waits for a keypress.
>: The user would switch disks at that point, and when the key is pressed
>: the boot continues. Even better would be to have the program check for
>: another executable boot sector, run it if it exists, else continue the
>: normal boot (which will go to the auto folder, etc.). This would provide
>: MegaSTE users with one disk that can boot any floppy in 16mHz mode.
>
>I would like to pester Trace Technologies (from DC Software) into
>re-writing DC-Bootit to handle non-boot disks and CPU speed switching.
>It would seem to be a minor re-write and would meet all of my booting
>needs (except TOS compatability). Now if we could encourage Darek
>Mihocka (QuickTOS) to collaborate so that DC-Bootit would also allow
>reading in an older TOS version before booting - that would be the
>ultimate booter.
>
> The Borg
> jperez@uhunix.uhcc.hawaii.edu
> President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
> Mega STE - STacy - Portfolio -- Lynx - Jaguar - 400 - 800
>

I second that! Now, who wants to get in touch with these guys?

I can write either of them on Genie or Compuserve, unless one of you knows them fairly well (or at all :-). Send me Mihocka's on-line address if you'd like me to.

Tom Hopper
hopper_t@msupa.pa.msu.edu

793. Re: Vroom and Formula One

Newsgroup: comp.sys.atari.st
Date: 1994-07-16 01:58:36 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EGQCEGUT@dksoft.ping.dk>
Source record: 183568

In <CsyGyq.20q@freenet.carleton.ca> Stephen Mulrine wrote :

>Well, I'd go along with that much. F1 is almost tediously realistic.
>Vroom, on the other hand, is blisteringly fast and has the null modem head-
>to-head option. It has a lot less depth than F1 but is much more fun to
>play.
>
>Stephen
>

I'll not say i disagree, cause i dont. But F1 is beeing played right now via network. Well, what we do is to set up an tournement and then after one has driven, then we make a backup of the save game, and send it to the next in the row, (pretty funny). F1 on the Falcon is very fast, and runs smoothly. I have yet to try Vroom on my Falcon, but as you said, it's fast as well.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

794. Re: MIDI-Com

Newsgroup: comp.sys.atari.st
Date: 1994-07-16 02:02:26 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.1kJmAonH_Q6@harvee.billerica.ma.us>
Source record: 183694

In <CsxDEx.D59@news.Hawaii.Edu>, John Perez writes:
>Daron Brewood (dbrewood@nest.demon.co.uk) wrote:
>: I've just ftp'd MIDI-COM, and was looking to set it up between my my Mega ST4
>: and the Falcon. Unfortunately the documentaion is all in German, which I do
>: not understand, therefore could anyone advise how to set up a working network
>: using it without MTOS installed, and using the printer or MIDI ports, not the
>: serial post, as that is used for modem contact.
>
> You might try one of the other Midi-Network such as Midinet,
>Littlenet, and MX2NET20. I use MX2NET - it is a little obscure how to
>set it up, but it works quite well. Check atari.archive.umich.edu and
>let me know if you can't find them.

could one use any of these packages (or some other one) to network between
a dos box and an ST?

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: esj@temerity.polaroid.com 617.386.4687
source of the public's fear of the unknown since 1956

795. All Computer Raffle and Swap Meet!

Newsgroup: comp.sys.atari.st
Date: 1994-07-16 02:03:13 UTC
From: bensmith@teleport.com
Message-ID: <307f51$et2@kelly.teleport.com>
Source record: 183688
Cross-posted to: pdx.forsale,or.forsale,pnw.forsale,comp.sys.atari.8bit,comp.sys.atari.st

You are invited to come Join us at ACE of America. You do not need to be a Member to Come. Upcoming Meetings will consist of a Raffle and a Swap Meet. Our raffle will consist of Prizes Donated at the Last Swap Meet and other Donations including IBM Compatible Keyboards, Hard Drive Mechanisms, Disk Drive Mechs, Software for the IBM, Software for the Atari ST, Atari Classic 8 Bit HardWare and various gift certificates. Their is still time to donate Item's for the raffle. If you have something to donate for the raffle, call (503)256-9974 or Come to the Raffle and Donate their. If you have a business and can donate, please do so. Even Gift Certificates are welcome. And if your an ACE Member, your first Dollar's worth of tickets are FREE!! This Raffle will be August 1st. Meeting starts at 7 PM.

The Following Months meeting will be a Swap Meet. All club Business will be suspended. Tables are 10$, But if your a Member, IT'S FREE! Also FREE ADMISSION. And we expect a good Turnout because we advertise our Swap Meets. This Swap Meet, Due to the Holiday, will be Held Tuesday, September 6th, starting at 7PM.

Meetings are Held at the NW Service Center in the Basement at 1819 NW Everett. In Portland, Oregon. Plenty of free Parking!!! For more info: Call Ben at (503)256-9974, anytime.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

796. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.st
Date: 1994-07-16 02:17:52 UTC
From: rjung@netcom.com
Message-ID: <rjungCt0H1t.BA5@netcom.com>
Source record: 183689
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.advocacy

In article <304r1j$4pn@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>In a previous article, clund@wpo.uwsuper.edu (Carl Lund) says:
>>Electronic Arts support any Atari product? Fat chance. Ever since
>>they openly espoused the Amiga over the ST, they have ignored or
>>insulted (the ST conversions of Music Construction Set & Marble Madness
>>spring to mind) Atari users. You'd have a better chance of getting
>>Lotus to port 1-2-3.
>
>That's because you had all of those Amiga users writing letters to Electronic
>Arts in every part of the world.

Nah. Carl is right; when the Amiga was merely an announcement from Commodore, Electronic Arts was already there, backing the machine with everything they had. There WERE no "Amiga users" then to write letters.

Electronic Arts started as a small shop that produced really cool software (ARCHON, PINBALL CONSTRUCTION SET, etc.) and supported everyone equally. Then they degenerated into a chop-shop for quick hacks (RACING DESTRUCTION SET, MAIL ORDER MONSTERS, etc.). Then they degenerated further into an Amiga-cheerleading crowd, while maintaining a false facade of multi-platform support.

Now it's a conglomerate-building monster that swallows up other software houses (Origin, anyone?) in an attempt to be the Microsoft of the video gaming field. And with Trip Hawkins backing the 3DO with his reputation, I expect to see Lotus 1-2-3 *and* FrameMaker on the Jaguar before I see EA put a title there. I'd like to be pleasantly surprised, but I'm not holding my breath.

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were chosen because you are the class clown and frankly, you're expendable."

797. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.st
Date: 1994-07-16 02:48:34 UTC
From: rbarbaga@cs.uml.edu
Message-ID: <307hq2$t1q@ulowell.uml.edu>
Source record: 183691
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.advocacy

Racing Destruction Set was a quick hack? Come on, that was one
of the greatest C64 (or 8-bit computer, for that matter) games of all time.
A TON of options and everlasting playability. Of course, I really don't
think that EA is as great quality-wise as they once were.

--
Ralph A. Barbagallo III --- rbarbaga@cs.uml.edu --- Only AMIGA makes it
Possible...
R.I.P. Jay Miner: June 20th 1994 Father of the 2600, Atari 8bit, Amiga
-=-

798. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.st
Date: 1994-07-16 03:10:52 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <307j3s$2no@usenet.INS.CWRU.Edu>
Source record: 183690
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.advocacy

In a previous article, rjung@netcom.com (Robert A. Jung) says:

>In article <304r1j$4pn@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys)
writes:
>>In a previous article, clund@wpo.uwsuper.edu (Carl Lund) says:
>>>Electronic Arts support any Atari product? Fat chance. Ever since
>>>they openly espoused the Amiga over the ST, they have ignored or
>>>insulted (the ST conversions of Music Construction Set & Marble Madness
>>>spring to mind) Atari users. You'd have a better chance of getting
>>>Lotus to port 1-2-3.
>>
>>That's because you had all of those Amiga users writing letters to Electronic
>>Arts in every part of the world.
>
> Nah. Carl is right; when the Amiga was merely an announcement from
>Commodore, Electronic Arts was already there, backing the machine with
>everything they had. There WERE no "Amiga users" then to write letters.

While it is true that EA had a lot of stuff out for the Amiga when it was
first released, EA also had a lot of stuff for the ST when it came out.
There were a FEW more titles for Amiga than ST, but that is only because the
ST was heading towards the professional market and Amiga was heading toward
the gaming market.

There was also a time when EA didn't want to make some games for the ST
and Amiga. They forgot about the ST, but then decided to go ahead and make
the software for the Amiga. I remember at that time that Amiga users
were writing letters to EA to get some of these games. ST users were not.
That might be because ST users seemed to be jumping ship faster than
Amiga users.

>
> Electronic Arts started as a small shop that produced really cool software
>(ARCHON, PINBALL CONSTRUCTION SET, etc.) and supported everyone equally.
>Then they degenerated into a chop-shop for quick hacks (RACING DESTRUCTION
>SET, MAIL ORDER MONSTERS, etc.). Then they degenerated further into an
>Amiga-cheerleading crowd, while maintaining a false facade of multi-platform
>support.

The Amiga was getting very popular in Europe around 1990 while the ST was
decreasing in popularity. Also, PCs were selling in the millions.
EA had to make some tough decisions and unfortunately, they decided to start
concentrating on PC games and some Amiga games--leaving out the ST.
This is also when I noticed the company starting to get serious about
home video game systems.

>
> Now it's a conglomerate-building monster that swallows up other software
>houses (Origin, anyone?) in an attempt to be the Microsoft of the video
>gaming field. And with Trip Hawkins backing the 3DO with his reputation,
>I expect to see Lotus 1-2-3 *and* FrameMaker on the Jaguar before I see EA
>put a title there. I'd like to be pleasantly surprised, but I'm not holding
>my breath.

Electronic Arts still makes some very good games. They make the best sporting
games anywhere.

I don't know if we will get EA to make games for the Jaguar? Did you write
Rob? If not, we probably won't.

Len
>

--

799. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-07-16 04:06:26 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <307mc2$hj6@terminator.rs.itd.umich.edu>
Source record: 183692
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- entropy 13347 Jul 9 09:01 ./Graphics/0index
-rw-r--r-- molin 184733 Jul 9 08:55 ./Graphics/morph882.zip
-rw-r--r-- molin 192468 Jul 9 08:56 ./Graphics/morpher.zip
-rw-r--r-- molin 32244 Jun 28 13:39 ./Misc/guide_01.lzh
-rw-rw-r-- entropy 2982 Jul 9 16:07 ./Misc/0index
-rw-r--r-- boydm 117902 Jul 9 16:02 ./Misc/midi_com.lzh
-rw-r--r-- molin 16953 Jul 9 09:05 ./Music/stmidiex.lzh
-rw-rw-r-- weiner 3401 Jul 9 09:07 ./Music/0index
-rw-rw-r-- entropy 27170 Jul 9 16:06 ./Utilities/0index
-rw-r--r-- boydm 85580 Jul 9 16:02 ./Utilities/Tosfixes/hsmoda04.lzh
-rw-r--r-- boydm 5404 Jul 9 16:01 ./Utilities/Tosfixes/flop_fix.lzh
-rw-r--r-- boydm 116863 Jul 9 16:11 ./0ls-lR.Z
-rw-r--r-- molin 72832 Jul 7 22:37 ./Programming/cpp112.zoo
-rw-r--r-- entropy 5643 Jul 9 09:11 ./Programming/0index
-rw-r--r-- boydm 116271 Jul 9 16:12 ./0ls-lRc.Z
-rw-r--r-- baldrick 6562 Jul 9 09:26 ./Falcon/0index
lrwxr-xr-x molin 26 Jul 9 09:02 ./Falcon/Graphics/morpher.zip ->
../../Graphics/morpher.zip
lrwxr-xr-x molin 27 Jul 9 09:02 ./Falcon/Graphics/morph882.zip ->
../../Graphics/morph882.zip
-rw-r--r-- molin 6289 Jul 8 02:52 ./Falcon/Sound/Players/falcpl15.lzh
-rw-r--r-- boydm 350214 Jul 9 16:10 ./0index
-rw-r--r-- boydm 141792 Jul 9 16:10 ./0compind.Z
lrwxr-xr-x hyc 22 Jul 11 20:56 ./Mint/MPatches/README -> mint-1.10h6-README.1ST
-rw-rw-r-- hyc 3695 Jul 11 16:42 ./Mint/MPatches/mint-1.10h1-1.10h2-diffs.gz
-rw-rw-r-- hyc 1810 Jul 11 16:43 ./Mint/MPatches/mint-1.10h2-1.10h3-diffs.gz
-rw-rw-r-- hyc 9060 Jul 11 16:44 ./Mint/MPatches/mint-1.10h3-1.10h4-diffs.gz
-rw-rw-r-- hyc 8208 Jul 11 16:45 ./Mint/MPatches/mint-1.10h4-1.10h5-diffs.gz
-rw-rw-r-- hyc 9853 Jul 11 20:46 ./Mint/MPatches/mint-1.10h5-1.10h6-diffs.gz
-rw-rw-r-- hyc 48479 Jul 11 20:54 ./Mint/MPatches/mint-1.10-1.10h6-diffs.gz
-rw-rw-r-- hyc 19667 Jul 11 20:49 ./Mint/MPatches/mint-1.10h6-README.1ST
-rw-r--r-- molin 39538 Jul 10 19:24 ./Utilities/pgpshl09.zip
-rw-rw-r-- entropy 27170 Jul 11 01:10 ./Utilities/0index
-rw-r--r-- molin 116685 Jul 11 01:51 ./0ls-lR.Z
-rw-r--r-- molin 116095 Jul 11 01:52 ./0ls-lRc.Z
-rw-r--r-- molin 141804 Jul 11 01:50 ./0compind.Z
-rw-r--r-- molin 350214 Jul 11 01:50 ./0index
-rw-r--r-- boydm 586 Jul 11 02:09 ./starter.readme
-rw-r--r-- hyc 36772 Jul 12 02:57 ./Mint/Network/portlib-07.tgz
-rw-r--r-- hyc 177665 Jul 12 02:57 ./Mint/Network/telnet-00.tgz
-rw-rw-r-- entropy 27393 Jul 12 18:16 ./Utilities/0index
-rw-r--r-- dpz 354049 Jul 12 18:05 ./Utilities/OMEn/omen246d.lzh
-rw-r--r-- dpz 15079 Jul 12 18:07 ./Utilities/OMEn/omen246d.txt
```

```
-rw-r--r-- dpz 9408 Jul 12 18:06 ./Utilities/OMEn/omenher1.txt
-rw-r--r-- dpz 13128 Jul 12 18:06 ./Utilities/OMEn/omenher2.txt
-rw-r--r-- dpz 117405 Jul 12 18:24 ./0ls-lR.Z
-rw-r--r-- dpz 116761 Jul 12 18:25 ./0ls-lRc.Z
-rw-r--r-- baldrick 6766 Jul 12 18:19 ./Falcon/0index
-rw-r--r-- dpz 228040 Jul 12 18:10 ./Falcon/Sound/Tracker/dspsndtr.zip
-rw-r--r-- dpz 134787 Jul 12 18:10 ./Falcon/Sound/Tracker/dsptrack.zip
-rw-r--r-- dpz 128212 Jul 12 18:10 ./Falcon/Sound/Tracker/mgtk-095.zip
-rw-r--r-- dpz 56448 Jul 12 17:59 ./Magazines/Cain/CAIN0694.ZIP
-rw-r--r-- dpz 350641 Jul 12 18:23 ./0index
-rw-r--r-- dpz 142016 Jul 12 18:23 ./0compind.Z
-rw-rw-r-- weiner 7396 Jul 15 17:19 ./Applications/0index
-rw-rw-rw- lenn 122240 Jul 15 17:15 ./Applications/Wordproc/marcel23.zip
-rw-rw-rw- lenn 165248 Jul 15 17:15 ./Applications/Wordproc/marcel_a.zip
-rw-r--r-- molin 140770 Jul 14 02:23 ./Utilities/Screensavers/Beforedawn/dawn139g.lzh
-rw-r--r-- molin 117255 Jul 15 15:19 ./0ls-lR.Z
-rw-r--r-- molin 116901 Jul 15 15:21 ./0ls-lRc.Z
-rw-r--r-- baldrick 6812 Jul 15 15:09 ./Falcon/0index
-rw-r--r-- molin 49981 Jul 15 11:53 ./Falcon/Misc/dcjh_2.zip
-rw-r--r-- molin 141934 Jul 15 15:18 ./0compind.Z
-rw-r--r-- molin 349806 Jul 15 15:17 ./0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

800. New Mailbox in Saxon-Anhalt

Newsgroup: comp.sys.atari.st
Date: 1994-07-16 09:08:39 UTC
From: Christian Nitsch <Christian.Nitsch@muenst.Boerde.DE>
Message-ID: <2e27a390.12@muenst.Boerde.DE>
Source record: 183700

```
The best BBS of Magdeburg has an ATARI-Area.
Here you can download files and writing letters to
other ATARI-Users. Till now we had no ATARI-Users, who
locked in in our BBS. I hope that will change in the
next time. The number of "Hardy's Box" is 0391/7310635
2400-28800 bps, 8N1, ANSI-BBS. It has boards for
AMIGA and PC, too. Waiting for you
Christian Nitsch
```

801. TOS 4.92 help.

Newsgroup: comp.sys.atari.st
Date: 1994-07-16 11:06:50 UTC
From: rune@colargol.edb.tih.no
Message-ID: <308f0a$i7k@astfgl.edb.tih.no>
Source record: 183693

Is there someone that have some help for TOS 4.92.
I can't get the ACC files to be loaded automaticly, and how to deload an ACC file ??

****
* Arild Reiten * Call XBASE !!! *
* BOX 4404 * - F030 32MHz 68882 *
* N-7013 TRONDHEIM * - 1.8GB space *
* NORWAY * - 14400 speed *
****

802. COMPLETE STE SYSTEM w/HARD DRIVE FOR SALE!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-16 12:53:16 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <xG4Ty20.ari2550@delphi.com>
Source record: 183695

Ok Folks, here it is again...

* 1 meg, 1040STe computer
* Rimik Beatle mouse (hi res tracking)
* Manavox 1CM-435 Stereo color monitor w/tilt swivel stand
* Supra 45meg Hard disk drive w/utilties and DMA pass-thru

Included software:

* Dungeon Master
* Time Bandits
* Sundog
* Gunship
* Flash 1.52
* CopyIIST 2.5
* Word Writer 2.0
* Marcel 2.2 WP w/manual
* Deluxe Paint ST
* MAGE 10 game pak (unreleased commercial games - Donky Kong, Frogger,
space invaders, Tetris, etc.)
* Nertz - multi-player solitare
* Numerous PD and Shareware software goodies (100's of programs on the HD)
* Abacus ST Disk Drives: Inside & Out
* Abacus ST Internals
* GP-Edit Library (GFA BASIC game programming support library)
* GFA BASIC 3.5 upgrade
* HiSoft Power Basic (Quick Basic compat.)
* 3 40 disk capacity disk boxes

All of the above plus a few bonus goodies for $450 US. Remember, this price
INCLUDES shipping for the continental 48 states), thus the rpice is really
only like $400...

I won't parcel out this system!

However, I will consider all *reasonable* offers on the above system.

E-mail me at:

Ari2550@Delphi.com

for further info...

803. Falcon & HP LaserJet

Newsgroup: comp.sys.atari.st
Date: 1994-07-16 13:54:44 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940716Z135444.176dbrewood@nest.demon.co.uk>
Source record: 183553

Help!!!

I've been given a Hewlett Packard Laserjet laser printer (older model), which seems to use the serial (modem) port for communications.

So far I've disconnected the serial lead from the modem and have connected it to the laser, and set XControl's printer CPX to use the modem port. This is on a Falcon 030.

The Laser's self test works just fine, but if I try to send any data (from the desktop) to the printer nothing happens.

I've been thinking that maybe a different serial port lead is needed, although Tandy in Stockport say it should work just fine.

Or then again as Mark Baines advises the HP does not use Epson printer codes, does a special printer driver need to be installed?

Basically I'm completely stuck and can't get the two to work at all, any suggestions would be greatly appreciated.

Before anyone ask's I've not got a manual for the printer which is not helping matters.

--


```
================================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
================================================================================
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
================================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
================================================================================
```

804. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.st
Date: 1994-07-16 15:58:09 UTC
From: rjung@netcom.com
Message-ID: <rjungCt1J10.747@netcom.com>
Source record: 183698
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.advocacy

In article <307j3s$2no@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>In a previous article, rjung@netcom.com (Robert A. Jung) says:
>> Nah. Carl is right; when the Amiga was merely an announcement from
>>Commodore, Electronic Arts was already there, backing the machine with
>>everything they had. There WERE no "Amiga users" then to write letters.
>
>While it is true that EA had a lot of stuff out for the Amiga when it was
>first released, EA also had a lot of stuff for the ST when it came out.
>There were a FEW more titles for Amiga than ST, but that is only because the
>ST was heading towards the professional market and Amiga was heading toward
>the gaming market.

My hazy memory says it was more than "a few". And didn't the first Amigas
come with Electronic Arts sample disks? I do distinctively remember an
article on the Amiga in CREATIVE COMPUTING, and it included an entire half-
page sidebar on EA software for it, even before the machine's release.

>> Electronic Arts started as a small shop that produced really cool software
>>(ARCHON, PINBALL CONSTRUCTION SET, etc.) and supported everyone equally.
>>Then they degenerated into a chop-shop for quick hacks (RACING DESTRUCTION
>>SET, MAIL ORDER MONSTERS, etc.). Then they degenerated further into an
>>Amiga-cheerleading crowd, while maintaining a false facade of multi-platform
>>support.
>
>The Amiga was getting very popular in Europe around 1990 while the ST was
>decreasing in popularity. Also, PCs were selling in the millions.
>EA had to make some tough decisions and unfortunately, they decided to start
>concentrating on PC games and some Amiga games--leaving out the ST.

Yeah, but I think EA started to slide even before the 68000-based machines
arrived. They were producing schlock for the Commodore 64 and 8-bit Ataris,
even.

>> Now it's a conglomerate-building monster that swallows up other software
>>houses (Origin, anyone?) in an attempt to be the Microsoft of the video
>>gaming field.
>
>Electronic Arts still makes some very good games. They make the best sporting
>games anywhere.

I know. I exaggerated, but only a little. Still, EA is now no better or
no worse than any other software house, whereas before they used to care
about producing a polished product. Kinda depressing, actually. Then
again, I'm in no rush to see NORMY'S BEACH BLANKET BABE-O-RAMA ported to any
other machine...

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were
chosen because you are the class clown and frankly, you're expendable."

805. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.st
Date: 1994-07-16 15:59:59 UTC
From: rjung@netcom.com
Message-ID: <rjungCt1J3z.7B7@netcom.com>
Source record: 183699
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.advocacy

In article <307hq2$t1q@ulowell.uml.edu> rbarbaga@cs.uml.edu (Ralph Barbagallo) writes:
> Racing Destruction Set was a quick hack? Come on, that was one
>of the greatest C64 (or 8-bit computer, for that matter) games of all time.
>A TON of options and everlasting playability. Of course, I really don't
>think that EA is as great quality-wise as they once were.

Choppy scrolling, difficult controls, lousy sound effects. If you ask me,
ROCK AND ROLL RACING on the Super Nintendo is RDS done right...

--R.J.
B-)

////////////////////////////////////|\\
Send whatevers to rjung@netcom.com | If it has pixels, I'm for it.
-------------------------------------+-----------------------------Lynx up!
"You weren't chosen because you are the best pilot in the Air Force. You were
chosen because you are the class clown and frankly, you're expendable."

806. Re: Calamus + Falcon + Blowup + NVDI?????

Newsgroup: comp.sys.atari.st
Date: 1994-07-16 16:22:00 UTC
From: magnus.thylander@p4.secom.ct.se
Message-ID: <2e2817aa@p4.secom.ct.se>
Source record: 183534

In a message of <15 Jul 94 16:13:10>, IL HODGSON (2:200/427.3) writes:

IH> I have a problem with calamus 1.09n on my Falcon... It works on my
IH> SVGA with Blowup but when I install NVDI it demands a monochrome
IH> monitor. Is there any way around this apart from disabling
IH> NVDI?????

Are you sure NVDI is the only difference? I use Calamus 1.09n daily on my
Falcon + ScreenBlaster + NVDI 2.5.... Works like a dream!

Greetz, magnus_thylander@p4.secom.ct.se...

```
_____________________________________________
/ ___ ___ ___ ____ ____ / NeST: 90:1102/112.4 /
/ /__ /__ / / // / / / Fido: 2:200/612.4 /
/ ___//__ /__ /___// / /_____________________/
/ Sarcastic Existence COMputer COMmunications /
/_____________________________________________/
```

807. Re: Vroom and Formula One

Newsgroup: comp.sys.atari.st
Date: 1994-07-16 17:19:16 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EGQSADVT@dksoft.ping.dk>
Source record: 183569

In <305pcj$jc0@elaine.teleport.com> Steve Johnson wrote :

>>F1 is the best, and there will probably not be any game better than this,
>>(racing games only though).
>
>
>By the way, Domark is doing F1 for the Jaguar.
>

I hope they do a mouse as well then ?

Greets
Kim

--

-- --
UPoint News-Signature
-- --

808. Re: MIDI-Com

Newsgroup: comp.sys.atari.st
Date: 1994-07-16 18:44:08 UTC
From: Arnoud_Kinderman
Message-ID: <2e283888@f301.n282.z2.fidonet>
Source record: 183566

Hi there i'm willing to help you if you could upload the file to this bbs so i can download it and test it i'm the owner of a falcon,tt,ste and a pc and i'm lookiong for every network program i can find, and i'm dutch so i can understand that strange language the call german.
In advance thanks, Arnoud Kinderman
Ps (i've got mikenet,lnet, ghostnet and a novell alike network program for the romport of your atari).

--- QuickBBS ST v1.12+ [JetMail 0.99beta8]
* Origin: QuickBBS ST Leeuwarden, +31-58-153849 HST/V32bis (2:282/301.0)

809. scsihd

Newsgroup: comp.sys.atari.st
Date: 1994-07-16 18:50:14 UTC
From: Arnoud_Kinderman
Message-ID: <2e2839f6@f301.n282.z2.fidonet>
Source record: 183567

I've got a question i've got a falcon 4mb with updated tos 4.04 and NO internal hd and a external 400 Western digital HD but this harddisk refuses to boot with the atari and icd, so do you know this problem i've seen a patch from scsitools but this was only for ide drives they said that atari does'nt call the params as the pc does and they made a bootsector program that does that. I would be very happy with that because every time i'm booting from disk and that takes about 3 minutes and most programs than think that my bootdisk is A and not C.
Thanks very much .
Arnoud Kinderman

--- QuickBBS ST v1.12+ [JetMail 0.99beta8]
* Origin: QuickBBS ST Leeuwarden, +31-58-153849 HST/V32bis (2:282/301.0)

810. STacy for sale

Newsgroup: comp.sys.atari.st
Date: 1994-07-16 19:06:46 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <309b46$2ho@charm.magnus.acs.ohio-state.edu>
Source record: 183551
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

There was a person in AZ or NM who made me an offer on my STacy. My host
has destroyed my mailbox and your address has been lost.

Please send e-mail (with a reminder of how much was offered and on what).

_
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

811. Re: Latest ICD 6.4.3 software/Upgrading to 6.5.5

Newsgroup: comp.sys.atari.st
Date: 1994-07-16 19:09:01 UTC
From: vctec@westminster.ac.uk
Message-ID: <Ct1rv2.6F0@westminster.ac.uk>
Source record: 183571

```
icdinc@delphi.com wrote:
: Mike,
:
: YOu send just the Link in (no cables nor disks) with $50 ($40 + $10 S&H) and in
: return you receive a new Link 2 with the latest
: software disks.

Does this offer hold to UK users, too?

Do any of the UK atari dealers run this offer?

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)
```

812. Re: hacks to the mac look like gem to me

Newsgroup: comp.sys.atari.st
Date: 1994-07-16 21:46:09 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <309kf1$8ik@golem.wcc.govt.nz>
Source record: 183554

Oh no! I've got a program that only makes the GEM menus drop down when you click on them! Quick, tell mac' to sue the authors!

Sheesh.... :)

813. Re: Dupes

Newsgroup: comp.sys.atari.st
Date: 1994-07-16 21:50:32 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <309kn8$8ik@golem.wcc.govt.nz>
Source record: 183555

```
] Subject: Dupes
] Date: 15 Jul 94 06:36:30 EST
] Lines: 10
]
] Sorry if it's a bit off-topic , is anyone else receiving a lot of duplicate
] messages in this newsgroup ?

I sure am. As well as a couple of other groups.... But there have been
quite a lot in this group!
```

814. Wanted: Games

Newsgroup: comp.sys.atari.st
Date: 1994-07-16 22:11:40 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <309lus$b4k@mailer.fsu.edu>
Source record: 183572
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am in search of the following games. If you have any of these and would
like to sell them, email me directly. Thanks in advance.

Chaos Engine
Vroom
Microprose Formula One Grand Prix
No Second Prize
James Pond
RoboCod (yes, Cod, part II of James Pond)
Armour-Geddon
ThunderHawk
Panza Kick Boxing
Prince of Persia
RoboCop 3
Cadaver

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

815. STORM and 14.4k Modems

Newsgroup: comp.sys.atari.st
Date: 1994-07-16 22:43:36 UTC
From: ejacobso@cln.etc.bc.ca
Message-ID: <1994Jul16.224336.24173@news.etc.bc.ca>
Source record: 183556

I am using a 2400 bps modem with STORM, what I was wondering was can you use 14.4k modems with STORM? Under the baud rate setting you can set it at either 9600 or 19600, but not 14400. Anybody know anything about this?

Loren Kirkby
(My name is Loren Kirkby, not Elaine Jacobson)

816. Bomber Man

Newsgroup: comp.sys.atari.st
Date: 1994-07-16 22:47:03 UTC
From: ejacobso@cln.etc.bc.ca
Message-ID: <1994Jul16.224703.24487@news.etc.bc.ca>
Source record: 183557

There is game for SNES called Bomber Man (The arcade version is called
Atomic Punk 2) where you have to blow up little creatures with bombs.
Is there a game for the ST like this?

Loren Kirkby

817. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.st
Date: 1994-07-16 23:20:40 UTC
From: traynost@craft.camp.clarkson.edu
Message-ID: <309q08$iac@library.erc.clarkson.edu>
Source record: 183558
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.advocacy

```
Carl Lund (clund@wpo.uwsuper.edu) wrote:
: Electronic Arts support any Atari product? Fat chance. Ever since
: they openly espoused the Amiga over the ST, they have ignored or
: insulted (the ST conversions of Music Construction Set & Marble Madness
: spring to mind) Atari users. You'd have a better chance of getting
: Lotus to port 1-2-3.
How about when EA bought out BI? Did they continue to sell Degas elite? and
did they ever release Paperclip elite for the ST?y
-------------------------------------------------------------------------------
Scott T. Traynor @ | "Brain! Brain! What is Brain?"
traynost@craft.camp.clarkson.edu | -Star trek The Old Generation :)
Aka Tomcat on Several Muds :) (Meow) | "You Grunts wanna live forever?"
"ME Mispell? Naaaa!" | -Unknown Platoon Sargent
-------------------------------------------------------------------------------
```

818. Re: STORM and 14.4k Modems

Newsgroup: comp.sys.atari.st
Date: 1994-07-16 23:21:37 UTC
From: sammcgee@crl.com
Message-ID: <309q21$d3n@crl5.crl.com>
Source record: 183559

Elaine Jacobson (ejacobso@cln.etc.bc.ca) wrote:

: I am using a 2400 bps modem with STORM, what I was wondering was can you
: use 14.4k modems with STORM? Under the baud rate setting you can set it at
: either 9600 or 19600, but not 14400. Anybody know anything about this?

Loren,
This is a favorite subject of many online computer users so
you'll get alot of responses. The confusion is in terminology.

Connection Rate: is the rate at which your modem and the remote modem
connect, such as 9600 bps or 14,000 bps. This rate is determined by the
modems when they connect. Synonyms: Line Speed, Modem-to-Modem Speed, DCE
Speed.

Computer Rate: is the rate at which your modem and computer communicate.
You change this rate in software. With your modem, this rate should
usually be higher than the connection rate. Synonyms: Serial Port Speed,
Modem-to-Computer Speed, DTE Speed.

(Above taken from Supra Reference Manual p13)

The answer to your question is set the rate to 19200 and it will do 14400
just fine. I leave it at 19200 all the time using Storm.

Sam

sammcgee@crl.com

819. Re: Help! Atart ST and hard disk problem

Newsgroup: comp.sys.atari.st
Date: 1994-07-17 00:23:11 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <774404591snz@gw6hva.demon.co.uk>
Source record: 183578

In article <304jh2$bc3@golem.wcc.govt.nz>
sheppard_r@ix.wcc.govt.nz "Roger Sheppard." writes:

> Me thinks you have the DMA Bug, does not show at first, on a STE here it had to
> be on for 24 hours....
>
>
> Take off the top and lift out the Disk Drive,the chip is under the disk drive,
> its the large 40 pin chip at the edge of the PCB, if the
> Part No. is C025913-38 then you have the badchips...

Ummm, no. Methinks not. If the drive has been ok for a couple of years and has suddenly started doing funnies and losing sectors, it's most likely that you've got a failing drive. You should do a proper format and lock out the bad sectors through SCSI (not FAT, which is as much use as a chocolate teapot, if you have duff sectors popping up in the FAT area.

Problem being is that the Ge-Soft host and s/w doesn't allow much in the way of proper SCSI commands. You'd be better off with the ICD Pro utils, although I had a Ge-Soft card and dumped it in the end as it just didn't make the grade (couldn't handle multiple external SCSI cards (Omti 3527) properly).

Incedentally, there's a lot of piff-paff about these DMA chips. I had a friend with an STE that refused to work (even after Atari UK did the supposed fix). No amount of messing would make it talk to the drives properly. Atari UK were moaned at heavily and they sent another "new" DMA chip - this didn't work either, they sent another even newer number (which was a special for difficult machines, so they said - but it did have a totally differnet number) - this although better, failed to work.

In the end, I pulled the DMA from my Mega (the standard CO25913-38) and it worked perfectly. We told Atari UK and they said "no way, that can't work" but it did. They (under duress) sent a new CO25913-38 and the machines still working to this day (after 2 years without hiccup).

The bulk of the problem with the Ste was the addition of LS245 bus buffers which screwed both the timing and drive levels up. I didn't try fitting either 74F245's or 74AC245's - this I suspect may have solved the problems.

Anyway, the moral of this story is, don't believe everything that Atari etc tell you - I have had more than a dozen machines to sort that have had DMA problems and have fitted/changed DMA's in all of them. The best results are obtained in the end with "old" DMA chips, very short DMA

leads - like 6" and ICD HA's and s/w.

Cheers, Martin.
--
Martin Vernon, Supavision
Sysop GB7OS & GB7OSP
BBSnet: GW6HVA@GB7OSP
AMPRnet: gw6hva@gb7osp.ampr.org
Internet: martin@gw6hva.demon.co.uk

820. Re: Help needed: GEMview

Newsgroup: comp.sys.atari.st
Date: 1994-07-17 04:18:15 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <30abe7$c3t@golem.wcc.govt.nz>
Source record: 183561

] GVW_INST.APP (decompression/installation program)
] GVW_V303.PAX (Version 3.03 of GEMVIEW??)
] GVW_TOL0.PAX (older version of GEMVIEW or utility disk????)
] GVW_PIC0.PAX (demo pictures of various formats only?- not needed??)
] GVW_NM06.TOS (New save and load modules? addition to the Gemview package?)
] NEW_GEMV.ZIP (??? a newer version of Gemview, or additions of files?)

Hmmm....

] GVW_INST.APP (decompression/installation program)

You need this to install everything obviously...

] GVW_V303.PAX (Version 3.03 of GEMVIEW??)

This contains the main executable, & modules...

] GVW_TOL0.PAX (older version of GEMVIEW or utility disk????)

Various not-all-that-useful graphics tools.

] GVW_PIC0.PAX (demo pictures of various formats only?- not needed??)

Yep, just pictures. Completely un-needed!

] GVW_NM06.TOS (New save and load modules? addition to the Gemview package?)
] NEW_GEMV.ZIP (??? a newer version of Gemview, or additions of files?)

Virtually the same files. One is newer than the other - check the file
date! (I think the ZIP one is the newer one!)

All that you _should_ need, is

GVW_INST.APP and GVW_V3??.PAX

Extract it into any directory (root/graphics folder etc.). Then run
it and make sure that the "Install Path" is set to wherever the
GEMVIEW.APP file is. (Which should have the GVW_SAVE, GVW_LOAD etc.
folders in it).

I've yet to make it successfully extract all of the Doc file, but most
ofit is so obvious, I didn't bother in the end!

821. Re: TOS 4 and the order of .ACCs

Newsgroup: comp.sys.atari.st
Date: 1994-07-17 05:10:54 UTC
From: steve-j@teleport.com
Message-ID: <30aegu$bdi@elaine.teleport.com>
Source record: 183560
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <306h5r$kl4@cxc1.cl.msu.edu>,
Michael Olin <molin@cxc1.cl.msu.edu> wrote:

>Here's how they stack up for me:
>
> On disk in this order: In drop-down in this order:
> ---------------------- --------------------------
> WARP9 control panel EdHak
> STalker SAM Config
> MultiDesk Deluxe MultiDesk
> XControl WARP9 c.p.
> SAM Config XControl
> EdHak STalker

It's funny you should bring this up as it does the exact same thing
on my system. For some reason, STalker and Xcontrol seem to want
specific desk accessory slots (though not on the disk that way, they
show up with Xcontrol on the second to last slot and STalker on the
last slot on my system too).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

822. VME graphics card wanted

Newsgroup: comp.sys.atari.st
Date: 1994-07-17 08:04:23 UTC
From: jperez@uhunix3.uhcc.Hawaii.Edu
Message-ID: <Ct2rrB.LLx@news.Hawaii.Edu>
Source record: 183562

Heym I need a Matrix or other VME graphics card with ECL output for a Moniterm Viking 2/91 monitor. Please send E-mail if you have one that you might be willing to part with or if you know where I might find one.
Thanks....

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio -- Lynx - Jaguar - 400 - 800

823. For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-07-17 08:41:13 UTC
From: mparrott@connected.com
Message-ID: <30aqr9$li5@hebron.connected.com>
Source record: 183563

```
*********************************************************
* F O R S A L E *
* *
* Atari Stacy Portable Computer *
* - 4 Megs RAM, 105 Mb Quantum HD - *
* - 20 Mhz Accelerated! - *
* (faster than a Mega STE!) *
* - Includes Optical Mouse, Padded Case - *
* *
* Asking just $1100 *
* *
*=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=*
* *
* Atari SM-124 Monochrome Monitor *
* - Razor-sharp Display - *
* *
* Asking $90 *
* *
*=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=*
* *
* Atari MegaFile Case/Power Supply *
* with 120 Mb Drive Mech Installed *
* - No Errors or Bad Sectors - *
* - Ready to Plug and Go with any ST - *
* *
* Asking $140 *
* *
*********************************************************

o All Prices Include Shipping/Insurance
o Slighty Negotiable
o Also willing to make partial trades for the following,
in good condition only:

- 4 Mb SIMMS (set of four, no more/no less)
- Guitar Multi-Effects Processor (Digitech RP-1, Zoom 9000S)
- Steinberger Headless Six-string Guitar
- Decent, 100-Watt Guitar Amplifier/Cabinet (min. 2 x 12)

Send E-mail queries/offers via Internet to:

mparrott@hebron.connnected.com

Or, call Mike at (206)830-2277.
```

824. Atari ST MonoChrome SM124 Monitor for sale!! SACRIFICE PRICE!!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-17 09:43:40 UTC
From: bensmith@teleport.com
Message-ID: <30augd$iid@elaine.teleport.com>
Source record: 183564
Cross-posted to: pdaxs.ads.computers,pdx.forsale,or.forsale,pnw.forsale,comp.sys.atari.st

I have for Sale.

ATARI SM124 MonoChrome Monitor, Works fine, great for MIDI or DTP: $75.

If your interested in this call Ben at (503)256-9974 24HRs or E-Mail me on
the Internet at this address:bensmith@teleport.com
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

825. WANTED: *CHEAP* ATARI SX212 1200 Baud MoDeM!! PLEASE READ THIS!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-17 10:31:31 UTC
From: bensmith@teleport.com
Message-ID: <30b1a4$lfe@kelly.teleport.com>
Source record: 183565
Cross-posted to: comp.sys.ibm.pc.hardware.comm,comp.sys.atari.st,comp.sys.atari.8bit

WANTED: **CHEAP** Atari SX212 1200 Baud Modem.

Must Come Complete with working MoDeM, working Power Supply and Manual.

This Wanted Ad is directed at both Atari users and IBM Users. Atari Marketing sold their modems to anybody who could use a standard 1200 Baud modems. Including Atari users and they openly Marketed their SX212 modems to work with IBM Compatibles. If you have one of these old Antiques in your closet gathering dust, let me know through E-Mail. My InterNet Address is bensmith@teleport.com or Call Ben anytime at (503)256-9974. I'm in Oregon and I'm up late(3AM).
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

826. 24 Bombs !?! on my STe

Newsgroup: comp.sys.atari.st
Date: 1994-07-17 14:18:32 UTC
From: quest@iac.net
Message-ID: <30bejo$ert@great-miami.iac.net>
Source record: 183570

Hey all! Had a tech. question to ask everyone.. I have a 4 (now 2)
meg STe that for some reason keeps giving me 24 bombs for 'no apparent'
reason. It will bomb when ever it wants, not durring certain programs.
Some days it is worse than others.. Here is what happened.. I was
running my BBS on it and about 1 a day it would crash and give me the 24
bombs. I figured it was the memory handling of the bbs (Ratsoft). But
then it started happening with other software. It eventually got so bad
that I couldn't even boot it.. I shelfed the computer and had my other
STe's serial chips replaced (lightning). Before I shelfed it, I swaped
the memory with my other STe, swapped TOS eproms, swapped about all I
could and it made no difference. (Swapping the TOS chips made it worse.
It wouldn't even come up) I had been using the broken STe for swap parts
and the other day I got it out and put it back togther and it worked.. I
left it on over night and when I awoke it had the 24 bomb problem again.
Now somedays it works great and other not so great.

Any idea what this is? is it the CPU having problems with an address
or something? Any help or comment would be appriciated!! Thanx a lot!

```
|O|=========================================================================|O|
|O| / /\ is quest@iac.net President of : /|_|_ (r) |O|
|O| \/ohnny \\uest /-|R|WORX |O|
|O| --------------- 513.844.6322 | | |O|
|O| -- finger artworx@iac.net for info! -- (_)NLIMITED |O|
|O|=========================================================================|O|
```

827. Re: Atari Falcon SCSI connecti

Newsgroup: comp.sys.atari.st
Date: 1994-07-17 16:20:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199407171820.a22574@m4.maus.de>
Source record: 183539

>Get our ICD SCSI Pro software. I have heard that you need it for a
>Syqeust on the Falcon.

Nice try :-)

Syquest 5xxx and 3xxx drives are perfectly happy with stock AHDI drivers 6.04 and up (better use 6.06!). Advanced users might want to configure AHDI to reserve drive letters and set its max. sector size (if there's no media in the Syquest drive at boot time). There are PD programs for that, e.g. Atari's HD_PATCH.PRG.

bye, Peter

828. Re: Inshape

Newsgroup: comp.sys.atari.st
Date: 1994-07-17 16:27:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199407171827.a22575@m4.maus.de>
Source record: 183538

>I am not myself but my business partners are.

Sure about that? :-)

829. Re: TOS 4 and the order of .ACCs

Newsgroup: comp.sys.atari.st
Date: 1994-07-17 18:52:30 UTC
From: sammcgee@crl.com
Message-ID: <30bule$556@crl5.crl.com>
Source record: 183575
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Steve Johnson (steve-j@teleport.com) wrote:

: It's funny you should bring this up as it does the exact same thing
: on my system. For some reason, STalker and Xcontrol seem to want
: specific desk accessory slots (though not on the disk that way, they
: show up with Xcontrol on the second to last slot and STalker on the
: last slot on my system too).

One of the Codeheads discussed this on the topic of using CodeKeys on GEnie. The user wanted to know what order the desk acc's would be displayed in the DESK menu. I am not really a programmer but as I remember it he said the order could NOT be predicted. The acc's would load in order as they were on the disk (no sort) but they would appear in the menu according to which one executed some command (forgotten, sorry) first. This initialization command could be anywhere in the program and acc's that have it near the beginning would show up more towards the top of the menu.

The Codehead was of course more eloquent and technically accurate but that was the gist of his post. If I find it I'll repost.

I welcome any and all rebuttals, please.

Sam

sammcgee@crl.com

830. Sample Conversion

Newsgroup: comp.sys.atari.st
Date: 1994-07-17 18:56:25 UTC
From: bjr2@Ra.MsState.Edu
Message-ID: <30busp$2vr@Tut.MsState.Edu>
Source record: 183574

[No readable article body recovered]

831. gopher uploaded for MiNT-Net

Newsgroup: comp.sys.atari.st
Date: 1994-07-17 19:04:41 UTC
From: benni@phil15.uni-sb.de
Message-ID: <30bvc9$lni@coli-gate.coli.uni-sb.de>
Source record: 183576

Hello,

I've just uploaded my port of gopher2.0 PL12 on a.a.u.e.
It's only the client, *not* the server, so you need a SLIP connection
to the internet in order to use it.

Have fun,
Benni

--
Benjamin Lorenz, <NEW>Johannisstr. 15, D-66111 Saarbruecken<NEW>
Phone: +49 681 <NEW>35334<NEW>, E-mail: benni@phil15.uni-sb.de

832. Re: Bomber Man

Newsgroup: comp.sys.atari.st
Date: 1994-07-17 19:43:08 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <hyxRa9E.ari2550@delphi.com>
Source record: 183573

Elaine Jacobson <ejacobso@cln.etc.bc.ca> writes:

>
>There is game for SNES called Bomber Man (The arcade version is called
>Atomic Punk 2) where you have to blow up little creatures with bombs.
>Is there a game for the ST like this?
>
> Loren Kirkby

Sort of, there's and EXCELLENT multiplayer STe and FALCON only clone
called DYNABLASTER.

It will run only on STes and Falcons because it uses DMA Digital sounf fx and
hardware scrolling for some feature (the Blitter too).

It can be found via most decent ATARI FTP sites.

Ari

833. Turbo Board ST

Newsgroup: comp.sys.atari.st
Date: 1994-07-17 20:23:41 UTC
From: meister@tatertot.com
Message-ID: <7TJmPc1w165w@tatertot.com>
Source record: 183503

I run a Turbo-based BBS in the San Francisco bay area and would very much like to consult with other Turbo sysops. If you run Turbo, please reply in e-mail, or if you are a user of a Turbo (or Forem) board, please give the sysop my e-mail address: meister@tatertot.com

ThanX!

=-=-=-

834. Re: Megafile 30 for Sale!

Newsgroup: comp.sys.atari.st
Date: 1994-07-17 23:13:16 UTC
From: aw@zaphot.abg.sub.org
Message-ID: <EGRXCEWG1-UP@zaphot.abg.sub.org>
Source record: 183432

In <CszoxC.IEq@mach1.wlu.ca> Jeffrey Blair u wrote :

>Since I upgraded to a SCSI, I have no further need of my Megafile 30. It
>has served me very well for 4 years now. The drive comes zeroed with the
>Atari Advanced Hard Drive utilities on floppy, all ready for new partitioning.
>
>No problems with it whatsoever!
>
>Price: $299.00 Cdn <that's about $200 US at the current rate> + shipping
^^^^^^^ ^^^^^^^

Do you really want _that_ $200 US for a 30 MB-harddisk ????
Wake up ... it's 1994 ;-)

Ciao ...

--
Arno Welzel (aw@zaphot.abg.sub.org)
PGP public key available on request

835. Re: CCE Atari Show in Elmshorn (near Hamburg)

Newsgroup: comp.sys.atari.st
Date: 1994-07-17 23:35:48 UTC
From: ole@murphy.sh.sub.de
Message-ID: <H.ekBN.P7PavHEmLtA@murphy.sh.sub.de>
Source record: 183577

```
ATARI Happening in Elmshorn/North Germany
-----------------------------------------

Announcement Update 07/17/1994
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Computer Club Elmshorn e.V.
ATARI ST/TT/FALCON group
Postfach 261
D-25302 Elmshorn
Germany
Tel. 04121/83298
FAX 04121/82016

This is the third english announcement for the 5th Elmshorner
Computertage from the Computer Club Elmshorn e.V. On 29th and 30th
october is a big systemindependent computer exhibition in Elmshorn.
Elmshorn is a city 30 km north of Hamburg. The ECT has 10000 visitors
on average.

The exhibition are organized by the CCE e.V. and the city of Elmshorn.
The CCE e.V. is one of the biggest german systemindependent computer
clubs.

More than 50% of the exhibitors are ATARI dealers, ATARI clubs, ATARI
software producers and ATARI freaks. It's no PC show, it's an ATARI
happening.

Venue is the KGSE Elmshorn (Kooperative Gesamtschule Elmshorn), the
street called 'Hainholzer Damm'. You can easy reach Elmshorn by train
or motorway. We will put landmaps as IMG images next time in the
BBS.

Exhibition opening:
Saturday 29th october 2 - 6pm
Sunday 30th october 10am - 5pm
- no admission fee

- additional : - big cafeteria
- tombola (we hope, that we get a FALCON computer
for the tombola, please read our next
updates)
- separate product presentations

ATARI exhibitors on the happening Update: 17th july 94
------------------------------------------------------
```

- CrazyBits, Berlin (PixArt,thermo sublimation color printer,
FALCON's, ATARI hard-/software etc.)

- Betz Computer, ATARI dealer (Medusa T40, GE-SOFT Eagle TT, FALCON-
Tower, ATARI hardware etc.)

- Layout Service Kiel, ATARI dealer (ATARI hard-/software, FFT,
GAL-ED, FALCON, Jaguar etc.)

- Hinsch & Partner, ATARI dealer (ATARI game dealer, Jaguar,
FALCON etc.)

- Computer & Service Kiel, ATARI dealer (ATARI hard-/software,
(DTP, FALCON's, TT's etc.)

- VHF Computer, Schoenaich (Janus ATARI board for PC, Platon PCB
etc.)

- Pagedown, Goettingen, ATARI dealer (Script 3.5, Purix Formula
etc.)

- Jochen Merz Software, Duisburg, (Networks SMS2 realtime operating
system)

- Columbus Soft, Darmstadt (Ergo Pro GFA BASIC developing system)

- Hahn's DTP, Elmshorn (Calamus SL DTP)

- Softwarehaus Alexander Heinrich, Kaiserslautern (Maxidat, Videotext)

- we are negotiated with many other ATARI and
software dealer, please read next updates

- Computer Club Elmshorn e.V./ATARI ST/TT/FALCON group
(FALCON's, TT's, ST's with ATARI applications, demos,
Cubase MIDI, ATARI programmers etc.)

- Computer Club86, 74004 Heilbronn

- we hope, that foreign ATARI clubs are in Elmshorn, too !

Additional, we plan a big meeting of ATARI mailbox users with a
restaurant visit on saturday evening etc. Please, contact Ole
Marienhagen for this meeting ideas.

```
* ********************************************************************
* This is the first update of our exhibitor list and the result of *
* the first advertising week for our 5th ECT. I've invited more than *
* 100 hundred ATARI dealers and software producers. *
* We will update this list every week ! *
**********************************************************************
```

This is a message is for all european ATARI enthusiasts, especially for
our dutch, scandinavian, polish and british ATARI friends. Let's have a
big ATARI party and two nice days.

Jens Schulz
Manager of the ATARI ST/TT/FALCON group CCE e.V.

Foreign ATARI computer clubs or ATARI exhibitors are invited for this great ATARI Happening, too.

- no cost for exhibitors (all free)
- CCE e.V. support exhibitors with tables/amperage
- advertising in the german ST computer magazine (12500 exhibition catalogues 16-32 pages)

If you've questions about the exhibition, please contact Ole Marienhagen by EMAIL (marienhagen@tu-harburg.d400.de)

If you will get an exhibition stand. please contact us immediately, because many other ATARI and PC exhibitors will order exhibition place, too. Please, use this registration form for an exhibition stand.

We will send back for the exhibition confirmation and exhibition stand reservation.

Let's have a big european ATARI party.

Registration form for the 5th Elmshorner Computertage

Computer Club Elmshorn e.V.
Postfach 261
D-25302 Elmshorn
Germany

Registration for the 5th Elmshorner Computertage
on 29th/30th Oktober 1994

ATARI-Club/Company : _____

Our address is:

Street : _____

ZIP-Code : _____ City : _____

Country : _____

Telephon: _____ FAX: _____

Please contact Mr./Mrs. : _____

Exhibition stand : Length in m : _____

Width in m : _____

We will show following computer systems : _____

_____

We will show following software products : _____

_____|

Date, City : _____ Signature : _____
Company stamp

Hint : The put up of the exhibition stand will begin saturday
29th october at 9am. The put up will be supported by the
CCE e.V. The exhibition stand is free of any charge. We
hope, that you've something for our great tombola. Don't
forget an insurance policy for your hardware equipment.

--
********** 5. Elmshorner Computertage vom 29.10.94 - 30.10.94 **********
* Veranstalter : Computer Club Elmshorn e.V., Postfach 261, 25302 Elmshorn, *
* Telefon: (49)4121 83298, Telefax: (49)4121 82016 *

Ole Marienhagen e-Mail : marienhagen@tu-harburg.d400.de
Tel.: (49)4121/92349 or ole@murphy.sh.sub.de
Fax : (49)4121/92302 or ole@murphy.sh.sub.org
If possible use the first e-Mail address.

Murphy's word is law.

836. ***** 1040 and 520ST system For Sale *******

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 01:55:24 UTC
From: gathings@cs.utk.edu
Message-ID: <30cnecINN1at@duncan.cs.utk.edu>
Source record: 183581
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

F O R S A L E

Item Desc Asking Price

Atari 520stfm 512k ram
system mouse, internal 3.5"
drive (ssdd)
68000 main processor
with communcation
software and books $150
(GEM programming etc.)

Atari 1050stf 512k ram (other 512k $300
in above system
mouse internal 3.5"
drive (dsdd)
68000 main processor
with communcation
software and books
(same as above)
SC1224 color monitor
sf354 and sf314
external floppy drives.

Atari 1200XL 64k ram /books $30

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando

837. Diamond Back 3 suggestions

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 04:52:17 UTC
From: selick@acs4.bu.edu
Message-ID: <30d1q1$k7a@news.bu.edu>
Source record: 183582

After a recent experience with Diamond Back 3, I have a few suggestions for Oregon Research for the next release.

First off, with 3.1, I still can't get db3 to recognize a mfm hard drive hooked to scsi 0, lun 0 on an adaptek 4000, and a Supra host. This problem only shows up when trying to select a Spectre partition for raw image backup.

Second, it seems that it would be wise to allow for a change in the source drive, or folder, of a restore partition. Here's what happens:

I wanted to re-format my scsi 0 lun 0 drive because I found that there was 25 meg I wasn't using. So I backed up the drive to another hard drive on lun 1, and then re-formatted the drive with an extra partition. Noww, when I went to the backup drive, partition I became partition J, and so forth. I had to copy all of the backed up files to the next-up partiton for the restore to take hold. Very frustrating.

Also, it might be useful to have a backup to a fixed disk with multiple partitions. I am backing up a 140 meg hard drive to a 70 meg, and had to make a 72 meg partition to back up the drive in one pass. Perhaps you could make it format from partition I onwards until it is done, splitting files, etc. That way, I could make 16 meg partitions, and DB3 could just back up to each partition in order I, J, K, L, M, N ...

You could even make a little dialogue box to select which partitions, and folders to go to, in order.

Hope to see some of this in the next release!
-Steve
selick@acs.bu.edu

838. Calamus and colour slides

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 06:14:11 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Jul18.061411.21161@news.unige.ch>
Source record: 183583

Does anybody know of a Calamus driver for a Presentation Technologies
slide maker (SCSI interface)?
tia, Mike
****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

839. HD Directory is munged - can Diamond Edge Save Me?

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 06:52:29 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Jul18.065229.165801@zeus.aix.calpoly.edu>
Source record: 183584

Well, it finally happened. My C partition's directory got
corrupted, and now diamond Edge tells me that I have 9000 or so lost
clusters.

My question is this: Does the Medic look for the image file that I
have been so faithfully saving so that it can reconstruct my directory
from my last coherent DIMAGE? If not, _why_ not? I do not feel like
going through 4.5MB of lost clusters just so I can save the text files (and
there is no way I'm going to check if the recovered chains are executable).
The image file, even if it isn't completely up to date, will be a whole lot
more accurate than renaming those 4.5MB of files.

Is there a way I can just copy the image file back to the dirs?
Unfortunately most of my utilities were on my C: partition (of course), but
luckily I kept D.E. on my (noroach) boot disk.

Before someone points out (quite intelligently) to RTFM, I just
moved home for the summer and my manuals are quite literally buried under
a pile of junk ... er I mean my personal effects.

Direct responces from Oregon Research would be most welcome (hmm,
I seem to remember that D.E. changed hands - if so, their current tech.
support people would be most welcome to put in their $2 worth.)

If it makes any difference, my program says it is Version 1.03.

Thanks,

Mike Baffoni

840. Re: Swedish TOS

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 07:38:03 UTC
From: arendi@loke.enet.dec.com
Message-ID: <30dbgrINNhqs@usenet.pa.dec.com>
Source record: 183585

Hi!
Why don't ypu try Atari Specialisten in Stockolm.
Tel. is 08 320500 Address Karlbersveagen 37

J

841. DMA Chips in NZ...

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 08:17:46 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <30ddra$oss@golem.wcc.govt.nz>
Source record: 183589

I know a few people here in New Zealand that are after
DMA chips for there STE's...

If there are any firms in NZ that have stocks of these,
if so can you Please leave me there phone No.

Thanks.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

842. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 08:26:41 UTC
From: moran@bnr.ca
Message-ID: <30dec1$hin@bmerha64.bnr.ca>
Source record: 183586
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.advocacy

Christopher Donnell (Christopher.Donnell@launchpad.unc.edu) wrote:

> EA made some good games back then... (esp for the Amiga)

They still are making good Amiga games - Desert Strike, road rash
and John Maddens football being some good currently available ones.

Even better, FIFA soccer and Jungle strike are on the way.

Gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

843. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 08:33:41 UTC
From: moran@bnr.ca
Message-ID: <30dep5$hin@bmerha64.bnr.ca>
Source record: 183587
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.advocacy

Robert A. Jung (rjung@netcom.com) wrote:
> In article <304r1j$4pn@usenet.INS.CWRU.Edu> aa399@cleveland.Freenet.Edu (Len Stys)
writes:
> >That's because you had all of those Amiga users writing letters to Electronic
> >Arts in every part of the world.
> Nah. Carl is right; when the Amiga was merely an announcement from
> Commodore, Electronic Arts was already there, backing the machine with
> everything they had. There WERE no "Amiga users" then to write letters.

Electronic Arts supported the Amiga from day one. They didnt wait to
see if it took off or not.

> Electronic Arts started as a small shop that produced really cool software
> (ARCHON, PINBALL CONSTRUCTION SET, etc.) and supported everyone equally.

Yep, and MULE!!!!!!!

> Then they degenerated into a chop-shop for quick hacks (RACING DESTRUCTION
> SET, MAIL ORDER MONSTERS, etc.). Then they degenerated further into an
> Amiga-cheerleading crowd, while maintaining a false facade of multi-platform
> support.

I liked Racing Destruction Set, it wasnt the most advanced game
graphics wise but it had lots of playability. Games like HARD HAT MAC
stunk though......

Gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

844. WANTED: Elite. The Game.

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 08:53:07 UTC
From: bensmith@teleport.com
Message-ID: <30dftj$n0j@kelly.teleport.com>
Source record: 183588

I'm looking to buy a complete copy of the Game Elite. It's a space game. If you have a complete Package of Elite with everything for a reasonable price, E-Mail me at my InterNet Address: bensmith@teleport.com or call Ben anytime at (503)256-9974.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

845. 24 Bombs !?! on my STe

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 09:24:56 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <15448SILNWTWQBAESQT@ars.ath.forthnet.gr>
Source record: 183579

quest@iac.net wrote:

> left it on over night and when I awoke it had the 24 bomb problem
> again.
> Now somedays it works great and other not so great.
> Any idea what this is? is it the CPU having problems with an
> address
> or something? Any help or comment would be appriciated!! Thanx a
> lot!

Maybe is the GLUE chip. It gets hot and the system locks up.

Michael Papadopoulos.
mipap@ars.ath.forthnet.gr

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services
---

846. Re: ICD Pro UTILS....

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 09:24:56 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <15455SILNWTWQBAESQT@ars.ath.forthnet.gr>
Source record: 183580

sammcgee@crl.com wrote:

> So, if I want to switch over from AHDI to ICD 6.5.5 for my
> Falcon, do
> I have to reformat my hard drive? If so, how is this usually done
> without loosing all my data?

No. You just install the driver. Keep in mind that the ICD utilities are
not compatible with the Cubase Audio (that is if you use it).

Michael Papadopoulos.
mipap@ars.ath.forthnet.gr

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services
---

847. Re: Help! Atart ST and hard disk problem

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 09:35:29 UTC
From: meister@tatertot.com
Message-ID: <uHkNPc1w165w@tatertot.com>
Source record: 183504

s.bennett@uea.ac.uk writes:

> I have a STE with a GE-soft controller and a 40Mb Quantum SCSI drive. It's
> been working fine for a year or two. Last weekend the data on the drive
> started to corrupt. I finally reformatted the drive after several attempts.
> It's been OK for a week but last night the data was corrupted. Both days were
> very hot in the room where the ST is. The drive, a commercial unit, has no
> fan. Is it that simple? Or is there another problem someone has come across?
> Any heap appreciated
> Cheers
> Stephen Bennett
>

No fan? That could be a problem...

=-=-=-

848. Re: Bomber Man

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 09:45:38 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <30dj02$ppp@golem.wcc.govt.nz>
Source record: 183591

In article <hyxRa9E.ari2550@delphi.com>, Ari Feldman <ari2550@delphi.com> writes:
>Elaine Jacobson <ejacobso@cln.etc.bc.ca> writes:
>
>>
>>There is game for SNES called Bomber Man (The arcade version is called
>>Atomic Punk 2) where you have to blow up little creatures with bombs.
>>Is there a game for the ST like this?
>>> Loren Kirkby
>
>Sort of, there's and EXCELLENT multiplayer STe and FALCON only clone
>called DYNABLASTER.
>
>It can be found via most decent ATARI FTP sites.

I don't think it can as DYNABLASTER is a Commercial game, and is a Bomber Man
clone...

Was given great ratings in the UK mags...

>
>
>Ari
>

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

849. Re: Small bug in MintLibs?

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 09:55:47 UTC
From: benni@phil15.uni-sb.de
Message-ID: <30djj3$4o8@coli-gate.coli.uni-sb.de>
Source record: 183590

Forwarded from the MiNT list:

This bug has already been reported and fixed. The latest libs (PL45),
which will hopefully be sent out in less than 15 minutes, contains a
fix.

By the way, I *don't* read the newsgroups much these days, so I
greatly appreciate the forwarding of this report (and any others that
may show up there in the future).

entropy

--
entropy -- it's not just a good idea, it's the second law.
Personal mail: entropy@gnu.ai.mit.edu
MiNT library mail: entropy@terminator.rs.itd.umich.edu
"what do you have against octal?" -jrb

--
Benjamin Lorenz, <NEW>Johannisstr. 15, D-66111 Saarbruecken<NEW>
Phone: +49 681 <NEW>35334<NEW>, E-mail: benni@phil15.uni-sb.de

850. Re: Help! Atart ST and hard disk problem

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 10:32:41 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <30dlo9$q4b@golem.wcc.govt.nz>
Source record: 183595

In article <774404591snz@gw6hva.demon.co.uk>, martin@gw6hva.demon.co.uk (Martin Vernon) writes:
>In article <304jh2$bc3@golem.wcc.govt.nz>
> sheppard_r@ix.wcc.govt.nz "Roger Sheppard." writes:
>
>> Me thinks you have the DMA Bug, does not show at first, on a STE here it had to
>> be on for 24 hours....
>>
>>
>> Take off the top and lift out the Disk Drive,the chip is under the disk drive,
>> its the large 40 pin chip at the edge of the PCB, if the
>> Part No. is C025913-38 then you have the badchips...
>
>Incedentally, there's a lot of piff-paff about these DMA chips. I had a
>friend with an STE that refused to work (even after Atari UK did the
>supposed fix). No amount of messing would make it talk to the drives
>properly. Atari UK were moaned at heavily and they sent another "new"
>DMA chip - this didn't work either, they sent another even newer number
>(which was a special for difficult machines, so they said - but it did
>have a totally differnet number) - this although better, failed to work.

No there is not a lot of piff-paff about DMA chips, I have replaced
6 so far all C025913-38...

You don't even give the new part numbers...

>had DMA problems and have fitted/changed DMA's in all of them. The best
>results are obtained in the end with "old" DMA chips, very short DMA
>leads - like 6" and ICD HA's and s/w.

Sorry I don't believe you, and most people could not even use there hard drives
with 6" leads...

Also I do think that Atari should know more than you, well they made the
machines....

>Cheers, Martin.
>--

As I say chaps Please look before you leep....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

851. Re: 24 Bombs !?! on my STe

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 10:44:00 UTC
From: quest@iac.net
Message-ID: <30dmdg$n5j@great-miami.iac.net>
Source record: 183592

mipap@ars.ath.forthnet.gr wrote:

: Maybe is the GLUE chip. It gets hot and the system locks up.

: Michael Papadopoulos.
: mipap@ars.ath.forthnet.gr

I was thinking the same so I turned it off for two days and when I
turned it back on it bombed out repetedly. But I just turned it on this
morning and nothing appears to be wrong..
.\\ike
--
|O|===|O|
|O| / /\ is quest@iac.net President of : /|_|_ (r) |O|
|O| \/ohnny \\uest /-|R|WORX |O|
|O| --------------- 513.844.6322 | | |O|
|O| -- finger artworx@iac.net for info! -- (_)NLIMITED |O|
|O|===|O|

852. Re: EPROMs

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 10:59:31 UTC
From: schaerer@isi.ee.ethz.ch
Message-ID: <30dnaj$ahs@elna.ethz.ch>
Source record: 183594

M. Adami (ma10004@phx.cam.ac.uk) wrote:
: Is there some hardware/software available to program
: EPROMs from an ST/Falcon?

There are programmer JUNIOR-PROMMER (from MAXON, the new device of the
earlier EASY-PROMMER) and VESUV (I don't know the company).

To work with these devices you can need the shareware-software from
Michael Schwingen with the name PINATUBO Version 1.6.

You can get it from server: ftp.isbiel.ch
Path and name: /atari/diverses/pinatu16.zoo
(Compressed with ZOO-2.1)

Bye
Thomas

| Thomas Schaerer schaerer@isi.ee.ethz.ch +41 01/632'2768 |
| Swiss Federal Institute of Technology Zurich, ETHZ (fax:01/262'0823) |
| Signal and Information Processing Laboratory ISI ||| ||| |
| Sternwartstr. 7 CH-8092 Zurich, Switzerland / | \ / | \ |

853. FOR SALE: Atari ST/TT Software & Magazines : REDUCED

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 11:00:13 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <30dnbt$lo0@canopus.cc.umanitoba.ca>
Source record: 183593
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
NOTE: All prices are suggested, feel free to make an offer, though I
will give first priority to those offering my asking prices.

=====================================================================
SOFTWARE
=====================================================================
Ancient Art of War in the Skies.$ 24.00 (xlent Microprose WWI strategy/sim)
Night Shift.....................$ 19.00 (cute fun Lucasfilm platform/action)
Hard Drivin.....................$ 11.00 (no docs)
Zork III........................$ 10.00
Firezone........................$ 9.00
Sherman M4......................$ 9.00
TV Sports Football..............$ 6.00

Michtron BBS....................$ 2.00 (classic bbs software, no box&docs)
DC Utilities v2.0d (latest).....$ 4.00 (no box)
DC Shower v1.0e (latest)........$ 4.00 (no box)

=====================================================================
BOOKS
=====================================================================
Atari ST Internals (Abacus) 455 pages...................$9
Atari ST Disk Drives Inside and Out (Abacus) 402 pages..$9
*** Both books for $14 + shipping !!!

=====================================================================
MAGAZINES
=====================================================================

The following magazines for $.50 each + shipping, or take ALL of them
for $5 + shipping!
::::::::::::::::::::::::::::::
Antic: 12/86, 7/88
ST Informer: 5/92, 6/92, 7/92
Analog: 9/89, 11/89
ST Log: 6/89
ST World: 9/89, 3/91
Compute's ST: 2/87 w/disk
Griffin Gazette: 12/88, 3/89 (Michtron softwares tips/hints newsletter)
ST Format: 12/90, 8/92 (UK) (disks may not be available)
Atari ST User: 12/90 (UK)
ST Action: 12/90 (UK) (disk may not be available)
ST World: quarter 4 1990 (UK)
::::::::::::::::::::::::::::::
```

STart:
winter 86, summer 88 (no disk for either)
10/88 (v3.3) - 7/89 (v3.12)
9/89 (v4.2) - 11/89 (v4.4)
1/90 (v4.6) - 6/90 (v4.11)
the above series has disk w/each mag
*** An excellent resource for a beginner/novice! ***
--- 21 issues total, 21 disks.....$23+shipping

*** Take all magazines listed above for $25 +shipping!

~~~~~~
All prices are suggested, feel free to make an offer, though I will
give first priority to those offering my asking prices. If you are
interested in any of the items, please reply via e-mail as soon as
possible. Questions are welcome. All prices are in US dollars.
Buyer pays shipping. Shipping costs are non-negotiable. Volume
discounts available.

--
<Trevor_Cordes@umanitoba.ca> @ University Of Manitoba, Canada
"Thank you for that great round of indifference" -- Bill Needle, SCTV
** FOR SALE: CDs, tapes, comics, software, misc stuff - Email for info **
$$
~~~~~~

854. Re: Bomber Man

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 11:48:47 UTC
From: higgi@yeti.faveve.uni-stuttgart.de
Message-ID: <30dq6v$17os@info2.rus.uni-stuttgart.de>
Source record: 183596

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:

: I don't think it can as DYNABLASTER is a Commercial game, and is a Bomber Man
: clone...

The excellent Shareware clone for STE and Falcon is called DYNABUSTERS.
Dynablaster is the commercial version of Bomber Man, but Dynabusters is
even a little bit better!

Ciao, Heiko.

+--+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+--+

855. MiNT libraries

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 12:07:28 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994Jul18.120730.3778@bay.cc.kcl.ac.uk>
Source record: 183597

As usual, I have compiled the latest libraries and they are available
for anon. ftp from phl{ie}m.ph.kcl.ac.uk:/pub/MiNT/libs

No guarantees, as I haven't had a chance to test them yet, but they
compiled without any more warnings than normal.

ATB,
Simon.

--

```
_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

856. HP Scanjet driver ???

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 12:58:04 UTC
From: brendeke@nlsw03.anl.alcatel.nl
Message-ID: <1994Jul18.125804.24710@bln.sel.alcatel.de>
Source record: 183598

Hi,

Does anyone know if there is a driver for a HP-scanjet ?

Please reply, i'am desperate, can scan anything ?

+===+
_/_/_/_/ _/_/_/_/_/ _/_/_/_/	ALCATEL OFFICE PARK
_/ _/ _/ _/	Alcatel Telecom Systems
_/ _/ _/ _/	Burg. Elsenlaan 170
_/ _/_/ _/ _/_/_/_/	2288 BH Rijswijk (NL)
_/ _/ _/ _/ _/	
_/ _/ _/ _/ _/ _/	phone: (+31) 70 3079429
_/_/_/_/ERRIT _/_/_/AN _/_/_/_/RENDEKE	fax: (+31) 70 3079191
+---+-----------+---------------+
_brendeke (local-allin1)	
brendeke@nlsun1 (unix-alcanet)	
brendeke%31.60.dnet@se.bel.alcatel.be (temporarily internet)	
+===+

857. Re: Swedish TOS

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 13:37:22 UTC
From: thed@mtek.chalmers.se
Message-ID: <30e0ii$2c1@nyheter.chalmers.se>
Source record: 183599

hopper_t@msupa.pa.msu.edu wrote:
: In article <3061tv$f5n@nyheter.chalmers.se>, thed@mtek.chalmers.se (Thed
: Lyngmo) writes:
: >Does anybody know where I get the latest Swedish TOS version fit for an
: >Atari 2080 ST?

: What's a 2080 ST? I've never heard of one of those here in the States!

I don't think it's much different from a 1040 ST. It has 2Mb installed on
delivery and the name-tag says 2080 instead of 1040 :-)

I was told that Atari was trying to sell 2080's instead of Mega 2's when
I was about to buy my computer so I bought a 2080. Bad choice.

Ted Lyngmo thed@taxikedj.se
thed@mtek.chalmers.se

858. HELP: Does an ST EPROM programmer exist?

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 14:25:06 UTC
From: ma10004@phx.cam.ac.uk
Message-ID: <30e3c2$8mi@lyra.csx.cam.ac.uk>
Source record: 183600

If anybody has any info on a EPROM programmer that can be
interfaced to an ST?

Please help...

Mark

859. Re: hacks to the mac look like gem to me

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 14:36:19 UTC
From: diehl@io.org
Message-ID: <30e413$2iu@ionews.io.org>
Source record: 183501

> The least you could do is direct a snyde remark to the person using this
> wonderful new shareware program. "What? You just discovered how much
> better this is? We've been doing this on our (better) Atari's for
> years!"
> <giggle>

And run the risk of creating another Peter Sinclair Day? <shudder> Scary thought. :-)

```
____________ ______ ______ ___________________________________
___<___ ___// __ // ____/ ___ Tail of ________ Eric March _____
_______/ / / <_/ // <___ ___ The Comet ______ diehl@io.org _____
_______<_/ <_____/<_____/ ___ Productions ____ "ANSI? FANSI!" _____
```

(p.s. Did you get my mail in comp.sys.atari.advocasy? I notice your E-Mail address has changed, and there were no followups in c.s.a.a so that's why I ask)

860. Re: Screensaver questions

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 14:54:09 UTC
From: mhsmith@ornews.intel.com
Message-ID: <30e532$t26@ornews.intel.com>
Source record: 183511

boyd@hardy.math.fsu.edu (Mickey Boyd) writes:

>Mike Morris (mike@divsun.unige.ch) wrote:

>> 1/ Is there an ftp site - or commercial source - for new modules
>> for Midnight? I'm a bit bored of the penguins...

>There is a Midnight demo on one of the German ftp sites that includes a
>bunch of modules (including the penguins). I assumed that they came with
>the commercial version as well, but I could be wrong. I have not seen
>any PD modules out there.

>> 2/ Are there known software incompatibilities of Beforedawn? I've
>> just installed it on my TT + Crazy Dots, and it freezes every time
>> it's called - can't find out what's doing it ...

>I find that Before Dawn does occasionally do funny things, though I suspect
>it is the fault of the current application rather than Before Dawn. For
>example, PageStream does not seem to like it when BD is activated the
>second time. CoNnect, on the other hand, works perfectly with BD. My system
>is a MegaSTE with no video card.

>--
I've found that Before Dawn will not invoke when Mousa-ka-Mania II is
active. BD thinks there is some activity. I haven't figured out a
way around this except turning MKMII off.

Z

--
=-=-=-

861. Re: More Atari Newsgroups !?

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 15:07:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199407181707.a8696@pb2.maus.de>
Source record: 183537

On Monday July 11th at about twenty past eleven
clausb@hpbbrd.bbn.hp.com (*Claus Brod*) happened to write:

CB>>8) comp.sys.atari.st.games /* Games and Fun */
CB>You might get me with this one. Personally, I'm not interested in
CB>discussions about games at all, so I wouldn't mind if there was a
CB>separate group for it. On the other hand, I have not seen many
CB>postings about games recently, so I don't bother about them.

Isn't there a games related group anyway? Something like *rec.video.games*
or so?

/Hendr!k/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!
SnailMail: Im Bramschenkamp 6 / D-32049 Herford / Germany /
Earth
Voice: +49-52 21-85 55 45 _Fax:_ +49-52 21-85 55 45

862. Gemview help!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 15:08:16 UTC
From: wsen@skyfox.usask.ca
Message-ID: <18JUL94.15081676@skyfox.usask.ca>
Source record: 183517

I have a problem with gemview. I can run it fine, but the file selector box
never shows!!! I get a "Bad function call" or somesuch no-snse. Can you help me?? I f you
with to respond by E-mail, mention "For Wade Lahoda" in
the message title as I use a multi-user account. Thanks in advance!

863. Q: Suspicious Cargo

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 15:15:13 UTC
From: emdu02@castle.ed.ac.uk
Message-ID: <Ct56DF.Foo@festival.ed.ac.uk>
Source record: 183505

Where on the ship is the life support system, as I can't find it anywhere. Help appriciated, reply by email as I am away from the net for a while.

Email: emdu02@castle.ed.ac.uk

864. Re: ECO

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 15:42:55 UTC
From: rm03@cscmgb.cc.ic.ac.uk
Message-ID: <1994Jul18.154255.16812@cc.ic.ac.uk>
Source record: 183502

in article <306an8$vj@mother.usf.edu>, Timothy Miller (millert@grad.csee.usf.edu) wrote:
:Hi.

:I just recently tried playing ECO in my Megs ST2 again with no success.
:It won't go past that Darwin screen. Someone told me that I should have
:write-protect off, but this didn't help. What's going wrong?

I managed to get Eco working on my STe by hacking around a little. I can't remember exactly what I changed, but you have to run Eco from inside a debugger (I used MonST), wait for the Darwin quote screen to appear, and then break out. You'll find its in a fairly tight loop waiting for something to happen (sorry, a bit vague here.) You have to start the programming running again just after the loop, and you should soon be evolving!

It's also possible to patch the loop (I seem to remember its just a one-byte change) such that it terminates. Then you can run Eco straight off without messing around with debuggers anymore. Sorry, I can't remember what I changed anymore, perhaps I have an old copy on my HD I can compare with the original.

Now Eco is quite a nice game, but I was rather suprised to see it at atari.archive, since I'm sure its a commercial release by Ocean. (At least in the UK.) In fact I'm sure I remember seeing reviews in ~1985 when it came out. Anyone know the commercial status of this game? Did the programmer release it to the public domain, maybe? Or has atari.archive become a WaREZ site?

-- Robert Mellish, F.O.G. --
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
-- and also the mrs joyful prize for rafia work. --

865. Re: ECO

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 15:42:57 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <30e7u1$mdf@bognor.barclays.co.uk>
Source record: 183506

ECO was and AFAIK is (c) Ocean. It was a commercial game released about 1988.

--

```
+-------------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-----------------------------------------------+
```

866. Re: .AVI file source code - request.

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 16:19:37 UTC
From: mdg@ukc.ac.uk
Message-ID: <10450@gos.ukc.ac.uk>
Source record: 183507

In article <940713Z173716.548dbrewood@nest.demon.co.uk> dbrewood@nest.demon.co.uk writes:
:>Can anyone out there advise a telephone number for Martin Griffiths, Griff
:>Any information appreciated.

why not mail me and ask me ? ;-)

Griff
--

867. Prices for Used ST/TT's

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 16:56:14 UTC
From: andrea@uoguelph.ca
Message-ID: <30ec7e$26c@nermal.cs.uoguelph.ca>
Source record: 183508

Hi all!
I'm planning on selling some of my Atari equipment, and was wondering how much I would realistically be able to ask for it.

So, without further ado, how much do you think I can ask for:

1) Atari TT030 with Monitor (i believe PTC1426)
2) 1040 Stf with Sc1224 Monitor and bunch of software (originals of course)
3) A roland 9-pin printer (can I get ANYTHING for this?)

Thanks for any suggestions!

868. Re: Falcon & HP LaserJet

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 17:09:58 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EGSSAHUQ@dksoft.ping.dk>
Source record: 183525

In <940716Z135444.176dbrewood@nest.demon.co.uk> Daron Brewood wrote :

>Help!!!
>
>I've been given a Hewlett Packard Laserjet laser printer (older model), which
>seems to use the serial (modem) port for communications.
>
>So far I've disconnected the serial lead from the modem and have connected it
>to the laser, and set XControl's printer CPX to use the modem port. This is on
>a Falcon 030.
>
>The Laser's self test works just fine, but if I try to send any data (from the
>desktop) to the printer nothing happens.
>
>I've been thinking that maybe a different serial port lead is needed, although
>Tandy in Stockport say it should work just fine.
>
>Or then again as Mark Baines advises the HP does not use Epson printer codes,
>does a special printer driver need to be installed?

It doesn't matter if you only print text. It's just when you print graphic
you need a special HP laserjet driver.
But you should be able to see if the printer receives anything on the led.
If not, you got a real problem 8-/

Greets
Kim

Ps. I have the manual for the old (first) HP laserjet and HP laserjet II

--

-- --
UPoint News-Signature
-- --

869. Re: Starball

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 17:13:12 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EGSSAHUT@dksoft.ping.dk>
Source record: 183526

In <2vripf$6pn@m1.cs.man.ac.uk> David Oldcorn wrote :

>
>There is no way of cleanly exiting Starball. This is because I would trust
>TOS to leave the ST clean about as far as I could spit a rat. The Shift-Esc
>thing is only there for emergency exit during development.
>
>

Hi Dave, are you aware that Starball can't handle more than 100mill of
score ? I ran above twice in the same game and was put'd back to 25mill
first time and 40mill second time.. Abit annoying 8-/

Greets
Kim

--

-- --
UPoint News-Signature
-- --

870. Re: PGP Shell v0.9 released

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 17:22:07 UTC
From: blai1690@mach1.wlu.ca
Message-ID: <Ct5C8v.E57@mach1.wlu.ca>
Source record: 183509
Body handling: HTML body converted to readable text

Just wondering:

I've heard that PGP can be used to encrypt one HD (from a PC user).
Does anyone know how exactly to do this? I've looked over all the docs and
yet I see no refernce to this option. I'd rather encrypt the whole thing
instead of file-by-file .
Thanx in advance!

Pascal Calarco

871. Atari MEGA ST???

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 17:55:28 UTC
From: sibeling@u.washington.edu
Message-ID: <30efmg$edc@news.u.washington.edu>
Source record: 183510

I use to have an Atari 1040ST years ago and have since gone to the Mac platform, but have been thinking of picking up an ST (I have many fond memories)... I remember the Mega STs coming out just as I was leaving the Atari scene... what are the different Mega ST models available? (I know these weere the ones that had the CPU and keyboard seperate like a PC or Mac), and how much do they run used these days? Any info would be greatly appreciated.. thanks!

Matt
sibeling@u.washington.edu

872. Re: ECO

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 19:07:46 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <30eju2$ko7@mailer.fsu.edu>
Source record: 183470

Mr R. Mellish (rm03@cscmgb.cc.ic.ac.uk) wrote:
> Now Eco is quite a nice game, but I was rather suprised to see it at atari.
> archive, since I'm sure its a commercial release by Ocean. (At least in the
> UK.) In fact I'm sure I remember seeing reviews in ~1985 when it came out.
> Anyone know the commercial status of this game? Did the programmer release
> it to the public domain, maybe?

I thought I remembered some sort of message that explained why it was
released shareware or PD, but that was a long time ago. I'll look at it
again tonight and pull it from the archive if it is not supposed to be there.

> Or has atari.archive become a WaREZ site?

No. Bite your tongue :-).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

873. Mosaic and SLIP on ST?

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 20:53:43 UTC
From: selick@acs4.bu.edu
Message-ID: <30eq4n$d12@news.bu.edu>
Source record: 183513

Is there any way to view Mosaic documents on the ST through a Unix shell account? And how do you set up a SLIP system on the Atari?

-Steve

874. Re: MIDI-Com

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 21:21:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940718Z212100.947dbrewood@nest.demon.co.uk>
Source record: 183544

In article <2e283888@f301.n282.z2.fidonet>
Arnoud_Kinderman@nextjk.textlitho.nl writes:

> Hi there i'm willing to help you if you could upload the file to this bbs so i
> can download it and test it i'm the owner of a falcon,tt,ste and a pc and i'm
> lookiong for every network program i can find, and i'm dutch so i can
> understand that strange language the call german.
> In advance thanks, Arnoud Kinderman
> Ps (i've got mikenet,lnet, ghostnet and a novell alike network program for the
> romport of your atari).

Is your BBS Theo Runia's Board?? Just wondering, as if so he is in NeST and I
can easilly send the file through to him. Let me know, or advise the BBS's
NeST address and I'll get the file over same day.

If you have already have anything reliable that will work between a Mega 4ST
(running a mail only fido system), and a Falcon running Internet and CIX (part
time), in the background preferably, then please let me know.

If I remember correctly MikeNet prooved unreliable, and LittleNet had a drive
conflict with one of my hard drives on the mega ST4 (I have up to drive P: in
use). Preferably I'd like to use the MIDI ports, the parallel, or the ROM port
if possible.

Looking forward to your reply.

--

==
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
==
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
==
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
==

875. Re: Atari MEGA ST???

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 21:53:04 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EGSWBJVQ@ttgk.textlitho.nl>
Source record: 183466

In <30efmg$edc@news.u.washington.edu> Sibeling wrote :

>
>I use to have an Atari 1040ST years ago and have since gone to the Mac
>platform, but have been thinking of picking up an ST (I have many fond
>memories)... I remember the Mega STs coming out just as I was leaving
>the Atari scene... what are the different Mega ST models available? (I
>know these weere the ones that had the CPU and keyboard seperate like a
>PC or Mac), and how much do they run used these days? Any info would be
>greatly appreciated.. thanks!

Why not go a step further and go for a Mega STE (mind the 'E'), this machine comes also with a detached keyboard but has extra advantages like a built in harddisk (SCSI), extra serial ports, double processor speed (16 MHz 68000 with cache) and the STE stereo DMA sound system. There is also a VME slot for graphic cards or anything.

Another step further is the TT, it has a 68030 processor running at 32 Mhz, added graphic capabilities (640x480 in 16 colors on a 'standard' VGA monitor) a real SCSI bus (external and internal) and it's memory is expandable to about any size you want (max 8 Meg ST-RAM and a few Gigabyte of FAST-Ram...) If your in for serious DTP stuff you can hook up a 19" or 21" monochrome monitor running at 1280x960 in monochrome at 70 Hz. It also has the VME slot.

The TT has the 'slight' disadvantage of being far more incompatible with the ST software range than the Mega STE which, once switched back to 8 Mhz and with the cache turned off, runs almost all the older software without problems.

And of course there's the Falcon, the youngest of the Atari family, it's not the fastest machine but it has some nice features like:
'TRUE' color RGB modes (maximum 65536 colors at once on screen)
a quite flexible video system which can be set to work on TV, RGB, VGA and Super VGA monitors. It also uses a 68030 processor but only running at 16 Mhz. Some other features are CD quality sound (16 Bit stereo at 50 kHz) which is assisted by a DSP processor running at 32 Mhz, you can do real time sound conversions like filtering, modulating, mixing etc. Sound can be put in directly through a microphone input. Memory expansion is limited to 16 Mb of which only 14 Mb can be used, third party products are already available to break this barrier (by using the same Fast-Ram technique as the TT) The Falcon is placed in a 1040ST casing... Too bad for that..

So, if it is compatibility with the oldest ST's you want, go for a Mega STE, if it's speed you want go for a TT and finally if you want to do some heavy graphic and sound stuff, get a Falcon...

Gert

--

-- --
Atari TT-Point
-- --

876. Re: Screensaver questions

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 21:56:32 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <30etqg$14ri@msuinfo.cl.msu.edu>
Source record: 183521

In article <30e532$t26@ornews.intel.com>, mhsmith@ornews.intel.com (Michael H Smith) writes:
>boyd@hardy.math.fsu.edu (Mikey Boyd)
>>I find that Before Dawn does occasionally do funny things, though I suspect
>>it is the fault of the current application rather than Before Dawn. For
>>example, PageStream does not seem to like it when BD is activated the
>>second time. CoNnect, on the other hand, works perfectly with BD. My system
>>is a MegaSTE with no video card.

Yeah, it definitely doesn't like some software. At least on my MSTE. :-(

>I've found that Before Dawn will not invoke when Mousa-ka-Mania II is
>active. BD thinks there is some activity. I haven't figured out a
>way around this except turning MKMII off.

I tried both of them together for a little while and didn't have any trouble. The only switches I had set were keyboard, mouse, joystick, and modem 1. I gave up on both, though, so maybe newer versions don't work (1.25 for BD, and I don't know which MKMII I had).

Regards,
Tom
hoper_t@msupa.pa.msu.edu

877. Re: Vroom and Formula One

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 22:07:45 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Jul18.220745.12046@abo.fi>
Source record: 183515

In <3055re$fa6@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz writes:

>] Formula One Grand Prix - made by Microprose, I have seen it refered to as
>] the best for the ST.

Simply, because it is.

> Made to be far-too realistic. Very involved. Extremely user-configurable,
> lots of different tracks, quite bad sound. Good graphics as far as
> 3D-filled-polygons go. Again, plenty of good multiplayer options.
> (I didn't like this myself, it doesn't feel "right", but then again, I've
> yet to drive in similar conditions in a car.... :)

Far-too realistic? Hmmmm... It seems like there are people who like "games"
games - and people who like games that more or less feel like the "real
thing"...? F1GP is one of a kind -sim, despite the sad fact that MicroProse
haven't given their best in the ST-version. In Falcon it works finely, but not
without Backwards ST-emulator, or such program (one or both 030 caches
disabled). In ST it is a bit slow, although playable. The multiplayer option is
simply FANTASTIC! It's the thing that makes a good simulation excellent..

I think, what F1GP needs, is this:

- 4..10 players (girls and guys) in teams
- Lots of beer
- A better controller than joystick: preferably a steering wheel with pedals
and gear buttons. Well - one _can_ make such a controller pretty easily!

Believe me: games are games - but this is SO much more ... =-)

There is V2 coming out soon - but for Atari..? I doubt that. What do you think
about that, you - who (like me) have fallen in love with this game..?

>] No Second Prize - motorcycle racing, 3-D solid polygon graphics, have seen
>] one good review.
>
> Wow! This _really_ impressed me! The demo on the ST format disk just
> wasn't enough! amazingly smooth & fast 3D graphics, reasonable sound,
> and it all played reasonably realistically. It didn't have the same
> detail as F1-Grand Prix, (which has things like skid-marks produced
> after cornering too hard etc.), but it held my attention longer than any
> other racing game! It's mouse-controlled, which produces VERY responsive
> gaming! The computer opponents are actually quite _good_ for a change,
> and you can choose from 6 (or 7, I forget which), drivers all of which
> have various different abilities etc....

Wow (surprise..) this really didn't impress me at all... Fast and... fast. Too fast. And where was the game? Well, I couldn't get the "feeling" driving around fake tracks on some imagination-bike. The mouse doesn't feel like "driving a motorcycle" - and, well... I frustrated and bored.

What this proves, however, is this: we seem to like very different things! I love to "forget" that I'm playing a game; I love to be "there" myself - and that isn't possible if the game is just "fun" without realism. What makes one happy, makes another sick! It isn't fair, it seems, to compare these games at all?

F1GP _could_, still be even more configurable... So you could change the cars (colors, etc) to reflect the current Formula One scene. And it would be great to have a really random weather; the rain might begin in the middle of the race (you'd just see some clouds appearing and approaching... Maybe even passing you by!), and only rain on some parts of the track..!

I'd like the possibility to drop out of the race, if you don't qualify (now that isn 't possible). All those PC-version's extra features would be useful - and the multi-player option combined with linking two or more computers together... WOW!! Just one small problem: I don't think MicroProse cares a shit about my, or our wishes.. =-(

Tommi

878. Re: Vroom and Formula One

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 22:13:39 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Jul18.221339.12142@abo.fi>
Source record: 183516

In <1994Jul15.072251.25586@news.unige.ch> mike@divsun.unige.ch writes:

> I forgot to mention in my earlier post - F1GP (which is very
> exciting - I don't agree that it's slow!) does not (imo) run on
> a TT. If anybody has got round this, I would be very happy!
> Mike

So be happy ;-) ! Because it works on a TT. You just have to switch the
caches off, like with Falcon. There is a tiny PD-program (something like
TT-Games..) that makes you a boot diskette for TT. It works; veni, vidi, vici!
But strangely... In a "low-end" TT it was slower than in a Falcon-030.. 8-)
(low end => no fast-RAM). Who can explain that..?

Tommi

879. Re: DATALITE-DATADIET

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 22:56:07 UTC
From: jperez@uhunix.uhcc.Hawaii.Edu
Message-ID: <Ct5rpL.6L8@news.Hawaii.Edu>
Source record: 183522

ace@ars.ath.forthnet.gr wrote:

: HAVE ANY OF YOU INSTALLED DATADIET OR DATALIGHT ON HIS HARD DISK??
: I HAVE DATADIET ON MY OWN HARD DISK AND I USED IT WITHOUT ANY PROBLEMS.
: DO YOU KNOW IF DATALIGHT IS BETTER? HAVE YOU USE ANY OF THESE PRODUCTS?

I'm using Data Diet 2 and I haven't had any noticable problems.
I am not sure about Data Diet 1, but Data Diet 2 allows the work drive to
be assigned to a Ram Disk, and also uses a virtual ram drive for other
work.
As far as Datalite, if your software works, stick with it (or
upgrade) You know, "If it ain't broke, don't fix it"

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio -- Lynx - Jaguar - 400 - 800

880. Re: Screensaver questions

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 23:10:04 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Jul18.231004.121405@zeus.aix.calpoly.edu>
Source record: 183519

In article <1994Jul12.060627.14628@news.unige.ch>,
Mike Morris <mike@divsun.unige.ch> wrote:
>
>2/ Are there known software incompatibilities of Beforedawn? I've
> just installed it on my TT + Crazy Dots, and it freezes every time
> it's called - can't find out what's doing it ...

I have a TT with NOVA 16M and BD works ... when NOVA lets it (I tell
the internal screen blanker that comes with NOVA to be set to "0" but it never
saves the "0" so next time I boot, I may hear the music playing but I never
see the BD modules <shrug>). I have yet to have BD freeze - in MTOS or out of
it.

>tia, Mike
>**
>Michael Morris PhD
>Division of Medical Genetics tel (Switzerland) (22) 702.56.94
>CMU, University of Geneva fax (Switzerland) (22) 702.57.06
>Geneva, Switzerland email mike@medsun.unige.ch -MikeB

881. Re: Bomber Man

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 23:49:51 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <Ry3SylX.ari2550@delphi.com>
Source record: 183520

Heiko Hartmann <higgi@yeti.faveve.uni-stuttgart.de> writes:

>Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
>
>: I don't think it can as DYNABLASTER is a Commercial game, and is a Bomber Man
>: clone...
>
>The excellent Shareware clone for STE and Falcon is called DYNABUSTERS.
>Dynablaster is the commercial version of Bomber Man, but Dynabusters is
>even a little bit better!
>

Er...Dynablaster is what I mean to say. :) Thanks!

In any case, check it out!

Ari

882. ATARI HARDWARE FOR SALE!!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-18 23:55:38 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <ZW4wK1S.ari2550@delphi.com>
Source record: 183518

Ok folks, I really need the cash! So, I'm willing to parcel out my
STe system for the best offers...

* 1040STe w/Rimik Beatle mouse and TOS 1.62
* Magnavox 1CM-435 stereo color monitor w/title swivel stand
* Supra 45meg Hard Drive w/utilties and DMA pass thru
* Epyx 500XJ joystick
* Dungeon Master, Time Bandits, Sundog, Gunship, CopyIIST
* MAGE 10 game arcade pack, GFA BASIC 3.5 upgrade, GP_Edit Library

Ok folks - I'm willing to work with you so give me your best offers!

E-mail me at : ARI2550@DELPHI.COM

Everything must go!

883. DATALITE-DATADIET

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 01:03:06 UTC
From: ace@ars.ath.forthnet.gr
Message-ID: <6202HHFYLVBPESVAXD@ars.ath.forthnet.gr>
Source record: 183512

HAVE ANY OF YOU INSTALLED DATADIET OR DATALIGHT ON HIS HARD DISK??
I HAVE DATADIET ON MY OWN HARD DISK AND I USED IT WITHOUT ANY PROBLEMS.
DO YOU KNOW IF DATALIGHT IS BETTER? HAVE YOU USE ANY OF THESE PRODUCTS?
BYE BYE
ACE
GREECE

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services
---

884. Atari Lynx System FOR SALE!

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 01:40:09 UTC
From: krilov@u.washington.edu
Message-ID: <30fatp$pum@news.u.washington.edu>
Source record: 183523
Cross-posted to: alt.games.lynx,comp.sys.atari.st,seattle.forsale,pnw.forsale

For sale:
Atari Lynx for $275.00 {or best offer}. Comes with Lynx, AC adaptor,
comlynx and carry-all case. Also includes the following games:
Zarlor Mercenary Chips Challenge
Blue Lightning Slime World
California Games Toki
Gates of Zendocon

All original boxes, instructions included.

*Does not include shiping fee's. This is the original Atari Lynx, not
the Atari Lynx2. Have a nice day... =)

885. Re: DATALITE-DATADIET

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 02:08:35 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <30fcj3$12v5@msuinfo.cl.msu.edu>
Source record: 183524

In article <Ct5rpL.6L8@news.Hawaii.Edu>, jperez@uhunix.uhcc.Hawaii.Edu (John Perez) writes:
>ace@ars.ath.forthnet.gr wrote:
>
>: HAVE ANY OF YOU INSTALLED DATADIET OR DATALIGHT ON HIS HARD DISK??
>: I HAVE DATADIET ON MY OWN HARD DISK AND I USED IT WITHOUT ANY PROBLEMS.
>: DO YOU KNOW IF DATALIGHT IS BETTER? HAVE YOU USE ANY OF THESE PRODUCTS?
>
> I'm using Data Diet 2 and I haven't had any noticable problems.
>I am not sure about Data Diet 1, but Data Diet 2 allows the work drive to
>be assigned to a Ram Disk, and also uses a virtual ram drive for other
>work.

I've never used DATALITE, but I use Data Diet v2.1, and it works like a charm. Easily configurable so you can avoid conflicts and plenty quick for my needs. You can turn compression on or off at will, and configure compression by path, extension, or individual files. Also, Keith Gerdes continues to support it and will release any improvements he makes in the future. I think he's planning on something in the next few months, but don't quote me on that (I had a message from him, but I lost it...).

> The Borg

Tom
hopper_t@msupa.pa.msu.edu

886. Re: Atari MEGA ST???

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 02:13:11 UTC
From: daveh@netcom.com
Message-ID: <davehCt60tz.AuM@netcom.com>
Source record: 183528

Sibeling (sibeling@u.washington.edu) wrote:

: I use to have an Atari 1040ST years ago and have since gone to the Mac
: platform, but have been thinking of picking up an ST (I have many fond
: memories)... I remember the Mega STs coming out just as I was leaving
: the Atari scene... what are the different Mega ST models available? (I
: know these weere the ones that had the CPU and keyboard seperate like a
: PC or Mac), and how much do they run used these days? Any info would be
: greatly appreciated.. thanks!

Umm, lets see I have just built an atari system from scratch over the
last month or so. I used to have a system in the UK a few years back
and kept most of my software here is what I picked up and for how
much.

Used Mega 2 with colour monitor optical mouse and some software $250

Used Mono monitor $45 for all my serious software

Used Atari 300dpi Laser SLM805 $125

I had a spare quantum 105meg drive so purchased a scsi controller ($45 new)

I also picked up a megafile 60 to use as a box to put 2 other scsi
drives I have in. This was a bit extravagent at $75 but what the hell.
(anyone whant a 65Meg RLL Drive for $30 + shipping?)

I have just picked up 2 1Meg simms a pile of wire and a soldering iron
to hack in another 2 meg of memory so I can actually use the laser
printer. ($75)

Total cost to date $570, now if I could only find a cheap graphics
card and processor accelerator.

Dave Halliday
(daveh@silvaco.com or daveh@netcom.com)

887. printer driver needed for bj600c with pagestream

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 02:24:08 UTC
From: shall@oregon.uoregon.edu
Message-ID: <30fdg8$d4g@pith.uoregon.edu>
Source record: 183527

Just got a Canon bj600c color printer and it seems to want to always print to longer pages than 11". Everything I print that is 1 page or less gets an extra
page printed after it. And when I print in PGS2.2 I have to print at 95% to get it all on the same page. But the color is wonderful. Pagestream has an LQ2550c driver, which is supposed to work, but I wonder if there is a more specific one for this printer, yet.

888. Synchro Express Copier and Sound Designr

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 03:29:27 UTC
From: magnum@realm.tdkcs.waterloo.on.ca
Message-ID: <magnum.53h3@realm.tdkcs.waterloo.on.ca>
Source record: 183479

FOR SALE:

SYNCHRO EXPRESS: This is a hardware device that you plug in to your ST. It requires a second disk drive. It will copy any Atari program protected or not. It has a fffffaaaaaassssstttttttttt copy rate of 20 seconds for a single sided disk and 40 seconds for a double sided disk. It uses a custom chip to synchronize the internal and external drive.
$40

SOUND DESIGNER DIGITAL SAMPLE EDITING SOFTWARE: Similar to Wave for Windows on the PC. This program allows you to port samples via MIDI from almost any sampler made in the last 12 years. You can visually edit,filter, loop samples in the PC at any sample rate at 8, 12 and 16 bit resolutions. Requires TOS 1.0 or 1.2. Excellent manual.
$40

All prices in US dollars and include shipping.

889. That's Write 3 - Reviews anyone?

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 03:31:01 UTC
From: bign@eskimo.com
Message-ID: <Ct64Fq.502@eskimo.com>
Source record: 183529

I recently received an announcement from Compo about That's Write 3. But what I'd like to know is if the new spelling checker is a lot faster than that found in That's Write 2! Comments anyone?

--
****
* Todd Hogarth | Beer, *
* bign@eskimo.com | It's not just for breakfast anymore! *
* bign@fragile.termfrost.org | Help Me Find Bigfoot (Ale) In Ohio *
****

890. Re: printer driver needed for bj600c with pagestream

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 03:52:47 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <30fimf$1176@msuinfo.cl.msu.edu>
Source record: 183530

In article <30fdg8$d4g@pith.uoregon.edu>, shall@oregon.uoregon.edu (Stanley Wayne Hall) writes:
>Just got a Canon bj600c color printer and it seems to want to always print
>to longer pages than 11". Everything I print that is 1 page or less gets an
>extra page printed after it. And when I print in PGS2.2 I have to print at
>95% to get it all on the same page. But the color is wonderful. Pagestream
>has an LQ2550c driver, which is supposed to work, but I wonder if there is
>a more specific one for this printer, yet

Congratulations on buying the BJC-600! It's an excellent printer, and usually gives better output than the HP 560c. (I was just talking to a guy who uses both for commercial-quality output...) If you have access to Genie, try Softlogic's roundtable libraries. If not, and you don't find a driver anywhere, let me know and I'll check out Softlogic's library for you. Let me know by email if you want me to check. (If I do find one, I can email you a uuencoded version, or send it on disk, for the cost of postage and one disk :-)

Good luck,
Tom
hopper_t@msupa.pa.msu.edu

891. RE:ST Software for sale

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 03:54:00 UTC
From: tony.myres@revol.com
Message-ID: <240.702.783@revol.com>
Source record: 183372

Steve,
I'll would like to purchase the following Software title:

GIST Sound Tool
International Soccer
International Soccer Challenge
Falcon
Replay 4
Red Storm Rising
U.N.Squadron
Tweety Board
9600 baud modem
Digisound
Flight Simulatorii.Japan Scenery and Scenery 7
Jet
Quartet
Stalker 2.0
Test Drive
Codename Iceman
Digispec
Hacker
Gauntlet

I will give you $150.00 plus s/h .Leave a message on if you still have the
above items. You may reach me by E-Mail or call (209)221-1379

* CQWK 2.2 * Origin: PuMa (2:245/114)

892. RE:ST Software for sale

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 03:54:00 UTC
From: tony.myres@revol.com
Message-ID: <240.701.783@revol.com>
Source record: 183373

Steve,
I'll would like to purchase the following Software title:

GIST Sound Tool
International Soccer
International Soccer Challenge
Falcon
Replay 4
Red Storm Rising
U.N.Squadron
Tweety Board
9600 baud modem
Digisound
Flight Simulatorii.Japan Scenery and Scenery 7
Jet
Quartet
Stalker 2.0
Test Drive
Codename Iceman
Digispec
Hacker
Gauntlet

I will give you $150.00 plus s/h .Leave a message on if you still have the
above items. You may reach me by E-Mail or call (209)221-1379

* CQWK 2.2 *

893. Falcon Stuff?

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 04:00:15 UTC
From: magic@mtu.edu
Message-ID: <30fj4f$3jq@maxwell1.ee>
Source record: 183531

Howdy,

Is there anyone out there that knows of any utilities that will do
the following?

1: Superboot type functions in any falcon res? (i.e. turn
on & off .acc .prg .cpx) at boot

2: Allow a background pic to be mapped (640x480x8 gif) to the
desktop on a falcon.

Thanx,

-Magic

894. Re: Screensaver questions

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 04:22:18 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <30fkdq$204@mailer.fsu.edu>
Source record: 183473

Michael H Smith (mhsmith@ornews.intel.com) wrote:
> I've found that Before Dawn will not invoke when Mousa-ka-Mania II is
> active. BD thinks there is some activity. I haven't figured out a
> way around this except turning MKMII off.

Strange, it works for me, with both BD 1.25 and the new version 1.38 (just uploaded to a.a.u.e a few days ago). I load dawnauto.prg before automous.prg in my auto folder.

BTW, there is a cool new "bouncing hole" image of Star Trek TNG, with two mods of Picard speech. It is currently on ftp.uni-kl.de, and will soon appear on a.a.u.e.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

895. Re: ECO

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 04:53:01 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <30fm7d$3el@mailer.fsu.edu>
Source record: 183474

Mickey Boyd (boyd@hardy.math.fsu.edu) wrote:
> Mr R. Mellish (rm03@cscmgb.cc.ic.ac.uk) wrote:
> > Now Eco is quite a nice game, but I was rather suprised to see it at atari.
> > archive, since I'm sure its a commercial release by Ocean. (At least in the
> > UK.) In fact I'm sure I remember seeing reviews in ~1985 when it came out.
> > Anyone know the commercial status of this game? Did the programmer release
> > it to the public domain, maybe?
>
> I thought I remembered some sort of message that explained why it was
> released shareware or PD, but that was a long time ago. I'll look at it
> again tonight and pull it from the archive if it is not supposed to be there.

I grabbed the game (it works fine on both my Mega2ST and MegaSTE, by the way)
and I cannot find anything mentioning PD or Shareware status. In fact,
it seems to clearly be copyrighted by Ocean. I would swear that I remember
reading some text about this game years ago (including the instructions, which
I do remember :-), but there is no such file included in the archive, so I
must assume that it is not publically distributable.

> > Or has atari.archive become a WaREZ site?
>
> No. Bite your tongue :-).

Well, not intentionally, at least. The file has been pulled. Thanks to
those that brought it to my attention.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

896. ***** 1040 and 520ST system For Sale *******

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 04:53:06 UTC
From: gathings@cs.utk.edu
Message-ID: <30fm7iINN94d@duncan.cs.utk.edu>
Source record: 183533
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

F O R S A L E

Item Desc Asking Price

Atari 520stfm 512k ram
system mouse, internal 3.5"
drive (ssdd)
68000 main processor
with communcation
software and books $150
(GEM programming etc.)

Atari 1050stf 512k ram (other 512k $300
in above system
mouse internal 3.5"
drive (dsdd)
68000 main processor
with communcation
software and books
(same as above)
SC1224 color monitor
sf354 and sf314
external floppy drives.

Atari 1200XL 64k ram /books $30

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando

897. SLIP/PPP and ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 05:01:37 UTC
From: arch@insane.apana.org.au
Message-ID: <arch.774594111@insane.apana.org.au>
Source record: 183532

Could someone point me in the general direction of the software
required to enable me to have SLIP or PPP access on my humble
STFM?...

I am running Spectre and I was at first excited about using that
as a means, until I found out System 7 was needed.

Thanks.

--

898. Re: 24 Bombs !?! on my STe

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 05:39:38 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <22794GLUTWJSPCSADPD@ars.ath.forthnet.gr>
Source record: 183514

IQ> I was thinking the same so I turned it off for two days and when I
IQ>turned it back on it bombed out repetedly. But I just turned it on this
IQ>morning and nothing appears to be wrong..
IQ>.\\ike

Well, it was just a guess. Maybe is damaged or most likely there is
another faulty chip besides the GLUE. Have you checked the RAM?
Take out the SIMMS and place only half of it. Then power up the machine
and see what it does.

Better still you should try to get it to a technician.
Speculations like these won't fix your machine...

Michael Papadopoulos.
mipap@ars.ath.forthnet.gr

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services
---

899. Re: .AVI file source code - request.

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 06:41:58 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940719Z064158.425dbrewood@nest.demon.co.uk>
Source record: 183475

In article <10450@gos.ukc.ac.uk> mdg@ukc.ac.uk "M.D.Griffiths" writes:

> :>Can anyone out there advise a telephone number for Martin Griffiths, Griff
> :>Any information appreciated.
>
> why not mail me and ask me ? ;-)

I have done now Martin, but at first did not know your address.

--


```
=============================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
=============================================================================
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
=============================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
=============================================================================
```

900. Re: DATALITE-DATADIET

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 06:57:06 UTC
From: jaycee@midmarsh.demon.co.uk
Message-ID: <774601026snz@midmarsh.demon.co.uk>
Source record: 183476

In article <6202HHFYLVBPESVAXD@ars.ath.forthnet.gr>
ace@ars.ath.forthnet.gr writes:

>
> HAVE ANY OF YOU INSTALLED DATADIET OR DATALIGHT ON HIS HARD DISK??
> I HAVE DATADIET ON MY OWN HARD DISK AND I USED IT WITHOUT ANY PROBLEMS.
> DO YOU KNOW IF DATALIGHT IS BETTER? HAVE YOU USE ANY OF THESE PRODUCTS?

I've been using DataLite 2 on my FM for a few months now and so far
have not detected any problems. I have about half of my partitions
compressed, leaving the boot and comms partitions uncompressed.

--
+---+
| beST wishes >> JayCee << jaycee@midmarsh.demon.co.uk |
+---+

901. HP scanjet driver wanted

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 07:01:50 UTC
From: brendeke@nlsw03.anl.alcatel.nl
Message-ID: <1994Jul19.070150.3159@bln.sel.alcatel.de>
Source record: 183535

Hi,

Can anyone tell me where to get a driver for a HP-Scanjet colour scanner ??

Please respond.

Gerrit


```
+=============================================================================+
| _/_/_/_/ _/_/_/_/_/ _/_/_/_/ | ALCATEL OFFICE PARK |
| _/ _/ _/ _/ | Alcatel Telecom Systems |
| _/ _/ _/ _/ | Burg. Elsenlaan 170 |
| _/ _/_/ _/ _/_/_/_/ | 2288 BH Rijswijk (NL) |
| _/ _/ _/ _/ _/ | |
| _/ _/ _/ _/ _/ _/ | phone: (+31) 70 3079429 |
| _/_/_/_/ERRIT _/_/_/AN _/_/_/_/RENDEKE | fax: (+31) 70 3079191 |
+-----------------------------------------------+-----------+--------------+
| _brendeke (local-allin1) | |
| brendeke@nlsun1 (unix-alcanet) | |
| brendeke%31.60.dnet@se.bel.alcatel.be (temporarily internet) | |
+=============================================================================+
```

902. Re: HELP: Does an ST EPROM programmer exist?

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 08:33:31 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <Ct6IFv.Brl@muster.hrz.uni-giessen.de>
Source record: 183540

M. Adami (ma10004@phx.cam.ac.uk) wrote:
: If anybody has any info on a EPROM programmer that can be
: interfaced to an ST?

: Please help...

Hi,

there were lately a DIY-EPROM programmer in a german Atari Mag.

But I'm sure there are several commercial produkts, f.i. from Heim-Verlag.

What about a programmer for V.24/RS-232 ??

Martin
--
martin.schmidt@physik.uni-giessen.d400.de

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
dead are, somehow, quite ill."
Douglas Adams

903. Re: atari to pc monitor

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 08:38:24 UTC
From: ts0smu@orac
Message-ID: <1994Jul19.083824.7444@city.ac.uk>
Source record: 183536

TOTAL NOVICE here needs help ! i want to use an atari st monitor on a pc is it POSSIBLE/PRACTICAL i need to know how ie connections pinouts etc and any problems i have to overcome.

thanx in advance

reply tp ts0smu@orac.sund.ac.uk or 27256@anon.penet.fi

904. Re: Falcon Stuff?

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 08:51:23 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <Ct6J9n.FzE@muster.hrz.uni-giessen.de>
Source record: 183459

Kevin C. Ezernieks (magic@mtu.edu) wrote:
: Howdy,

Hi,
: Is there anyone out there that knows of any utilities that will do
: the following?

: 1: Superboot type functions in any falcon res? (i.e. turn
: on & off .acc .prg .cpx) at boot

Try XBOOT

: 2: Allow a background pic to be mapped (640x480x8 gif) to the
: desktop on a falcon.
Can't remember the name, but there is an old pd-prg for it.

Martin
--
martin.schmidt@physik.uni-giessen.d400.de

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
dead are, somehow, quite ill."
Douglas Adams

905. [PAK-030 UK Source] Repost:

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 08:53:43 UTC
From: C.M.Forker@newcastle.ac.uk
Message-ID: <Ct6JDK.2Dw@newcastle.ac.uk>
Source record: 183491

Repost: Sorry if you got this message twice, the mailer at Newcastle
has been acting up.

I heard from Karl Brandt (System Solutions) that he is now selling
the PAK-030 Accelerator Cards in the UK.

He is offering two versions:

1) 68030 @ 32MHz
68882 @ 32MHz
32Kb CPU Cache
TT/TOS 3.06

Price: BP 399 inc VAT (Fitting BP 50)

2) 68030 @ 32MHz
32Kb CPU Cache
TOS 2.06

Price: BP 299 inc VAT (Fitting BP 50)

He will be demonstrating these systems at the next Atari Shows in
the UK. Perhaps more of interest to the power users will be the MEDUSA
system. If you want to benchmark that beast, bring your apps.

I have nothing to do with System Solutions except as a satisfied customer.

Address:

System Solutions
17/19 Blackwater Street
East Dulwich
London SE22 8RS

Tel: 081 693 1919
Fax: 081 693 6936

- Chris

906. Starball bug

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 08:55:29 UTC
From: lefevre@virtus.irit.fr
Message-ID: <30g4e1$lpf@irit.irit.fr>
Source record: 183543

The last two times I played with Starball on my Falcon, I got
2 bombs. The score was near 16,000,000 and it happened while
the ball went to the arrow in the center of the middle part.
Will this bug be fixed ?

Vincent Lefevre
email: vlefevre@ens.ens-lyon.fr

907. Cache and Minix-FS

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 10:25:14 UTC
From: abro@amath.unizh.ch
Message-ID: <1994Jul19.102514.22077@rzu-news.unizh.ch>
Source record: 183541

Hi Folk!

I have an simple question:
Is it useful to install the Atari CACHExxx.PRG on MINIX-Filessystems under
MiNT???

Ciao, Arnt. -------------- "My next partition is a minix partition, of course"

908. Re: STORM and 14.4k Modems

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 10:32:16 UTC
From: abro@amath.unizh.ch
Message-ID: <1994Jul19.103216.22242@rzu-news.unizh.ch>
Source record: 183542

Sam McGee (sammcgee@crl.com) wrote:

: The answer to your question is set the rate to 19200 and it will do 14400
: just fine. I leave it at 19200 all the time using Storm.

What is STORM? Is it a FREE Terminal-Prg, which i can use under TOS in a
TOSWIN-Window? Where can I get it via ftp?

909. again: More Atari Newsgroups

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 10:32:27 UTC
From: tj@aiscube.AIS-dortmund.de
Message-ID: <30ga3r$cp@aiscube.AIS-Dortmund.DE>
Source record: 183485

Well, since my last posting about more newsgroups for the Atari, seems
that most people really would like to see more groups. If so, i think
it's time to discuss what name(s) to choose.
Oh, BTW: As you all probably know, there has to be a single CFD/CFV for
every group later on. Who is able/ready to do the work on one group ?
I would do for one ....

cheerio Theo

--
_____Theo Janssen _____
Internet: theo@mailmak.ping.de, tj@ais-dortmund.de | MausNet : Theo Janssen@UN
----------Don't force it, use a bigger hammer !----------

910. Re: printer driver needed for bj600c with pagestream

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 10:37:35 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <30gadf$ap9@golem.wcc.govt.nz>
Source record: 183545

In article <30fdg8$d4g@pith.uoregon.edu>, shall@oregon.uoregon.edu (Stanley Wayne Hall) writes:
>Just got a Canon bj600c color printer and it seems to want to always print to longer pages than 11". Everything I print that is 1 page or less gets an extra
>page printed after it. And when I print in PGS2.2 I have to print at 95% to get it all on the same page. But the color is wonderful. Pagestream has an LQ2550c driver, which is supposed to work, but I wonder if there is a more specific one for this printer, yet.

Softlogik now has a BJC800 Driver, I don't know if this could help,
I could get this uploaded to A.A so others can get it..

This Printer driver came from the Soflogik file section on GEnie,
I will let Mickey decide if its PD or not......

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

911. DMA Chip Prices

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 11:23:47 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <30gd43$b43@golem.wcc.govt.nz>
Source record: 183549

*** Replacement STE DMA Chips. ***

I wonder what people are paying for DMA Chips, a friend of mine rank 2 UK firms and was quoted 40 and 50 Pounds, this to me is a massive rip off..

He rang one firm in OZZ and was quoted $40au...

So what is a real price for a DMA Chip...??

Does any one know....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

912. Fitting double-sided disk drive to old 520STFM

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 12:03:35 UTC
From: sffc1@central.susx.ac.uk
Message-ID: <30gfen$a4a@infa.central.susx.ac.uk>
Source record: 183547
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Are there any possible catches anyone knows of to watch out for when fitting a double-sided floppy drive from a 1040STF to an *old*-style 520STFM which previously had only a single-sided drive?

I assumed this would be completely simple, but tried it yesterday and the drive at first acted as single-sided, then eventually wasn't recognised at all.

Cheers,
Matt

PS - Where can I find a FAQ for this group (pref. in the UK)?

913. Re: Reading ST floppies from DOS

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 12:15:32 UTC
From: hhakkine@cs.joensuu.fi
Message-ID: <1994Jul19.121532.15565@cs.joensuu.fi>
Source record: 183546

```
: sly@csupomona.edu (SLY) writes:
:
: > Does anyone know of a DOS utility to read/write/format ST floppies? My ST
: > has a single-sided drive.
: >
: > I've been able to partially read ST floppies on my PC. Is DOS's FAT
: > compatible with the ST? Can DOS's format utility format a disk for the ST
: > if I know the correct track/sector info?
: >
: > Any tips would be appreciated.

I have perhaps the first version of TOS and SS-floppies. What I found out
while testing with them a little, was that TOS will not understand a
floppy using one sector / cluster - and DOS 5 will not understand
two sectors / cluster. At least in my boxes. So to move files around they
need some tricks : if I copy from dos to atari, it's fine. Atari simply
reads with the file length info fine and imagines that the extra jumps in
fat are an error.
But copying from atari to dos the fat markings end too early .. so I
usually connect the text file behind itself and save in atari ( with
double length ). So it wirtes twices as many clusters on the disk. And
now they are enough for dos to read it all. But in between I have to
change the length on directory to the original.

Just my experience... nothing to blaim the systems. Both are good.
Hannu.
```

914. ST Bargain!!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 12:58:22 UTC
From: adamg@compnews.co.uk
Message-ID: <30gileINN3a3@cardamom.compnews.co.uk>
Source record: 183548

```
For Sale, My ST Setup:

Atiri 520 STE, upgraded to 1meg
- Stereo Sound, 4096 colours, Blitter etc.
+ Atari SC1345 Colour Stereo monitor
+ Citizen 120D 9 pin printer
+ Vidi ST Video Digitiser
+ Stero Replay Sound Sampler
+ Two disk drawers, about 150 disks.

Would all cost around 900 pounds new...

vvv
A COMPLETE BARGAIN at > 250 < quid!!!!
^^^
(I'll deliver it anywhere in Northern England for the cost
of the petrol)

email adamg@compnews.co.uk if you're interested...

--
O=====================================================================O
| Adam Greenwood, IS-Eng, PA Data Design Page: 0941 116885 |
| email adamg@compnews.co.uk Tel: (0532) 344511 x2219 |
O=======================================O=====================O
| "Good morning Mr Tyler, going... down?" | These Opinions are |
| - Aerosmith - | mine, all mine, |
| 'Love in an Elevator' | Muahaha!!! |
O=======================================O=====================O
```

915. Re: STORM and 14.4k Modems

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 13:45:38 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <30gle2$vr3@msuinfo.cl.msu.edu>
Source record: 183550

In article <1994Jul19.103216.22242@rzu-news.unizh.ch>, abro@amath.unizh.ch (Arnt Broska) writes:
>Sam McGee (sammcgee@crl.com) wrote:
>
>: The answer to your question is set the rate to 19200 and it will do 14400
>: just fine. I leave it at 19200 all the time using Storm.
>
>What is STORM? Is it a FREE Terminal-Prg, which i can use under TOS in a
>TOSWIN-Window? Where can I get it via ftp?

Storm (v1.02) is a Shareware term program from Alan Page. It runs in GEM with everything, even the terminal screen, in windows. It's lightning fast works great (well, almost; there is a problem with zmodem...). Alan has been busy with his "real" job lately, but apparantly he is planning on getting back to Storm fairly soon. I recommend you check it out; in some ways it's better than Connect. You should find it in almost any library (archived, and don't forget to get the patches from 1.0->1.01->1.02 and zmodem ->1.02). BTW, Alan Page wrote the original Flash (up to v1.6) which was so popular for so long - Storm blows that old Flash right out of the water.

Regards,
Tom
hopper_t@msupa.pa.msu.edu

916. Misc stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 14:01:54 UTC
From: kslate@mtholyoke.edu
Message-ID: <30gmci$hi4@mudraker.mtholyoke.edu>
Source record: 183451

For sale:

ICD Link host adapter with original software & DMA
cable - $50.00

Minscribe 20 meg SCSI HD - $35.00

Seagate 47 meg SCSI HD - $55.00

External case with power supply - $40.00

(or all the above for $160.00)

Vidi ST - make offer

Vidi RGB - make offer

Vidi Chrome - make offer

All three include all software (original) and Docs.

```
-----------------------------------------
| Kevin Slate |
| kslate@mhc.mtholyoke.edu |
|-----------------------------------------|
| HOCKEY - The only true sport worth |
| watching!!!!!! |
| Go Bruins |
| |
-----------------------------------------
```

917. Re: That's Write 3 - Reviews anyone?

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 14:47:50 UTC
From: cfuhrman@csugrad.cs.vt.edu
Message-ID: <30gp2m$hpc@csugrad.cs.vt.edu>
Source record: 183453

Todd Hogarth (bign@eskimo.com) wrote:
: I recently received an announcement from Compo about That's Write 3. But
: what I'd like to know is if the new spelling checker is a lot faster than
: that found in That's Write 2! Comments anyone?

ST Review did a write up back their March issue. According to
them the spell checker HAS been improved (along with ASCII export). I'd
personally love to see more info on TW3 as I'm considering a higher end
word processor than what's included in AtariWorks.

--
Chris Fuhrman | Department of Computer Science
cfuhrman@csugrad.cs.vt.edu | Virginia Tech

918. Re: Falcon Stuff?

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 15:09:22 UTC
From: sammcgee@crl.com
Message-ID: <30gqb2$pp3@crl5.crl.com>
Source record: 183455

Kevin C. Ezernieks (magic@mtu.edu) wrote:
: Howdy,

: Is there anyone out there that knows of any utilities that will do
: the following?

: 1: Superboot type functions in any falcon res? (i.e. turn
: on & off .acc .prg .cpx) at boot

I use Mouse Boot v4 which boots to a nice screen in anything greater than
ST-Low res. It's shareware but you should be able to find a demo around.

: 2: Allow a background pic to be mapped (640x480x8 gif) to the
: desktop on a falcon.

There's DESKPIC which is on the Gemini CD which maps a gif to the
desktop. The version I have is in German but I managed to figure it out.

Sam

sammcgee@crl.com

919. Re: Strange bugs on ST with HD

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 15:13:47 UTC
From: s002893@YPSERV.rz.fhtw-berlin.de
Message-ID: <30gqjb$s9h@RW320B49.rz.fhtw-berlin.de>
Source record: 183454
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

If you don`t say how the routines look like I see no change
for an answer. Maybe that you use "killed registers"?

Greetings HS

920. ST-520 for sale

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 15:40:30 UTC
From: mikef@asia
Message-ID: <30gs5eINNhia@ctron-news.ctron.com>
Source record: 183456

An oldie but a goodie! Atari 520 ST with two floppies and color monitor requires a good home. Perfect working order.

This system is in daily use by my daughter, but she wants to run the same software that her friends run (windows - yuk) so I am selling this system to buy her an IBM compatible.

I realize the system isn't worth too much, so send reasonable offers via email (I don't read this group!!). I would like to get enough to cover what I spent recently on the Atari color monitor (about $200) for the entire system. I will ship the system (at your expense!) anywhere in the US.

Mike

921. Steve O'Steele

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 16:30:49 UTC
From: whitema@rtsg.mot.com
Message-ID: <30gv3p$d07@delphinium.cig.mot.com>
Source record: 183462

Steve O'Steele,

I lost your email address. Could you contact me?

Thanks,
Michael White
whitema@rtsg.mot.com

922. "Reach for the Skies" works on Falcon030?

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 17:45:45 UTC
From: patmc@ch.apollo.hp.com
Message-ID: <Ct7809.Ls8@apollo.hp.com>
Source record: 183460

Howdy,

I recently got "Reach for the Skies", a flight simulator/game
which was listed as working without problems on the Falcon 030 in
Heikko's (?) list. I haven't been able to get it to work.

I've tried the following:

1. Running from floppies
2. Running from hard disk
3. Running from hard disk with all acc's & auto's removed
4. Running from floppies using backward

Using backward and floppies, or running from hard disk with the bus
set to STE mode (with FalconSX) gets the game to work partially - you
can actually get flying by selecting "pilot" mode and then "intercept",
which puts you in the middle of a dogfight. If you select "takeoff"
from "pilot" mode, after the copy protection check is over, the engine
noise sound starts and the game locks up.

Has anyone gotten this to work on the Falcon, and if so how?

Thanks,
Pat McElhatton

923. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 17:48:52 UTC
From: clund@wpo.uwsuper.edu
Message-ID: <30h3m4$6dc@news.uwsuper.edu>
Source record: 183458
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.advocacy

In article <307j3s$2no@usenet.INS.CWRU.Edu>
aa399@cleveland.Freenet.Edu (Len Stys) writes:

> EA also had a lot of stuff for the ST when it came out.

What? I recall EA's first major ST release being "Financial Cookbook."
At the same time the Amiga had Seven Cities of Gold, Adventure
Construction Set, and the beginnings of the Deluxe productivity series.
The only good things EA ever did for the ST was port Lords of
Conquest.
Besides, let's not forget that EA is responsible for the death of the
greatest ST supporter among productivity software houses: Batteries
Included.

**********Carl Lund**********clund@wpo.uwsuper.edu**
Proud to be at the world's Remember SANTA BARBARA
**finest elementary ed program: Boycott NBC !!! **
**University of Wisc. Superior! Al Burnham: history god*
Commodore 64TI-99/4A**Atari ST**Amiga**Atari XE/2600/5200**

924. Stupid AtariWorks question

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 18:01:55 UTC
From: rappleye@felix.kodak.com
Message-ID: <1994Jul19.180155.3730@kodak.rdcs.kodak.com>
Source record: 183463

What's the minimum HW/TOS configuration for AtariWorks?

925. ATARI CORP. donates Jaguars -- CAIN Atari Fun Fest 94

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 18:53:08 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <30h7ek$qce@usenet.INS.CWRU.Edu>
Source record: 183461
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.advocacy,rec.games.video.misc,rec.games.video.classic

```
CAIN Atari Fun Fest 94
----------------------

UPDATE: Atari Corporation will be donating -=- 3 Jaguars -=- and
-=- 3 Tempest 2000 Cartridges -=- to give away at the CAIN Atari Fun Fest.

There will be other prizes being donated to raffle off at the show.

If you aren't doing anything on August 7, 1994, you may want to stop by
Kirtland, Ohio for one of the greatest Atari gaming shows!

CLEVELAND, OHIO is within 500 miles of half the population in the United States
and a very LARGE population of Canada.

The CAIN Atari Fun Fest 94 will be held in Kirtland, Ohio (very close to
Cleveland) and will allow Lynx and Jaguar owners to have a lot of fun!
There will even be a "Cleveland Lynx-Up" where Lynx owners can bring their
Lynx and game cards and comlynx with other players! Who says that you'll never
get the opportunity to comlynx???

There will also be dealerships attending this show that will be more than
happy go give you great deals on game systems and game cartridges!

If you are an Atari computer gaming fanatic, not to worry! There will dealers
there to supply you with all your computer gaming needs...

ALL INTERESTED ATARI DEALERSHIPS AND USER GROUPS SHOULD CONTACT THE SHOW
ORGANIZERS AS SOON AS POSSIBLE! Great spaces are on a first come basis!
Atari user groups are given tables for free!

PLEASE distribute this on BBSs, networks, and at your user group meetings!
We want to have one heck of a gaming day! And a gaming day that might be
closer to you than you think!

CAIN Atari Fun Fest 94
----------------------

Central Atari Information Network
Presents
C.A.I.N. Atari Fun Fest 94
August 7, 1994 / 10:00AM to 5:00PM
Knights of Columbus Hall
7637 Chardon Road
Kirtland, OH 44094
```

^^*^

926. Re: MegaSTE 16mHz booting

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 19:05:04 UTC
From: Stu.Huffman@231-370.dswhq.omahug.org
Message-ID: <d19_9407200357@dswhq.omahug.org>
Source record: 183345

Since you mentioned Darek Mihocka, you might like to know that his current schedule calls for him to attending the Mid-Indiana ST MIST AtariFest VI at Indianapolis, Indiana, on Saturday, July 23 (10-3 CDT/EST) at the Best Western Waterfront Plaza Hotel. It's just off Interstate 465 at the Speedway Gribnif will be there with NeoDesk 4 demonstrations (although the product won't be ready to ship until manuals are complete in about a week). Craig Harvey of Clear Thinking will be there with an EdHak upgrade he calls Edit-Plus. And there will be at least a dozen other vendors/developers such as Binary Sounds from Texas, It's All Relative from Missouri, D.Brumleve from Illinois, MegaType from South Bend, Ind.... and many user groups. Admission is only $3 for this premiere Midwestern show. It's the place to be!

927. Chroma24, is it out yet?

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 21:22:02 UTC
From: d93rkr@t.hfb.se
Message-ID: <d93rkr.774652922@txfs1.hfb.se>
Source record: 183464

I saw a ad for Chroma 24 in a german magazine, and wonder if it's been released yet???

Where can I order it from (preferable in UK!)... how much will it cost... and so on!?!?

The german ad had a price tag on 300DM (~150 UKP).

For you who don't know: Chroma 24 is a VERY good GFX program for the Falcon, what I've seen of it, it's well worth the price!!!

//Robert

--
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
tel: +46-243224839 _/ _/ _/ _/ _/ _/ _/ _/ F-030

928. Re: Strange bugs on ST with HD

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 21:47:28 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EGTWCJVC@ttgk.textlitho.nl>
Source record: 183467
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <30086f$frr@m1.cs.man.ac.uk> David Oldcorn wrote :

>Could anyone also explain why a program that works fine on 2M STe's won't work
>on some 4M STe's despite not making any different use of memory?

Some programs do not understand that screen memory lies at the end of the
memory. On a 2 Mb machine it will use up the last 32k of memory, any write
beyond that 32k lands in the unused 2Mb zone behind the real 2Mb of memory.
As the ST(E) generates DTACK (memory acknowledge) signals for the whole 4Mb
it won't do any harm. But when 4 Mb is present, writing beyond screen
memory lands in unused space and the system gives a 'bus error' (bombs
away..) I had several programs which did not run properly on a 4 Mb system,
by writing a small loader program which set up a new (larger) screen
somewhere else in memory and then launching the troublesome program solved
the problem.

On my TT nowadays it isn't a problem anymore because it can have up to 8 Mb
of ST RAM and this was never possible on a 'normal' ST...

Gert

--

-- --
Atari TT-Point
-- --

929. Re: Chroma24, is it out yet?

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 22:07:08 UTC
From: sammcgee@crl.com
Message-ID: <30hiqc$6qi@crl5.crl.com>
Source record: 183465

Robert Krenn (d93rkr@t.hfb.se) wrote:
: I saw a ad for Chroma 24 in a german magazine, and wonder if it's been released yet???
: Where can I order it from (preferable in UK!)... how much will it cost... and so on!?!?
: The german ad had a price tag on 300DM (~150 UKP).
: For you who don't know: Chroma 24 is a VERY good GFX program for the Falcon, what I've seen of it, it's well worth the price!!!

The latest I've heard was due early Fall. That price was what I saw too:(

ChromaStudio 24 is by Douglas Little of Black Scorpion Software.

Sam

930. Re: Cache and Minix-FS

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 22:25:22 UTC
From: walra%moacs11@nl.net
Message-ID: <xydf1q24pna@moacs11>
Source record: 183469

In <1994Jul19.102514.22077@rzu-news.unizh.ch>, Arnt Broska wrote:

> Is it useful to install the Atari CACHExxx.PRG on MINIX-Filessystems under
> MiNT???

No, it's waisting memory.

Waldi (walra%moacs11@nl.net)

931. [SARCASM] ***** MINE.WORDS.ARE.MORE.IMPORTANT.THAN.THINE!!! *****

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 23:24:04 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.muP3z8FDCRQ@semprini.waterloo-rdp.on.ca>
Source record: 183494

```
In <3059a8$34v@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
> Sorry, I'm annoyed by people trying to make their messages stand out
> above everyone elses, and so I needed to make a sarcastic attack to
> lower my adrenalin levels.
>
> --
> Warwick
> --
> _-_|\ warwick@cs.uq.oz.au /
> / * <-- Computer Science Department, / WIT SPACE TO LET
> \_.-._/ University of Queensland, /
> v Brisbane, Australia. /

You forgot the [, the ], and a few asterixes. I've fixed it for you and
re-posted your entire message for added bozo-effect.

--
------------------==========================================------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth
```

932. how do I "grab" icons?

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 23:35:30 UTC
From: hallvart@ifi.uio.no
Message-ID: <30ho02$qhu@baugi.ifi.uio.no>
Source record: 183468

I have some .IMG files (a Mac clipart actually) that contains a lot of icons.
How do I 'grab' these icons for use on my STE?

Hallvard, Oslo, Norway

933. Re: More Atari Newsgroups !?

Newsgroup: comp.sys.atari.st
Date: 1994-07-19 23:47:44 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.4RIDZBOHFfo@semprini.waterloo-rdp.on.ca>
Source record: 183495
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In <2vjdqt$p8p@aiscube.AIS-Dortmund.DE>, Theo Janssen writes:
> For that reason, here is an idea of what COULD be done:
>
> (Note: it's just my personal idea, perhaps someone has a better solution)
>
> Following Groups:
>
> 1) comp.sys.atari.st /* already there ! */
> 2) comp.sys.atari.st.tech /* already there ! */
> 3) comp.sys.atari.st.advovacy /* already there ! */
> 4) comp.sys.atari.st.hardware /* Hardware related topics */
> 5) comp.sys.atari.st.software /* Software related topics */
> 6) comp.sys.atari.st.programming /* Programming the Atari's */
> 7) comp.sys.atari.st.mtask /* All about MiNT/MTOS/Mag!X/Geneva */
> 8) comp.sys.atari.st.games /* Games and Fun */

Is it just me, or should this be added to the FAQ?

Every couple of months (or so it seems) someone who's feeling jealous of
the PC and Amiga newsgroups suggests that we should create a zillion new
Atari newsgroups, as if it were some sort of competition. There are a
couple of problems with this:

1) People already cross-post inappropriately between comp.sys.atari.st
and comp.sys.atari.st.tech (like this message...).

2) Adding more newsgroups isn't going to create more traffic (except for
the inevitable cross-post-mania) or, for that matter, more interest
in Atari computers.

3) The current bandwidth in comp.sys.atari.* doesn't justify creating a
half-dozen more newsgroups.

--
------------------==========================================------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth
```

934. 4 Meg pin out

Newsgroup: comp.sys.atari.st
Date: 1994-07-20 01:06:38 UTC
From: John.Stoff@203-1657-4.wmeonlin.sacbbx.com
Message-ID: <117_9407191848@wmeonlin.sacbbx.com>
Source record: 183489

Does anyone have the pin out for the 4 meg simm ram chips.

Thanks,

John
--
: Fidonet: John Stoff 1:203/1657.4 .. speaking for only myself.
: Internet: John.Stoff@203-1657-4.wmeonlin.sacbbx.com

935. Stalker 3.0 scrollback buffer

Newsgroup: comp.sys.atari.st
Date: 1994-07-20 01:44:44 UTC
From: selick@bu.edu
Message-ID: <30hvic$jld@news.bu.edu>
Source record: 183471

Is there any way to make the Stalker scrollback buffer function more like the
Storm capture buffer?
-Steve
selick@acs.bu.edu

936. Re: Strange bugs on ST with HD

Newsgroup: comp.sys.atari.st
Date: 1994-07-20 02:49:41 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <30i3c5$pi7@msuinfo.cl.msu.edu>
Source record: 183472

In <Up-EGTWCJVC@ttgk.textlitho.nl> gert@ttgk.textlitho.nl (Gert van der Knokke) writes:

> On my TT nowadays it isn't a problem anymore because it can have up to 8
> Mb of ST RAM and this was never possible on a 'normal' ST...

Not really. Marpet Developments have come out with the XtraRAM +8 for the STE and Mega ST (no "E") which you plug in to a system that already has 4Megs and get up to 12Megs. You also need TOS 2.06, but what the hey...

There's a very nice review and explanation of the installation in April '94 ST Format (issue 57).

Tom
hopper_t@msupa.pa.msu.edu

937. Re: Fitting double-sided disk drive to old 520STFM

Newsgroup: comp.sys.atari.st
Date: 1994-07-20 03:20:33 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <30i561$khq@mailer.fsu.edu>
Source record: 183496
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Matthew Platts (sffc1@central.susx.ac.uk) wrote:
> Are there any possible catches anyone knows of to watch out for when fitting a
> double-sided floppy drive from a 1040STF to an *old*-style 520STFM which
> previously had only a single-sided drive?
>
> I assumed this would be completely simple, but tried it yesterday and the
> drive at first acted as single-sided, then eventually wasn't recognised at
> all.

There are two instructional files on atari.archive.umich.edu that deal
with floppy drives. One is genflop.lzh, the other ibmflop.lzh (or something
like that). Grab the 0index file to find them. Hope that helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

938. Re: Stalker 3.0 scrollback buffer

Newsgroup: comp.sys.atari.st
Date: 1994-07-20 05:56:18 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <30iea2$ili@charm.magnus.acs.ohio-state.edu>
Source record: 183477

In article <30hvic$jld@news.bu.edu>, Steven Selick <selick@bu.edu> wrote:
>Is there any way to make the Stalker scrollback buffer function more like the
>Storm capture buffer?
>-Steve
>selick@acs.bu.edu
>

I am not familiar with STorm; however, I us STalker with STeno.
By activationing the Capture mode, in the Options window, all activity
online is sent to STeno. I use them on a TT030, with TOS 3.06.

Note, I use both programs as ACCs this workes around a bug in STalker that if
you use it as a program and quit and then later on reload it (without a
reboot). Steno will have a window background and Stalker will lockup
during text scrolling.

Gribnif said that they would start working on upgrading this program ater the
release of Neodesk 4.

Raymond Collins	Atari TT030 4/4 MB ST/TT RAM 245 HD
rcollins@magnus.acs.ohio-state.edu	Travel By ZyXEL 19,200 bps
or rcollins@freenet.columbus.oh.us	Die Hard Atari Fan since 1984

939. Re: Falcon & HP LaserJet

Newsgroup: comp.sys.atari.st
Date: 1994-07-20 06:35:22 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940720Z063522.483dbrewood@nest.demon.co.uk>
Source record: 183420

In article <Up-EGSSAHUQ@dksoft.ping.dk> Kim@dksoft.ping.dk "Kim Andersen" writes:

> It doesn't matter if you only print text. It's just when you print graphic
> you need a special HP laserjet driver.
> But you should be able to see if the printer receives anything on the led.
> If not, you got a real problem 8-/

Got it working reliably now, needed a special serial cable and then had to
drop the baud rate to 2400 to get reliability.

> Ps. I have the manual for the old (first) HP laserjet and HP laserjet II

I don't suppose you'd care to part with the first HP laserjet manual would you
Kim, can't get one anywhere.

--

==
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
==
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
==
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
==

940. Re: HELP: Does an ST EPROM programmer exist?

Newsgroup: comp.sys.atari.st
Date: 1994-07-20 06:47:08 UTC
From: schaerer@isi.ee.ethz.ch
Message-ID: <30ih9c$q5g@elna.ethz.ch>
Source record: 183478

```
M. Adami (ma10004@phx.cam.ac.uk) wrote:
: If anybody has any info on a EPROM programmer that can be
: interfaced to an ST?

: Please help...

From MAXON: JUNIOR-PROMMER

From MAXON: MPSII-System
------------
This is the newest device of a almost-allround-programmer.
You can programm GALs (16V8, 20V8, 22V10 and 6001) and with a
special adapter you can programm EPROMs and microcontrollers
with integrated eproms.

Share-Ware-Software from Server 'ftp.isbiel.ch: /atari/diverses/pinatu16.zoo'
works with EASYPROMMER, JUNIORPROMMER and VESUV.

Bye
Thomas
-----------------------------------------------------------------------
| Thomas Schaerer schaerer@isi.ee.ethz.ch +41 01/632'2768 |
| Swiss Federal Institute of Technology Zurich, ETHZ (fax:01/262'0823) |
| Signal and Information Processing Laboratory ISI ||| ||| |
| Sternwartstr. 7 CH-8092 Zurich, Switzerland / | \ / | \ |
-----------------------------------------------------------------------
```

941. 1st Guide..

Newsgroup: comp.sys.atari.st
Date: 1994-07-20 07:32:30 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <30ijue$mfh@golem.wcc.govt.nz>
Source record: 183481

I have seen a few versions of 1st Guide, like 294 and 6...??

What is the current state of this program and is there a real current
English version....?

Thanks.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

942. Re: Strange bugs on ST with HD

Newsgroup: comp.sys.atari.st
Date: 1994-07-20 07:33:25 UTC
From: s002893@YPSERV.rz.fhtw-berlin.de
Message-ID: <30ik05$aou@RW320B49.rz.fhtw-berlin.de>
Source record: 183480

In article <30i3c5$pi7@msuinfo.cl.msu.edu>, hopper_t@msupa.pa.msu.edu writes:
> Not really. Marpet Developments have come out with the XtraRAM +8 for the
> STE and Mega ST (no "E") which you plug in to a system that already has
> 4Megs and get up to 12Megs. You also need TOS 2.06, but what the hey...

That is not a real ST-RAM (with DMA and Video capabilities) I think.
If it would be a real ST-RAM, you would not be in need of TOS2.06!

By the way: a TT can have up to 10MByte ST-RAM (2 on board, 8 card)

Greetings, HS

943. Visual Tech Services..

Newsgroup: comp.sys.atari.st
Date: 1994-07-20 07:44:54 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <30iklm$mfh@golem.wcc.govt.nz>
Source record: 183482

I have been told and many times that this is a Atari service agent
in Christchurch NZ...

I have rang them, they are not, they are just a normal Service outfit
that will try and service Atari computers, and they don't have much
in the way of parts etc....

Does any one know who took over Software Supplies as the Atari service
agent....

So there is not much here in the way of Service....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

944. ATARI ST & MIDI SOFTWARE FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1994-07-20 09:01:43 UTC
From: jcmonier@saclay.cea.fr
Message-ID: <30ip5n$fke@anemone.saclay.cea.fr>
Source record: 183484
Cross-posted to: comp.sys.atari,comp.sys.atari.st,fr.comp,fr.comp.divers,fr.comp.sys.atari,fr.comp.sys.divers,fr.misc,fr.misc.divers,rec.music.marketplace,rec.music.makers.synth

A VENDRE / FOR SALE :

ATARI MEGA ST 2 System :

- 2 Mo RAM
- 68000 / 8 Mhz ... etc

Equipe de / come with :

- ATARI SM 124 : moniteur monochrome / monochrome hi-res monitor
- ATARI MEGAFILE 44 : disque dur / hard disk unit
- souri ATARI d'origine / original ATARI mouse

Avec soft suivants / with these software :

- Steinberg CUBASE : sequenceur + editeur de partitions / sequencer + scores editor
- Steinberg SYNTWORKS D : editeur de sons pour / sounds editor for Roland D10/D20/D110
- Band in a Box : arrangeur/sequenceur
- STE Compte : gestion financiere personnelle / personnal financial gestion
- compilateur C / C compiler
- Xlisp : interpreteur Lisp / Lisp interpreter
- bien d'autres freeware et shareware / some other software in free or shareware

L'ensemble est vendu en parfait etat et avec toutes les documentations.
All things are sale in very mint condition and with all litteratures.

```
+-------------------------------------------------------------+
| |
| FAIRE OFFRE PAR E-MAIL A / MAKE OFFER BY E-MAIL TO : |
| |
| jcmonier@muguet.saclay.cea.fr |
| |
+-------------------------------------------------------------+
```

Nota bene : toute proposition sera prise en compte / all offer take all my attention.

```
--- -----
.'/,-Y" "~-.
l.Y ^. DON'T USE DRUGS BUT... USE CONDOMS :-)
/\ _\_
i ___/" "\
| /" "\ o !
l ] o !__./ MONIER Jean-Christophe
\ _ _ \.___./ "~\ E-Mail : jcmonier@muguet.saclay.cea.fr
```

X \/ \ ___./ MS-Mail: monier@ulysse.cea.fr
(\ ___. _..--~~" ~`-.
` Z,-- / \ ATHESA France
__. (/ ______) Agence C.E.A. - Defense
\ l /------~~" / BP 28
Y \ / 91192 GIF SUR YVETTE
| "x______.^ Fax : (1) 69.08.87.55
| \ Tel : (1) 69.08.56.41
j Y

945. Edit/SMPTETrack

Newsgroup: comp.sys.atari.st
Date: 1994-07-20 10:00:31 UTC
From: bondservant@delphi.com
Message-ID: <RK-zSVn.bondservant@delphi.com>
Source record: 183483

ANNOUNCING BINARY SOUNDS
(Formerly Barefoot Software)
Serving the Computer-based electronic musician

Well we guess this is it!!

WE are HERE!! and the manual will be available at the M.I.S.T. show
Sat Jul-23 Binary Rick will be there live to Demo Edit Track
Platinum for your enjoyment(get yours!!)

As we get up to speed, we are checking out the various products on
the old line. But we are making available right away, Edit Track
Platinum, Edit track & SMPTE Track(Software only) upgrades!!
(SMPTEMate will be announced as soon as we can produce them!)

Edit Track & the upgrades include the Platinum manual(of course!)
We are sorry that we must sell the manual to platinum owners who do
not have them, but we will support ALL registered user the best we
can!

We are working on many exciting products , both software & hardware
to fulfill the needs of the home studio musician at an affordable
price. We will not say more till we get ready to make announcements!
We are available online on Genie & Delphi so feel free to ask
questions.

Best of all we will have special "Honeymoon" pricing in effect
until October-31-94!!!
As of this time we are not accepting credit cards, so send check or
money orders(faster) and order yours today!

List Promotional Sale
Price discount price
----- -------- -----
Edit Track
Platinum 7.1 $150.OO $50.00 $100.00

Edit Track & SMPTE Track(software only)
upgrade from 6.-7.1 $70.00 - $70.00
pre 6.-7.1 $95.00 - $95.00

Platinum Manuals for Platinum owners only!!
$18.95 plus shipping
(All prices U.S. Dollars)

Version #'s can be found in the manual and by checking the Desk dropdown menu
of the program. (Version 6 is Gold, all other versions are same for pricing)

All prices are subject to net shipping and UPS charges. Texas residents must also include 8.25% sales tax. Avoid COD charges by sending check or money order. Allow 7-10 days for personal checks, orders paid by cashiers' check and money order will be shipped immediately upon receipt or as soon as stock is available.

For orders and support we may be reached online at:

Genie - B.SEMAAN or R.LADAGE
Delphi - BOSEM or BONDSERVANT

Our phone #'s and hours for orders and support are:

Bob (713) 499-3129 6-10 PM Central, TUE-FRI. (Other hours, potluck)
Rick (713)776-9118

To contact us by mail:

Binary Sounds
431 Oak Dale Drive
Stafford, Texas 77477

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946. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.st
Date: 1994-07-20 10:31:34 UTC
From: davidc@vissci.demon.co.uk
Message-ID: <774700294snz@vissci.demon.co.uk>
Source record: 183407
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.advocacy

In article <30h3m4$6dc@news.uwsuper.edu>
clund@wpo.uwsuper.edu "Carl A. Lund" writes:

> In article <307j3s$2no@usenet.INS.CWRU.Edu>
> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
> > EA also had a lot of stuff for the ST when it came out.
>
> What? I recall EA's first major ST release being "Financial Cookbook."
> At the same time the Amiga had Seven Cities of Gold, Adventure
> Construction Set, and the beginnings of the Deluxe productivity series.
> The only good things EA ever did for the ST was port Lords of
> Conquest.
> Besides, let's not forget that EA is responsible for the death of the
> greatest ST supporter among productivity software houses: Batteries
> Included.
>

I will admit, EA made a brilliant job of Dpaint ST - Much better than
the Amiga or PC version. (Just a little buggy ,s'all).

--

David Cowan Insert Clever SIG here !
---
davidc@vissci.demon.co.UK Visual Sciences Ltd
vissci@cix.compulink.co.UK Unit 12, Prospect III,
Dundee Technology Park
Dundee, Scotland
DD2 1SW
---

947. Re: That's Write 3 - Reviews anyone?

Newsgroup: comp.sys.atari.st
Date: 1994-07-20 10:57:12 UTC
From: jperez@uhunix.uhcc.Hawaii.Edu
Message-ID: <Ct8JrC.F23@news.Hawaii.Edu>
Source record: 183486

Chris `Sunny Side Up' Fuhrman (cfuhrman@csugrad.cs.vt.edu) wrote:
: ST Review did a write up back their March issue. According to
: them the spell checker HAS been improved (along with ASCII export). I'd
: personally love to see more info on TW3 as I'm considering a higher end
: word processor than what's included in AtariWorks.

I feel that That's Write 3 is a tremendously capable program.
Additionally, Compo offers some pretty incredible support (they call me
back, answer my questions, send me disks with drivers, fonts, etc...
My only complaint about TW3 is that it is a pain to install and set up
properly. Assuming you want to change anything (such as the fonts in
your system) or use a driver that is not included - you have to be in for
the long haul. Many of the features/flexibilities of TW3 are
undocumented (and thus, you have to pester Compo). I'll try to post a
review as soon as I write one for our newsletter. Any questions gladly
answered.

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio -- Lynx - Jaguar - 400 - 800

948. Re: DATALITE-DATADIET

Newsgroup: comp.sys.atari.st
Date: 1994-07-20 11:03:46 UTC
From: jperez@uhunix.uhcc.Hawaii.Edu
Message-ID: <Ct8K2C.F69@news.Hawaii.Edu>
Source record: 183487

John Charles (jaycee@midmarsh.demon.co.uk) wrote:
: I've been using DataLite 2 on my FM for a few months now and so far
: have not detected any problems. I have about half of my partitions
: compressed, leaving the boot and comms partitions uncompressed.

Well, see, that's the thing. I have _EVERYTHING_ compressed by Data
Diet except my auto folder (which is Squish compressed). Remember that
Data Diet comes with DC Squish so that all of the programs can be compressed as well. In general, I am getting about
25% more space than before (100meg->125meg). Actually, ther are a few
files here and there that I keep uncompressed; these amount to about 20k
worth and are therefore insignificant.

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio -- Lynx - Jaguar - 400 - 800

949. Re: Vroom and Formula One

Newsgroup: comp.sys.atari.st
Date: 1994-07-20 11:12:14 UTC
From: jperez@uhunix.uhcc.Hawaii.Edu
Message-ID: <Ct8KGF.F9E@news.Hawaii.Edu>
Source record: 183488

Tommi Hietavuo TKKK (THIETAVUO@FINABO.ABO.FI) wrote:
: >] Formula One Grand Prix - made by Microprose, I have seen it refered to as
: >] the best for the ST.

: Simply, because it is.
: > Made to be far-too realistic. Very involved. Extremely user-configurable,

: Far-too realistic? Hmmmm... It seems like there are people who like "games"
: games - and people who like games that more or less feel like the "real
: thing"...? F1GP is one of a kind -sim, despite the sad fact that MicroProse
: haven't given their best in the ST-version. In Falcon it works finely, but not
: without Backwards ST-emulator, or such program (one or both 030 caches
: disabled). In ST it is a bit slow, although playable. The multiplayer option is
: simply FANTASTIC! It's the thing that makes a good simulation excellent..

: Believe me: games are games - but this is SO much more ... =-)

: There is V2 coming out soon - but for Atari..? I doubt that. What do you think
: about that, you - who (like me) have fallen in love with this game..?

: What this proves, however, is this: we seem to like very different things! I
: love to "forget" that I'm playing a game; I love to be "there" myself - and
: that isn't possible if the game is just "fun" without realism. What makes one
: happy, makes another sick! It isn't fair, it seems, to compare these games at
: all?

Ahem, how can you possibly forget that you're playing a game when
you have to switch disks every five minutes (4 disks, non hard drive
installable = diminished enjoyability). I also find it difficult to
enjoy a driving game that slows down dramatically if there are any other
cars on the track (and I am running at 16mhz!). Also, the sound is, well,
inexcusable.
Now Stunt Car Racer, that's a game... (Also by Geoff Crammond of
Microprose F1GP).
Maybe I'll pick up F1 again when I get a Turbo 25...
The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio -- Lynx - Jaguar - 400 - 800

950. Re: Papyrus vs Redacteur - any thoughts

Newsgroup: comp.sys.atari.st
Date: 1994-07-20 12:03:56 UTC
From: 1gross@rzdspc52.informatik.uni-hamburg.de
Message-ID: <30j3rc$2ao@rzsun02.rrz.uni-hamburg.de>
Source record: 183490

Christian Nieber (chris@buran.fb10.tu-berlin.de) wrote:
: I'm happy to say that this is no longer true. Since the brand new version 3.5
: papyrus has a built-in Speedo Cache that makes Speedo output on the screen
: as fast as bitmap font drawing and also removes line flickering while
: typing. A 8 MHz machine is now fast enough for papyrus+Speedo with no
: noticable delay between typing and drawn letters.

: Christian

Hi Christian,

I would like to know what kind of spell-checker you include in Papyrus? Is
it an algorithm-based or a dictionary-based? Does it handle exceptions
correct, e.g. the german Schiff-fahrt or Maus-taste? Are there other
spell-checkers for french or english?

Thank you much for your reply.

Stephan Gross (1gross@rzdspc5.informatik.uni-hamburg.de)

951. Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st
Date: 1994-07-20 12:45:02 UTC
From: reschke@uni-muenster.de
Message-ID: <30j68e$159l@obelix.uni-muenster.de>
Source record: 183492
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Gemini 2, Release 1.999 (tonight I'm gonna party like it's 1999) now is
available from ftp.uni-muenster.de, pub/atari/Gemini/gmni1999.tos. It
fixes a lot of small bugs in the last release from December (1.99).

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de
----

952. Re: Stupid AtariWorks question

Newsgroup: comp.sys.atari.st
Date: 1994-07-20 13:18:31 UTC
From: vctec@westminster.ac.uk
Message-ID: <Ct8q5D.JD6@westminster.ac.uk>
Source record: 183493

Rev. Dr. Freak (rappleye@felix.kodak.com) wrote:
: What's the minimum HW/TOS configuration for AtariWorks?

Not too sure, but I think you definitely need a hard drive. AW should work on any TOS, but a min of 2Mb is needed, and so is Speedo GDOS to make the most of the program.

Dan.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

953. Re: Strange bugs on ST with HD

Newsgroup: comp.sys.atari.st
Date: 1994-07-20 15:01:57 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <30je95$13ka@msuinfo.cl.msu.edu>
Source record: 183497

In article <30ik05$aou@RW320B49.rz.fhtw-berlin.de>, s002893@YPSERV.rz.
fhtw-berlin.de (Harun Scheutzow) writes:
>In article <30i3c5$pi7@msuinfo.cl.msu.edu>, hopper_t@msupa.pa.msu.edu writes:
>> Not really. Marpet Developments have come out with the XtraRAM +8 for the
>> STE and Mega ST (no "E") which you plug in to a system that already has
>> 4Megs and get up to 12Megs. You also need TOS 2.06, but what the hey...
>
>That is not a real ST-RAM (with DMA and Video capabilities) I think.
>If it would be a real ST-RAM, you would not be in need of TOS2.06!

Thands for pointing this out! I didn't mean to imply that it is like just
plugging in 12 megs, only that you can get 12 megs out of a Mega ST or an
STE. There is, BTW, a utility that comes with it which alters the header
information in *most* programs so they can use the extra memory. I don't
know about DMA or video, but it's obvious that using 12 megs this way isn't
as simple as 10 megs on a TT. :-)

>By the way: a TT can have up to 10MByte ST-RAM (2 on board, 8 card)
>
>Greetings, HS

Regards,
Tom

954. Cubase Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-07-20 15:48:02 UTC
From: ibpunk@io.org
Message-ID: <30jgvi$p9m@ionews.io.org>
Source record: 183412

A friend of mine has an old version of Cubase which is something like V1.xx, and wants to get a newer version that he knows must be out there. He's not a geek, otherwise he'd be here himself. If anyone is interested in selling their copy please reply to this address.

Sequencer Cubase.

955. ST,TT,Falcon030 users who care about Lynx--read this

Newsgroup: comp.sys.atari.st
Date: 1994-07-20 15:57:58 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <30jhi6$or6@usenet.INS.CWRU.Edu>
Source record: 183498

CAIN's
A.C.T. Now
Atari Community Together Now

Lynx Letter Writing Campaign

First Campaign Focus: Lynx Distribution

Len Stys (aa399@cleveland.freenet.edu)
A.C.T. Now Organizer

INTRODUCTION

The Lynx is an incredible portable video game system. The Lynx is the only portable video game system on the market today with a 16-BIT graphics engine (the others have 8-BIT). The Lynx radiates 4,096 colors (more than any portable on the market today). The Lynx has a 10 percent larger screen than its closest competitor. The screen is also recessed and back-lit for better viewing. All of that, plus stereo sound, a battery saver option, and the largest selection of multiplayer games in the world!

The Lynx and its related products, however, cannot be found in any stores! Maybe the reason why the Lynx cannot be found in stores is because of poor marketing of the product in the past. Maybe it is also because Nintendo and Sega are retailers' favorite companies due to the Super Nintendo and Sega Genesis. For whatever reason, you cannot walk into one major retailer and buy a Lynx game.

Atari Corporation will not release sales numbers for the Lynx. But it is believed to be close to 1 million. This number isn't bad at all. And if you think about it, there must be demand for at least one major retailer to sell Lynx games!

ONE RETAILER ONLY

This campaign will be concentrating on only one major retailer to carry the Lynx and its games. Why only one major retailer? Right now, there is no more room for more than one major retailer to carry the Lynx. If we were to concentrate on several stores and succeed in getting them to carry the Lynx, the following would happen:

Atari Corporation would concentrate on the Jaguar with most of their advertisements. There would be a few Lynx magazine advertisements, but not enough to create a real large demand for the product and its related products. All of the major retailers that we convinced to

carry the Lynx would have mediocre sales, not fantastic sales since Atari's advertisements only created so much demand. Since demand for the Lynx and its games in all of the stores were mediocre, all of the retailers would decide not to carry it next year.

But if we concentrated on one major retailer to carry the Lynx and Atari advertised the Lynx in gaming magazines, the retailer would have fantastic sales since they are the only place to buy the Lynx and its related products. The retailer would most likely be impresed with the sales of the Lynx and decide to carry it next year.

And then next year when Atari has more money from its Jaguar, the company will be able to promote the Lynx more heavily which will allow Atari to increase distribution of the Lynx.

So if Atari will have more money to promote the Lynx next year, why not just wait until then? The reason we cannot wait until next year for the Lynx to get into more retailers is because there will not be a next year if the Lynx does not retain market presence this year. The Lynx will be nearly impossible to re-introduce into the marketplace next year. This is because retailers will see it as old failed technology that is being re-introduced into the marketplace. There will also be too many new video game products being released next year that will be competing with the Lynx for shelve space.

It is important that the Lynx stay in the marketplace this year and show good sales at one major retailer.

The major retailer that I have chosen for us to concentrate on is Toys "R" Us. I have chosen this retailer because it is the largest toy store and it can be found everywhere in the United States. It can also be found in other countries as well.

TOYS "R" US

Toys "R" Us is the top toy retailer in the U.S. in terms of estimated dollar share of the industry. The toy retailer finished first in a study conducted by NPD Research in 1991 and is probably still first in 1993. Toys "R" Us stores are also very large and is probably the only retailer which will be able to carry most of the games available for the Lynx.

All of the letters will be addressed to Charles Lazarus, Chief Executive Officer and Chairman of the Board of Toys "R" Us. The key to getting the letters to Mr. Lazarus to read will be for each of us to make the envelopes look as professional as possible.

The letter to Mr. Lazarus at Toys "R" Us should include:

Dear Mr. Lazarus,

1) How much you like Toys "R" Us
2) How much you like Toys "R" Us because they support the quality products that customers buy from them

3) How much you like your Atari Lynx
4) How you bought your Atari Lynx from Toys "R" Us (if true)
5) How you cannot find any games for your Atari Lynx
6) How you believe there is a demand for Lynx games since nobody else is selling them
7) How you noticed that Toys "R" Us is carrying the Jaguar 64-bit video game system and how you appreciate it.
8) Thank Mr. Lazarus for reading your letter and for considering carrying the Lynx and its quality games once again

The letter, of course, should be written as professionally as possible.

The address of Toys "R" Us is:

Charles Lazarus
Toys "R" Us Inc.
461 From Rd.
Paramus NJ 07652

(you may want to write "Important" or "Personal" somewhere on the envelope or if you think the envelope looks really professional, you may want to try it without it)

ATARI CORPORATION

Atari Corporation is the maker of the Lynx. The company does not seem to know what to do with the Lynx or its game cards right now since there is no major retailer carrying the product.

The reason for writing Atari Corporation is to inform the company that you have written Toys "R" Us to encourage them to carry the Lynx and to thank them for carrying the Jaguar. The letter will encourage Atari to contact Toys "R" Us and attempt to convince the retailer to carry the Lynx once again. The letter will also inform Atari Corporation of ways they might be able to convince Toys "R" Us to carry the Lynx.

All of the letters will be addressed to Sam Tramiel, President of Atari Corporation. The key to getting the letters to Mr. Tramiel is by making the envelope look as professional as possible.

The letter to Mr. Tramiel at Atari Corporation should include:

Dear Mr. Tramiel,

1) How much you like the products that Atari Corporation produces
2) How much you like the Lynx
3) How you have written Charles Lazarus of Toys "R" Us in order to encourge him to carry the Lynx and its games again
4) How you have also thanked Mr. Lazarus for carrying the Jaguar
5) How you believe that Atari should try to convince Toys "R" Us to carry the Lynx again this year
6) How you have a few suggestions which may help Atari convince Toys "R" Us to carry the Lynx again (OPTIONAL):

a) Inform Toys "R" Us that they will be the only major retailer
carrying the Lynx and its games this year
b) State the amount of Lynx owners in the world that are looking for
Lynx games
c) How Atari can advertise the Lynx and ALL of its games in video
game magazines and that it is available at Toys "R" Us
d) How Atari can advertise the Lynx along with the Jaguar in
Toys "R" Us Sunday newspaper ads
e) Lower the price of the Lynx base unit and Lynx Deluxe package
and give a free Super Asteroids/Missile Command game to encourage
sales of the portable
f) Restructure the pricing of Lynx games
g) Stress to Toys "R" Us that the Lynx will be used in future
multiplayer Jaguar games
h) Review all of the Lynx games and sell only the highest quality
Lynx games at Toys "R" Us this year

7) How you would really like for Atari Corporation to release new Lynx
games for distribution at Toys "R" this year
8) Thank Mr. Tramiel for reading your letter and for attempting to
convince Toys "R" Us to carry the Lynx again

The letter needs to be as professional as possible in order to get the best
effect. Try to concentrate on only the things mentioned above.

The address of Atari Corporation is:

Mr. Sam Tramiel, President
Atari Corporation
1196 Borregas Avenue
Sunnyvale, CA 94089

SUCCESS OR FAILURE

The success or failure of this writing campaign depends on you.
If you are serious and write these two companies, there is a good chance
that our goals will be reached. If you don't bother to write because
you either do not have enough time or you think someone else will write,
the letter writing campaign will be a failure.

Another important part of this letter writing campaign is to distribute
this text file. Upload it to online systems, computer networks, BBSs, etc.!
And print it out and encourage your user group members to write!

The future of the Lynx is pretty much in your hands...

--

956. Re: Cache and Minix-FS

Newsgroup: comp.sys.atari.st
Date: 1994-07-20 16:00:25 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <30jhmp$jas@percy.cs.bham.ac.uk>
Source record: 183500

abro@amath.unizh.ch (Arnt Broska) writes:
>Hi Folk!
>
>I have an simple question:
>Is it useful to install the Atari CACHExxx.PRG on MINIX-Filessystems under
>MiNT???
>

No. MinixFS caching is performed internally, and is apparently changed
by patching the minix.xfs binary!

After all, CACHExxx caches FAT tables, and MinixFS has no FATs!!!

Of course, you'll always need a TOS boot partition, but wether you
cache this or not is up to you. Personally, I don't bother because
everything I use is on Minix partitions.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

957. Re: how do I "grab" icons?

Newsgroup: comp.sys.atari.st
Date: 1994-07-20 16:04:58 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <30jhva$jcb@percy.cs.bham.ac.uk>
Source record: 183401

hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:
>
>I have some .IMG files (a Mac clipart actually) that contains a lot of icons.
>How do I 'grab' these icons for use on my STE?
>

I would convert the IMG files to Degas PI3 and then use WIMAGE, a
utility that comes with the WERCS resource editor from Hisoft to
convert them into RSC files. This isn't particularly easy, or fun.

You could also try the Interface resource editor, or the icon editor
Zoom, which are both written by Shift in Germany. They are supposed to
be able to do all this stuff automatically (and import icons from
Windows 3 as well).

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

958. Re: Vroom and Formula One

Newsgroup: comp.sys.atari.st
Date: 1994-07-20 16:06:41 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <30ji2h$q0m@vishnu.jussieu.fr>
Source record: 183499

Vroom : made by Lankhor, a french software house. Great game, absolutely funny to play, I spent many and many hours on it. Really worth buying. Sadly, it's more "arcade" than simulation.

Formula One GP : great on a powerful PC, dunno on an ST. Seems to be good however, since many atarists bought it and were happy

NSP: Very fast 3D routs, high controlability, but absolutely not realistic for the driving - I
can tell it, I drive a motorbike ! -.

MB.

959. Re: STORM and 14.4k Modems

Newsgroup: comp.sys.atari.st
Date: 1994-07-20 16:13:54 UTC
From: mbmccabe@bronze.coil.com
Message-ID: <30jig2$c84@bronze.coil.com>
Source record: 183402

>>What is STORM? Is it a FREE Terminal-Prg, which i can use under TOS in a
>>TOSWIN-Window? Where can I get it via ftp?
>with everything, even the terminal screen, in windows. It's lightning fast
>works great (well, almost; there is a problem with zmodem...). Alan has

Actually, after using Storm 1.02 since this past Fall, I have yet
to run into this alleged Zmodem bug.
Could someone detail how to reproduce this bug?
--
"The reasonable man adapts himself to the world; the unreasonable one
persists in trying to adapt the world to himself. Therefore all progress
depends on the unreasonable man." -- George Bernard Shaw
-=-=-=-=- Matt McCabe -=-=-=-=-=-=-=- mbmccabe@bronze.coil.com -=-=-=-=-

960. Compilers??? Shareware/PD compliers???

Newsgroup: comp.sys.atari.st
Date: 1994-07-20 16:16:10 UTC
From: wsen@skyfox.usask.ca
Message-ID: <20JUL94.16161078@skyfox.usask.ca>
Source record: 183409

Would it be possible to get ahold of a Shareware/pd compiler for the Atari ST??? Any language.... If you wanna E-mail me, mention it is for Wade
Lahoda, as My account has more then one user...

961. Re: More Atari Newsgroups !?

Newsgroup: comp.sys.atari.st
Date: 1994-07-20 16:21:50 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9407201537.AA03568@ilmen.lanl.gov>
Source record: 183403

In article 4RIDZBOHFfo@semprini.waterloo-rdp.on.ca, cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>3) The current bandwidth in comp.sys.atari.* doesn't justify creating a
> half-dozen more newsgroups.

Agreed. I've been following this thread and I still can't see the rationale for wanting to have a several more atari-related newsgroups to wade through. The three we have (st, tech, advocacy) seem to be more than sufficient for the minimal amount of traffic that is generated every day and adding more groups will simply exacerbate the cross-posting problem we already have.

If someone _really_ wants to do this, go right ahead. I won't vote for it but if it passes (and such CFV's usually do due to knee-jerk responses) I simply won't bother subscribing to them nor will I forward their contents on to GEnie like I do the st and tech groups. It's enough work as it is now.

Just my $.02.

-Hutch- @ Fair Dinkum Tech

962. Results of C++ Survey (late!)

Newsgroup: comp.sys.atari.st
Date: 1994-07-20 16:31:19 UTC
From: gregk@nskernel.tandem.com
Message-ID: <Ct8z89.4n1@tandem.com>
Source record: 183404

Hi,

I know it was some time ago that I sent out my C++ survey, but I recently
moved house and completely forgot about it.

Anyway, below is a summary table of the various environments people use
for their C++ work. After the table are the individual responses (slightly
edited) - my original message is embedded in the first response below.

CPU Disc
System Memory Speed Capacity TOS OS
Type (Mb) (MHz) (Mb) Version Env. Shell Editor

1040STfm 4 8 30 1.04 TOS Gulam microEmacs
Mega STe 4 16 100 2.06 MiNT tsch vi
Falcon030 4 16 65 4.01 MultiTOS Gulam Everest 3.20e
Falcon030 4(+32) 16 340 4.04 MiNT+ tsch Edith
Mega STe 4 16(+C) 80 2.06 MiNT tsch Elvis
520STe 4 8 170 2.06 TOS Gulam microEmacs
1040STfm 4 8 120 1.4(K) MiNT ksh Emacs
Falcon030 14 16 500 MiNT bash Elvis
TT030 4+4+8 32 ? 3.06 MultiTOS bash Elvis
1040STfm 4 8 254 1.04 TOS Mupfel microEmacs 3.11
520STe 4 8 85 1.62 MiNT tsch Everest
mintshel Devpac 3.10
bash

====Inidivdual Responses==========

From: Richard Huveneers <huveneer@math.ruu.nl>

In comp.sys.atari.st you write:

>Hi All,

Hi

>Since I have just recently set myself up with the GNU C++ compiler, I was
>wondering what environments people were using to run GNU C++.

>I would like to collect the information and then publish it in one message,
>rather than flooding the newsgroup with replies. So...any GNU C++ users
>(C++ only please) could you please answer the following questionnaire and
>send the response directly to me? The examples in parenthesis are my setup.

>1. System type (eg. 1040STfm)?
Mega STe
>2. Memory (eg. 4Mb)?
4Mb
>3. CPU speed? (eg. 8MHz)?
16MHz
>4. Hardware CPU accelerator (eg. none)?
none
>5. Disc capacity (eg. 30Mb - yes I need to upgrade)?
100Mb
>6. TOS version (eg. 1.4)?
2.05
>7. OS Environment (eg. TOS)? others: MiNT, MultiTOS, Minix, any others?
MiNT
>8. Shell (eg. Gulam)?
tcsh
>9. Editor (eg. Gulam microEmacs)?
vi
>10. Anything else you think is relevant, comments, etc...

I don't use g++ *very* often, only in cases someone supplies me with a
program written in c++. I write mostly in c.

>Thanks for your participation.

Ok.

==========

From: cs93dlh@atlas.ex.ac.uk

> 1. System type (eg. 1040STfm)?
Falcon030

> 2. Memory (eg. 4Mb)?
4Mb

> 3. CPU speed? (eg. 8MHz)?
16Mhz

> 4. Hardware CPU accelerator (eg. none)?
none (yet!)

> 5. Disc capacity (eg. 30Mb - yes I need to upgrade)?
65Mb, soon to become 340Mb

> 6. TOS version (eg. 1.4)?
TOS 4.01/MultiTOS 1.10

> 7. OS Environment (eg. TOS)? others: MiNT, MultiTOS, Minix, any others?
TOS

> 8. Shell (eg. Gulam)?
Gulaam.

> 9. Editor (eg. Gulam microEmacs)?
Everest 3.20e

> 10. Anything else you think is relevant, comments, etc...

God it's slow, even on a Falcon! I mean 2 minutes to compile 80 lines!
{{{ Dan }}}

==========

From: sjg@phlem.ph.kcl.ac.uk (phlem)

In article <Cq2MK1.4C3@tandem.com>, you write:
!
! 1. System type (eg. 1040STfm)?
Falcon 030

! 2. Memory (eg. 4Mb)?
4 Mb ram, 32 Mb virtual RAM with outside

! 3. CPU speed? (eg. 8MHz)?
16MHz

! 4. Hardware CPU accelerator (eg. none)?
none (soon to be a 040 board though)

! 5. Disc capacity (eg. 30Mb - yes I need to upgrade)?
340Mb

! 6. TOS version (eg. 1.4)?
4.04

! 7. OS Environment (eg. TOS)? others: MiNT, MultiTOS, Minix, any others?
MiNT 1.10+, Blowup, GEM, minixFS + TOSwin

! 8. Shell (eg. Gulam)?
tcsh

! 9. Editor (eg. Gulam microEmacs)?
Edith

I reckon it's virtually impossible to do any even medium-sized stuff
without more than 4Mb RAM. Outside is particularly impressive in this
regard - the slowdown is not really noticeable.

ATB,
Simon.
--

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~

==========

From: Johan Svanstr|m <pt91js@pt.hk-r.se>
~~~~~~

You> 1. System type (eg. 1040STfm)?
Mega Ste

You> 2. Memory (eg. 4Mb)?
4 Mb

You> 3. CPU speed? (eg. 8MHz)?
16MHz+Cache

You> 4. Hardware CPU accelerator (eg. none)?
none

You> 5. Disc capacity (eg. 30Mb - yes I need to upgrade)?
80 Mb

You> 6. TOS version (eg. 1.4)?
2.06

You> 7. OS Environment (eg. TOS)? others: MiNT, MultiTOS, Minix, any others?
MiNT

You> 8. Shell (eg. Gulam)?
Tcsh

You> 9. Editor (eg. Gulam microEmacs)?
elvis

You> 10. Anything else you think is relevant, comments, etc...

_/_/_/

Sorry haven't got it yet. But I'll describe the setup that I will
have when I'll get it :-).

>1. System type (eg. 1040STfm)?
>2. Memory (eg. 4Mb)?
>3. CPU speed? (eg. 8MHz)?
>4. Hardware CPU accelerator (eg. none)?

Same.

>5. Disc capacity (eg. 30Mb - yes I need to upgrade)?

120MB (3 old, slow drives).

>6. TOS version (eg. 1.4)?

KaosTOS 1.4 (a bit better than 1.4).

>7. OS Environment (eg. TOS)? others: MiNT, MultiTOS, Minix, any others?

MiNT (kernel) and minix-fs run from autofolder.

>8. Shell (eg. Gulam)?

Had it. But upgraded to PD-ksh because Gulam didn't support xfs filenames.

>9. Editor (eg. Gulam microEmacs)?

I'll miss it. I even changed the keyboard mappings with diskeditor to
suit my tastes (added shift-cursor movements etc. :-). I loved gulam
because it was so well integrated (hated it because it returned the
ROM keyboard (I had a german TOS and it has some keys in stupid
places)). Now I'm trying to get GNU Emacs 18.59 to work with my
preferences (backspace as help *uuurrhghgh!!!!*) as it has nice
programming modes (grabs 1.5MB memory though...).

>10. Anything else you think is relevant, comments, etc...

J"urgen Lock's vconsd1 (not freely distributable) which gives me
'screen' like virtuals under mint.

ST-Guide (THE hypertext, german freeware, acc/prg, inline images,
builds crossreferences automatically, from src.doc.ic.ac.uk:
/pub/packages/atari/uni-paderborn/tools/acc/st-guide/ (there's will be
a texinfo -> STG converter soon too)) for viewing all kinds of
documentation & texts.

- Eero -

==========

From: scotty@verdix.com (Scott R. Chilcote)

>1. System type (eg. 1040STfm)?
Falcon030

>2. Memory (eg. 4Mb)?
14 MB

>3. CPU speed? (eg. 8MHz)?
16 MHz (accelerated slightly with BlowUP

>4. Hardware CPU accelerator (eg. none)?
None

>5. Disc capacity (eg. 30Mb - yes I need to upgrade)?
Five drives, 500 MB approx.

>6. TOS version (eg. 1.4)?
MiNT 1.08 (same as MultiTOS)

>7. OS Environment (eg. TOS)? others: MiNT, MultiTOS, Minix, any others?
>8. Shell (eg. Gulam)?
BASH 1.10

>9. Editor (eg. Gulam microEmacs)?
Elvis

>10. Anything else you think is relevant, comments, etc...
I use a very similar setup at work, but on a Sun 4/660. Except for the speed,
working with the Falcon is extremely similar. I like this compatibility.

>Thanks for your participation.
You're welcome.

Disclaimer: I do not represent Verdix Corporation, and my
postings do not represent their views.

Scott R. Chilcote
---====###>New Mail Address:
scottc@dsrnet.com

==========

From: warwick@everest.cs.uq.oz.au (Warwick Allison)

>1. System type (eg. 1040STfm)?
TT030
>2. Memory (eg. 4Mb)?
4Mb ST-RAM + 4Mb TT-RAM + 8Mb virtual RAM
>3. CPU speed? (eg. 8MHz)?
32MHz
>4. Hardware CPU accelerator (eg. none)?
none
>5. Disc capacity (eg. 30Mb - yes I need to upgrade)?
Free? None :) GNU stuff uses about 10Mb in a squeeze.
>6. TOS version (eg. 1.4)?
3.06 or MultiTOS.
>7. OS Environment (eg. TOS)? others: MiNT, MultiTOS, Minix, any others?
MultiTOS

>8. Shell (eg. Gulam)?
Bash
>9. Editor (eg. Gulam microEmacs)?
Elvis
>10. Anything else you think is relevant, comments, etc...
G++ version 2.5.8. Earlier versions use less and less memory
the further back you look. More bugs and less features too :)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

==========

From: Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca>

> 1. System type (eg. 1040STfm)?
Atari 1040STf, circa Feb '86

> 2. Memory (eg. 4Mb)?
4M

> 3. CPU speed? (eg. 8MHz)?
An appalling 8Mhz.

> 4. Hardware CPU accelerator (eg. none)?
I wish.

> 5. Disc capacity (eg. 30Mb - yes I need to upgrade)?
About 254M, spread across four physical drives, and partitions from C:
to L:.

> 6. TOS version (eg. 1.4)?
1.04

> 7. OS Environment (eg. TOS)? others: MiNT, MultiTOS, Minix, any others?
Can't run g++ with MiNT loaded, not enough free RAM. :-(

> 8. Shell (eg. Gulam)?
Mupfel 1.2 (from Gemini 1.2)

> 9. Editor (eg. Gulam microEmacs)?
Real MicroEMACS 3.11

> 10. Anything else you think is relevant, comments, etc...

It's things like this that really show how bad the performance of a 1
MIPS machine is for compute-intensive tasks. It's a pity workstations
are so expensive, and PCs give such pathetic performance (especially for
floating-point operations).

--
------------------==----------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

==

From: Andrew Bianchi <bianchi@ap.co.umist.ac.uk>

> 1. System type (eg. 1040STfm)?
520 STE

> 2. Memory (eg. 4Mb)?
4Mb

> 3. CPU speed? (eg. 8MHz)?
8MHz

> 4. Hardware CPU accelerator (eg. none)?
none

> 5. Disc capacity (eg. 30Mb - yes I need to upgrade)?
85Mb

> 6. TOS version (eg. 1.4)?
1.62

> 7. OS Environment (eg. TOS)? others: MiNT, MultiTOS, Minix, any others?
MultiTos (Mint v1.08)

> 8. Shell (eg. Gulam)?
tcsh, mintshel, bash

> 9. Editor (eg. Gulam microEmacs)?
Everest, Devpac 3.10

> 10. Anything else you think is relevant, comments, etc...
All my GNU C/C++ stuff is distributed over two 16Mb Minix partitions
which were setup using MinixFS. The compilers, libraries, utilities
take up about 16Mb total (this includes file utils, mint utils, plus
Ghostscript fonts etc).
C++ libraries include the GEM++ library by Warwick Allison.

> Thanks for your participation.

No problem. Hope I have been of some help.
Bye for now,

Andrew.

==
= "racing turtles and the /// = A baby is gods =
= gratefruit is wining" @ @ = opinion that the =
= 'Space Dog' > = World should =
= * Under The Pink -Tori Amos * _/ = go on. =
==

==========

Greg Kilfoyle
Tandem Computers Inc.
California, U.S.A..
e-mail: gregk@nskernel.tandem.com

963. Re: Chroma24, is it out yet?

Newsgroup: comp.sys.atari.st
Date: 1994-07-20 16:57:24 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940720Z165724.737dbrewood@nest.demon.co.uk>
Source record: 183443

In article <30hiqc$6qi@crl5.crl.com> sammcgee@crl.com "Sam McGee" writes:

> so on!?!?
> : The german ad had a price tag on 300DM (~150 UKP).
> : For you who don't know: Chroma 24 is a VERY good GFX program for the Falcon,
> what I've seen of it, it's well worth the price!!!
>
> The latest I've heard was due early Fall. That price was what I saw too:(
>
> ChromaStudio 24 is by Douglas Little of Black Scorpion Software.

And release is still delayed with legal problems. This was current of last
thursday, when I last spoke to Doug.

Daron (official beta tester).

--


```
================================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
================================================================================
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
================================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
================================================================================
```

964. Re: Help! Atart ST and hard disk problem

Newsgroup: comp.sys.atari.st
Date: 1994-07-20 18:14:38 UTC
From: aa728@FreeNet.Carleton.CA
Message-ID: <Ct940G.D5r@freenet.carleton.ca>
Source record: 183335

In a previous article, martin@gw6hva.demon.co.uk (Martin Vernon) says:

>In article <304jh2$bc3@golem.wcc.govt.nz>
> sheppard_r@ix.wcc.govt.nz "Roger Sheppard." writes:
>
>> its the large 40 pin chip at the edge of the PCB, if the
>> Part No. is C025913-38 then you have the badchips...
>
>Incedentally, there's a lot of piff-paff about these DMA chips. I had a
>friend with an STE that refused to work (even after Atari UK did the
>supposed fix). No amount of messing would make it talk to the drives
>properly. Atari UK were moaned at heavily and they sent another "new"
>DMA chip - this didn't work either, they sent another even newer number
>(which was a special for difficult machines, so they said - but it did
>have a totally differnet number) - this although better, failed to work.
>
>In the end, I pulled the DMA from my Mega (the standard CO25913-38) and
>it worked perfectly. We told Atari UK and they said "no way, that can't
>work" but it did. They (under duress) sent a new CO25913-38 and the
>machines still working to this day (after 2 years without hiccup).
>
>
>Cheers, Martin.
>--
>Martin Vernon, Supavision

You wouldn't by any chance, still have one of those 'difficult machine'
chips kicking around would you?? I'll take one or more of them off your
hands if you want to part with them.

--
Blair Dean | aa728@freenet.carleton.ca | |||
Ottawa, Canada | bdean@hpb.hwc.ca | / | \ 4meg 1040 STe
o My opinion has been held over from a previous life time.
o It really pisses me off when I can't tell where people are from!

965. Starball question

Newsgroup: comp.sys.atari.st
Date: 1994-07-20 18:15:31 UTC
From: thomas.marx@kfunigraz.ac.at
Message-ID: <thomas.marx.21.001242C4@kfunigraz.ac.at>
Source record: 183405

Hi,

only a short question.
Can I use this program with my monochrome, or is it only for color monitors?

Thanks

Thomas

966. ST ready hard drive subsystem for sale

Newsgroup: comp.sys.atari.st
Date: 1994-07-20 18:50:07 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <Ct95nJ.1Hts@yuma.ACNS.ColoState.EDU>
Source record: 183406

Would like to sale an external ST ready hard drive subsystem. It is completely enclosed in a metal case with power supply and fan. ICD controller (with clock) and one SCSI port for daisy chain other SCSI device. Currently it has about 480MB of hard drive spaces with 4 partitions (2 for ST and 2 for Spectre with Mac stuffs) all ready for plug and go.
Will consider offers.
Thanks
Tang
sytang@lamar.colostate.edu

967. Want to buy: Atari SX212 modem

Newsgroup: comp.sys.atari.st
Date: 1994-07-20 21:22:14 UTC
From: jjmcwill@next5
Message-ID: <30k4i6$8u3@mtu.edu>
Source record: 183408
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,misc.forsale.computers.other

I am looking for the 1200 baud modem produced by Atari Corp,
the model number was SX212. It had both an RS232 port, and a funny
looking SIO port on the back.
Please email me if you have one you wish to sell for a reasonable price.

Thank you.

Jeff McWilliams
--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

968. COMA

Newsgroup: comp.sys.atari.st
Date: 1994-07-20 23:59:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <30kdo4$s9@golem.wcc.govt.nz>
Source record: 183410
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well after playing with a Demo version of Coma 210
plus the early ones, it looks like it could be the best
Fax program for the Atari...

Good Points....

1. Has a built in Text Editor, I have not found this with otheres
that I have managed to play with..

2. Very Easy to use...

3. Uses IMG format for pictures, well supported for the Atari..

4. Can access Fax messages remotely, I think this is a first..

5. Works in Medium Res, some otheres don't..

6. Built in debuger..

Bad Points..

1. Doc's are all in German, a Big minus here...

2. No class 1 support, not a big minus if you buy a good modem..

3. No Voice support for Linelink modems, or any support for Linelinks..?

So have any otheres have any other Faxinfos, good points bad points..

Just my 10c worth....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

969. Re: Papyrus vs Redacteur - any thoughts

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 01:04:18 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <30khii$c1r@brachio.zrz.TU-Berlin.DE>
Source record: 183411

Stephan Gross (1gross@rzdspc5.informatik.uni-hamburg.de) wrote:

> I would like to know what kind of spell-checker you include in Papyrus? Is
> it an algorithm-based or a dictionary-based?

It's the dictionary based spellchecker from Olaf-Michael Jahn. The german
word list has about 273000 words, and it runs on all machines with at least
2 Mb. It uses a completely new way to show errors: A special view
mode can be turned on where unkown words are indicated with a zig-zag underline.
Every page that's looked at for the first time will be completely checked
(this takes 1-3 sec on a 8 MHz machine), and this underlining is also updated
all the time while writing and editing - IMO only this makes a spellchecker
actually usable, since no spellchecker knows all the correct words
(especially in german). Since papyrus is the first program anywhere to use this method,
we took the freedom to christen it "IntelliView Correction" :-)

> Does it handle exceptions
> correct, e.g. the german Schiff-fahrt or Maus-taste?

Do you refer to hyphenation exceptions? There is no hyphenation information
in the dictionaries, but we plan to support a hyphenation exception dictionary
for the words the algorithmic hyphenation goes wrong.

> Are there other
> spell-checkers for french or english?

I just packed dictionaries for American and British English for HiSoft that are
based on word lists from Proximity Software. We haven't yet decided how to make
these dictionaries available in other countries.

I'm still looking for a french word list. Anybody reading this who can license one
for us? (on parle francais)

BTW ASCII lists can be used too, for those who have PD word lists

Greetings,
Christian

/--\
Christian Nieber	Television: A medium.
email chris@buran.fb10.tu-berlin.de	So called because it is
R.O.M. Logicware, the Home of Papyrus	neither rare nor well done.
Raschdorffstr. 99, 13409 Berlin	
Tel. ++49/30/492 41 27, FAX 491 93 67	Ernie Kovacs

970. Re: ECO

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 02:35:33 UTC
From: millert@grad.csee.usf.edu
Message-ID: <30kmtl$20j@mother.usf.edu>
Source record: 183433

All this talk about ECO is fine and dandy, but I can't get it to work no matter what I do. I BOUGHT it, yet it doesn't work. I don't get past the Darwin screen and I have no interest in hacking at it.

971. Falcon030 CPU cache

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 02:39:26 UTC
From: millert@grad.csee.usf.edu
Message-ID: <30kn4u$20j@mother.usf.edu>
Source record: 183434

Does the Falcon030 have a cache? The 68030 doesn't have one inside and there doesn't appear to be one on the board, yet turning the cache off from the control panel slows down the machine. Where is it?

972. Re: Strange bugs on ST with HD

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 02:46:27 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <30kni3$dna@golem.wcc.govt.nz>
Source record: 183413

In article <30i3c5$pi7@msuinfo.cl.msu.edu>, hopper_t@msupa.pa.msu.edu writes:
>
>In <Up-EGTWCJVC@ttgk.textlitho.nl> gert@ttgk.textlitho.nl (Gert van der
>Knokke) writes:

>
>Not really. Marpet Developments have come out with the XtraRAM +8 for the
>STE and Mega ST (no "E") which you plug in to a system that already has
>4Megs and get up to 12Megs. You also need TOS 2.06, but what the hey...

There are Big problems with this type of Upgrade only Programs that understand
TT extended Ram work..

None: of the main chips in a STE and Mega can access this Ram, they are still
like a TT can only access 4 megs....

So before you go spending that hard earn't cash, find out if it will work with
the software you run....

>Tom
>hopper_t@msupa.pa.msu.edu
>

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

973. RE: Gemini 2

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 03:01:57 UTC
From: daveh@netcom.com
Message-ID: <davehCt9sFA.Fzv@netcom.com>
Source record: 183415

Is there any chance of an english version? I feal a little hard done by having registered for the program years back but am unable to use anything later than than the version 1.2UK I had when I registered.

I now always think twice about german shareware often choosing a possibly technically inferior product from a US/UK author. My current debate is weather to register for Storm or Connect.

Dave Halliday.

974. Re: Falcon & HP LaserJet

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 04:03:50 UTC
From: ral@iglou.com
Message-ID: <1994Jul21.040350.6653@iglou.com>
Source record: 183416

> [1]Reply to: Daron Brewood
>
> FALCON & HP LASERJET
>
>Help!!!
>
>I've been given a Hewlett Packard Laserjet laser printer (older model), which
>seems to use the serial (modem) port for communications.
>
>So far I've disconnected the serial lead from the modem and have connected it
>to the laser, and set XControl's printer CPX to use the modem port. This is on
>a Falcon 030.
>
>The Laser's self test works just fine, but if I try to send any data (from the
>desktop) to the printer nothing happens.
>
>I've been thinking that maybe a different serial port lead is needed, although
>Tandy in Stockport say it should work just fine.
>
>Or then again as Mark Baines advises the HP does not use Epson printer codes,
>does a special printer driver need to be installed?
>
>Basically I'm completely stuck and can't get the two to work at all, any
>suggestions would be greatly appreciated.
>
>Before anyone ask's I've not got a manual for the printer which is not
>helping matters.
>

The HP does not use Epson printer codes, but it should understand
standard ASCII text (at least US models do... Don't know for sure about
UK models). Try addressing the printer at various baud rates from 2400
to 19.2k.

Depending on the age and model, the printer should understand some
implementation of HP's PCL (printer control language). You should have
HP laserjet as an option in most software. If not, try using a Deskjet
driver. That's probably the closest one to the Laserjet series.

--
------ Rich Link -------
------ ral@iglou.com ---

975. Re: Strange bugs on ST with HD

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 04:40:10 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <30ku7a$eq4@golem.wcc.govt.nz>
Source record: 183418
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Another little Hard-Drive tip I've found.....

Often, when using the ICD-Booter, holding down ALTERNATE won't always boot from the AUTO folder of the disk in drive A:. So, to fix this problem, do a keyboard-cold reset (Control+Alternate+Right Shift+Delete), and then when the drive light blinks off for the 1st time after the reset hold down ALTERNATE for about 2 seconds (Until the hard-drive blips and stops), and about 95% of the time, the AUTO folder will be booted from, not just the boot-sector!

Turning the machine off & on again never seems to work....

(Small variations work as well, but this seems to be okay....)

976. Re: Stalker 3.0 scrollback buffer

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 04:43:44 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <30kue0$eq4@golem.wcc.govt.nz>
Source record: 183419

```
] Gribnif said that they would start working on upgrading this program ater t
] release of Neodesk 4.

Which is now almost 6 months past the "hoped for" release date in the
last newsletter..... It's almost ask for refund time.... :(
```

977. RE: Gemini 2

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 04:54:42 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <30kv2i$ldd@msuinfo.cl.msu.edu>
Source record: 183417

In article <davehCt9sFA.Fzv@netcom.com>, daveh@netcom.com (Dave Halliday) writes:

>I now always think twice about german shareware often choosing a
>possibly technically inferior product from a US/UK author. My current
>debate is weather to register for Storm or Connect.

I know the feeling...
As for Storm or Connect, I'm in the same position, but I'm going to wait until the end of August to decide; Storm is my first choice, but I'm waiting to see if Alan Page works on it some more. Apparantly he's been just swamped with his real job, but is planning on working on it some more come August. If he does, I'll be registering, if not I may have to transfer some money for Connect. I wish we had better software support on the Atari (or that I could afford a Mac...at least then I'd get mostly-supported software. Oh well.).

>
>Dave Halliday.

Tom
hopper_t@msupa.pa.msu.edu

978. Looking for Mega ST or Mega STE

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 05:56:30 UTC
From: sibeling@u.washington.edu
Message-ID: <30l2me$353@news.u.washington.edu>
Source record: 183421

I am looking for a used Mega ST or Mega STE with keyboard, mouse, and if you have it, an Atari SC1224 color monitor... all must be in good shape inside, and out.. please send configs/prices to: sibeling@u.washington.edu....

thanks!

Matt

979. Want to buy: Atari SX212 modem

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 06:48:04 UTC
From: jjmcwill@next5
Message-ID: <30l5n4$qql@mtu.edu>
Source record: 183422

[Article crossposted from
comp.sys.atari.8bit,comp.sys.atari.st,misc.forsale.computers.other]
[Author was Jeffrey J. McWilliams]
[Posted on 20 Jul 1994 21:22:14 GMT]

I am looking for the 1200 baud modem produced by Atari Corp,
the model number was SX212. It had both an RS232 port, and a funny
looking SIO port on the back.
Please email me if you have one you wish to sell for a reasonable price.

Thank you.

Jeff McWilliams
--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

980. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 07:13:06 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <30l762$g6v@golem.wcc.govt.nz>
Source record: 183425
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <30j68e$159l@obelix.uni-muenster.de>, reschke@uni-muenster.de (Julian Reschke) writes:
>Gemini 2, Release 1.999 (tonight I'm gonna party like it's 1999) now is
>available from ftp.uni-muenster.de, pub/atari/Gemini/gmni1999.tos. It
>fixes a lot of small bugs in the last release from December (1.99).
>

>Julian F. Reschke, Hensenstr. 142, D-48161 Muenster

Julian plus otheres that put files on Archive sites, Please Please could you rap them up with say LZH/ZOO or ZIP, this is because TOS/PRG/ACC/TTP and MSA extensions can't be access via most Gopher servers, this due to Admin staff not setting up the Tables to reconise these extensions as Binary files...

The same I have found with Jpeg files, Gopher servers think these are Text files and not <Picture>...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

981. ***Database program needed for ST***

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 07:32:10 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <30l89q$1cc@usenet.INS.CWRU.Edu>
Source record: 183423

I'm l00king for a freeware or shareware database program...

I primarily need it to store names in alphabetical order, and a search option (search on last name) would be nice as well...

If anyone knows of a program that will accomplish these minimum tasks, please send me e-mail...

If you know which FTP site I could obtain this title (directory, file name, and FTP site address) please include this in your e-mail as well...

Thanks a million!

-Mark
aa338@po.cwru.edu
--

982. WANTED: Space Game called "ELITE".

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 07:40:39 UTC
From: bensmith@teleport.com
Message-ID: <30l8pn$bav@kelly.teleport.com>
Source record: 183424

I'm looking to buy an inexpensive "CHEAP", complete copy of the Game "ELITE".
Send E-Mail to this address on the InterNet bensmith@teleport.com or call Ben
anytime at (503)256-9974.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

983. Wanted: Schematics for TOS2.06 upgrade

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 08:25:27 UTC
From: dt93tn@pt.hk-r.se
Message-ID: <1994Jul21.082527.27323@nomina.lu.se>
Source record: 183436

Are there anyone who has some schematics on how to install TOS 2.06 into
a Mega ST computer? I know there are some textfiles about that, but i have lost
my copiers of them.

--
*Tore Nestenius dt93tn@pt.hk-r.se *
Computer Engineering @ University of Ronneby Phone: +46 457 14567
*Atari ATW 800, SEGA/Megadrive, Lynx, PC..... *
*BBS: +46 431 17506 (Cyberspace, Textphiles, HPA..... BBS) *
--

984. Re: Results of C++ Survey (late!)

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 08:32:31 UTC
From: em09@liverpool.ac.uk
Message-ID: <CtA7q7.36w@liverpool.ac.uk>
Source record: 183428

kilfoyle_greg (gregk@nskernel.tandem.com) wrote:
: Hi,

: I know it was some time ago that I sent out my C++ survey, but I recently
: moved house and completely forgot about it.

What? You forgot you moved house? That must have been interesting! :-)

--
John Boyes (em09@liverpool.ac.uk)
Department of Mechanical Engineering
Liverpool University 051-794-4861

985. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 09:18:11 UTC
From: vctec@westminster.ac.uk
Message-ID: <CtA9or.5qB@westminster.ac.uk>
Source record: 183429
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: In article <30j68e$159l@obelix.uni-muenster.de>, reschke@uni-muenster.de (Julian Reschke) writes:
: >Gemini 2, Release 1.999 (tonight I'm gonna party like it's 1999) now is
: >available from ftp.uni-muenster.de, pub/atari/Gemini/gmni1999.tos. It
: >fixes a lot of small bugs in the last release from December (1.99).
: >

: >Julian F. Reschke, Hensenstr. 142, D-48161 Muenster

: Julian plus otheres that put files on Archive sites, Please Please could you
: rap them up with say LZH/ZOO or ZIP, this is because TOS/PRG/ACC/TTP and MSA
: extensions can't be access via most Gopher servers, this due to Admin staff
: not setting up the Tables to reconise these extensions as Binary files...

: The same I have found with Jpeg files, Gopher servers think these are Text
: files and not <Picture>...

They can be at hensa 8). I made sure of this as soon as I started here.
;-).

gopher address: micros.hensa.ac.uk

Gemini 2 / 1.999 will be making an appearance here later on today.

Danny.

: Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
: r.sheppard5@genie.geis.com
:
: GEnie - r.sheppard5
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

986. Re: RE: Gemini 2

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 09:22:58 UTC
From: chris-m@pz-oekosys.uni-kiel.d400.de
Message-ID: <chris-m.87.00096246@pz-oekosys.uni-kiel.d400.de>
Source record: 183426

In article <davehCt9sFA.Fzv@netcom.com> daveh@netcom.com (Dave Halliday) writes:

>I now always think twice about german shareware often choosing a
>possibly technically inferior product from a US/UK author. My current
>debate is weather to register for Storm or Connect.
What is the problem with CoNnect? AFAIK could you get an english version of
it. I can't see a problem not to register CoNnect.

Christian

****
* Christian Mittendorf * Phone: +49 - (0)431 - 338838 ||| *
* Manrade 41 * eMail: christian_mittendorf@ki.maus.de / | \ *
* 24106 Kiel-Germany * chris-m@pz-oekosys.uni-kiel.d400.de ATARI F030 *
****

987. I YOU LOVE ATARI READ THIS

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 09:23:00 UTC
From: jcmonier@saclay.cea.fr
Message-ID: <30lepk$19m@anemone.saclay.cea.fr>
Source record: 183430

ATARI MEGA ST 2 System :

- 2 Mo RAM
- 68000 / 8 Mhz ... etc

Equipe de / come with :

- ATARI SM 124 : moniteur monochrome / monochrome hi-res monitor
- ATARI MEGAFILE 44 : disque dur / hard disk unit
- souri ATARI d'origine / original ATARI mouse

Avec soft suivants / with these software :

- Steinberg CUBASE : sequenceur + editeur de partitions / sequencer + scores editor
- Steinberg SYNTWORKS D : editeur de sons pour / sounds editor for Roland D10/D20/D110
- Band in a Box : arrangeur/sequenceur
- STE Compte : gestion financiere personnelle / personnal financial gestion
- compilateur C / C compiler
- Xlisp : interpreteur Lisp / Lisp interpreter
- bien d'autres freeware et shareware / some other software in free or shareware

L'ensemble est vendu en parfait etat et avec toutes les documentations.
All things are sale in very mint condition and with all books.

```
+-------------------------------------------------------------+
| |
| FAIRE OFFRE PAR E-MAIL A / MAKE OFFER BY E-MAIL TO : |
| |
| jcmonier@muguet.saclay.cea.fr |
| |
+-------------------------------------------------------------+
```

Nota bene : toute proposition sera prise en compte / all offer take all my attention.

```
___ _____
.'/,-Y" "~-.
l.Y ^. DON'T USE DRUGS BUT... USE CONDOMS :-)
/\ _\_
i ___/" "\
| /" "\ o !
l ] o !__./ MONIER Jean-Christophe
\ _ _ \.___./ "~\ E-Mail : jcmonier@muguet.saclay.cea.fr
X \/ \ ___./ MS-Mail: monier@ulysse.cea.fr
( \ ___. _..--~~~" ~`-.
` Z,-- / \ ATHESA France
\__. ( / ______) Agence C.E.A. - Defense
\ l /------~~" / BP 28
```

Y \ / 91192 GIF SUR YVETTE
| "x_____.^ Fax : (1) 69.08.87.55
| \ Tel : (1) 69.08.56.41
j Y

988. Re: COMA

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 09:27:07 UTC
From: chris-m@pz-oekosys.uni-kiel.d400.de
Message-ID: <chris-m.88.00097409@pz-oekosys.uni-kiel.d400.de>
Source record: 183427
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <30kdo4$s9@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
Hi!

>Bad Points..
>1. Doc's are all in German, a Big minus here...
If you are interested why don't you ask the author to translate it? I think that can't be the problem. (It's just a question of time.)

Christian

****
* Christian Mittendorf * Phone: +49 - (0)431 - 338838 ||| *
* Manrade 41 * eMail: christian_mittendorf@ki.maus.de / | \ *
* 24106 Kiel-Germany * chris-m@pz-oekosys.uni-kiel.d400.de ATARI F030 *
****

989. Re: Gemini 2

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 09:32:51 UTC
From: vctec@westminster.ac.uk
Message-ID: <CtAAD7.6KI@westminster.ac.uk>
Source record: 183431

hopper_t@msupa.pa.msu.edu wrote:
: In article <davehCt9sFA.Fzv@netcom.com>, daveh@netcom.com (Dave Halliday)
: writes:

: >I now always think twice about german shareware often choosing a
: >possibly technically inferior product from a US/UK author. My current
: >debate is weather to register for Storm or Connect.

: I know the feeling...
: As for Storm or Connect, I'm in the same position, but I'm going to wait
: until the end of August to decide; Storm is my first choice, but I'm
: waiting to see if Alan Page works on it some more. Apparantly he's been
: just swamped with his real job, but is planning on working on it some more
: come August. If he does, I'll be registering, if not I may have to
: transfer some money for Connect. I wish we had better software support on
: the Atari (or that I could afford a Mac...at least then I'd get
: mostly-supported software. Oh well.).

OK, I'll see what I can do about English versions of Gemini. I don't
promise anything, but I will follow this up with the author. Here in
Britain, we have an excellent UK support system for a variety of
foreign software, mostly being converted to English. Gemini seems good
enought to have UK and English support.

Connect, and it's english versions are "sold" by System Solutions in
the UK. They give you the fully registered version for around 30
Pounds.

Danny

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

990. Re: Visual Tech Services..

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 11:20:40 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.R&wCn511ck6@albemuth.equinox.gen.nz>
Source record: 183435

In <30iklm$mfh@golem.wcc.govt.nz>, Roger Sheppard. writes:
>I have been told and many times that this is a Atari service agent
>in Christchurch NZ...
>
>I have rang them, they are not, they are just a normal Service outfit
>that will try and service Atari computers, and they don't have much
>in the way of parts etc....

That would be right. On the other hand most places have _no_ parts at
all.

>Does any one know who took over Software Supplies as the Atari service
>agent....

No one as far as I know. They seemed to drop everything including the
servicing side of the business when they dropped the Atari
distribution. The thing with Visual Tech is that they are at least
actually willing to deal with Atari machines. I don't though have any
information on how experienced they are with Atari gear.

I know one story of a firm in Auckland, which when sent a Stacy for
repair, sent it back with a bench charge of over $100 with a note
saying that it was unrepairable. When a local technician (that I know)
looked at it, it required a simple fix, _but_ the repair shop had not
reassembled it at all properly (hardly at all) and had damaged the
membrane for the keyboard where it entered the case.

>So there is not much here in the way of Service....

Yep your dead right there! :-((((

--
|John Collis: Email in order of preference
| john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|or: John Collis at 3:770/105.7 @ fidonet.org
|Phone: +64-3-379-8921

991. Re: Hermes UUCP - multiple numbers per site?

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 11:41:02 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.dV92HuF0m82@harvee.billerica.ma.us>
Source record: 183439

```
In <H.eg.nN6k&tcaa7k@semprini.waterloo-rdp.on.ca>, Chris Herborth writes:
>How can I use multiple phone numbers for one UUCP site in Hermes? My
>current site seems to be experiencing some problems on one line, so I'd
>like to add the other line to my setup while keeping the old line as the
>"first choice" in case things clear up.
>
>I'm a leaf site, and only call one site upstream, if that makes a
>difference.
>
>--
>------------------==========================================------------------
> cherborth@semprini.waterloo-rdp.on.ca
> Chris Herborth

you do it like this...
myhost|\
attw1&d2&q5n1|0:01/5/0-1%5-20|19200/r|\
15551212%15551234%15556789|\ <--- multiple phone numbers seperated by a %
ogin:|Usillyone|assword:|noseeme|\
e:\merc\usr\spool\uucp\merk|774730564|774730616
# last attempt: Wed Jul 20 19:56:04 1994
# last success: Wed Jul 20 19:56:56 1994
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: esj@temerity.polaroid.com 617.386.4687
source of the public's fear of the unknown since 1956
```

992. SCSI controller for ATARI 1040STe

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 12:33:16 UTC
From: robinp@sherwood.uk.sun.com
Message-ID: <30lpuc$c5e@uk-usenet.uk.sun.com>
Source record: 183438

Anybody know where I can get a SCSI controller for my 1040ST in the UK ?

Does it need "building" or can I just buy a black box with 2 connectors - 1 to the ATARI and the other to the SCSI drive ?

Robin.

993. Re: Falcon030 CPU cache

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 13:23:55 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <30lstb$8jg@percy.cs.bham.ac.uk>
Source record: 183440

millert@grad.csee.usf.edu (Timothy Miller) writes:
>Does the Falcon030 have a cache? The 68030 doesn't have one inside and
>there doesn't appear to be one on the board, yet turning the cache off
>from the control panel slows down the machine. Where is it?
>

The 68030 has 256 bytes of program cache and 256 bytes of data cache
internally.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

994. Re: SCSI controller for ATARI 1040STe

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 13:28:23 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <30lt5n$8n1@percy.cs.bham.ac.uk>
Source record: 183441

robinp@sherwood.uk.sun.com writes:
>
>Anybody know where I can get a SCSI controller for my 1040ST in the UK ?
>
>Does it need "building" or can I just buy a black box with 2 connectors - 1 to
>the ATARI and the other to the SCSI drive ?

Talk to System Solutions on 081 693 3355. You probably want either an
ICD Link or an ICD Link 2. They are cables which fit between an ST at
one end, and a SCSI drive at the other end; the drive end has some
wizardry to convert Atari to SCSI.

They're also on ssolutions@cix.compulink.co.uk.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

995. Re: More Atari Newsgroups !?

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 13:30:46 UTC
From: tj@aiscube.AIS-dortmund.de
Message-ID: <30lta6$cds@aiscube.AIS-Dortmund.DE>
Source record: 183444
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
: In <2vjdqt$p8p@aiscube.AIS-Dortmund.DE>, Theo Janssen writes:

: Is it just me, or should this be added to the FAQ?

Don't know, what do YOU think ?? ;-)

: 1) People already cross-post inappropriately between comp.sys.atari.st
: and comp.sys.atari.st.tech (like this message...).

Yep, that's true. Anyway:

- i never ment to create more groups for cross-posting.

IMHO this is a problem of those "cross-posting maniacs", not a problem
of the net. But _just beacuse_ there is so much cross-posting here, it's
probably useful to have more groups. With just two most used groups here,
i believe we have a very "crossposting-friendly" enviroment.
Think about it ....

: 2) Adding more newsgroups isn't going to create more traffic (except for
: the inevitable cross-post-mania) or, for that matter, more interest
: in Atari computers.

- i never ment to create more groups to create more traffic or more interest
for Atari computers.

Seem's you really have a problem with cross-posting/cross-posters, but
as i said; Crosspostings are created by users, not by more groups.
For that reason it's IMHO not a solution to avoid cross-postings by
having only a few groups. Where is the end ? Only one group, so we
don't have crospostings anymore !!???

: 3) The current bandwidth in comp.sys.atari.* doesn't justify creating a
: half-dozen more newsgroups.

What bandwith DOES justify more groups ? 10 Articles/per Day ? 100 ? 1000 ?
and who decides which bandwith does justify more groups ?

My idea was, to create more groups, so that everybody can read and write
in sections of special interest, he or she is interested in, relating to
Atari-Computers. Just have a look now at c.s.a.s and c.s.a.s.t and count
all those "for sale ..."- or "where can i find ...."- or "what program to
use .."- articles, mixed together with articles of people who disuss
heavy programming-problems or whatever.
Don't get me wrong, it's really ok that people ask. At least that's of
course what this net is for, but why EVERYTHING in just two main groups

and than often in both groups at the same time (yes, cross-postings) ???!!!

Answer: Because there ARE only two mainly used groups !

I personally would really enjoy to have a section of which i know, here
i can read all those things about my Atari i'm interested in.

But maybe, this disussion is useless, because nobody has contacted me
yet, and i won't do all the work alone, that's for sure.
If so, we'll keep on having two mainly used groups, and you can keep
on being annoyed about cross-posting .. (sorry, couldn't resist)

cheerio Theo

--
_____________________________Theo Janssen ___________________________________
Internet: theo@mailmak.ping.de, tj@ais-dortmund.de | MausNet : Theo Janssen@UN
----------Don't force it, use a bigger hammer !----------

996. Re: ECO

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 13:43:57 UTC
From: rm03@cscmgb.cc.ic.ac.uk
Message-ID: <1994Jul21.134358.6311@cc.ic.ac.uk>
Source record: 183437

I've recieved email telling me that Eco has been released to PD by the
programmer(s), so here is the patch to make it work:

It looks like the program checks the screen refresh rate, by looking at
0xFF820A. If it's 50Hz, then the program jumps to an infinite loop (?!)
However, the program seems to work fine at 50Hz anyway, so you just have
to take out the check:
With a binary editor (tinytool, memfile, etc.) look at the ECO.PRG file,
and at position 0x502 you should see the hex bytes:
66 00 03 2E

change the last two bytes such that you see:
66 00 00 02

and then save the changed file.
The game should then work fine.
Alternatively, you may be able to run a 50/60Hz switcher program, which
should also solve the problem, but I haven't tested this.

-- Robert Mellish, F.O.G. --
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
-- and also the mrs joyful prize for rafia work. --

997. Re: ECO

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 13:47:40 UTC
From: dbanarse@sees.bangor.ac.uk
Message-ID: <30lu9s$1ll@clss3.bangor.ac.uk>
Source record: 183445

Mr R. Mellish (rm03@cscmgb.cc.ic.ac.uk) wrote:
: With a binary editor (tinytool, memfile, etc.) look at the ECO.PRG file,
: and at position 0x502 you should see the hex bytes:
: 66 00 03 2E

: change the last two bytes such that you see:
: 66 00 00 02
Excellent news.
The problem that I have now is finding the program.
It doesn't seem to be at a.a.u.e (Graphics/ecology.lzh) anymore
(actually I've checked the mirror at ic.ac.uk) or anywhere else I look !

Cheers for any help,
Dylan
---
dbanarse@sees.bangor.ac.uk

P.S. if someone finds a copy on an ftp site could you please email the
address to me - I'm going on holiday soon and will probably miss
any follow up postings to this. Cheers.

998. FTP HELP!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 14:05:15 UTC
From: wsen@skyfox.usask.ca
Message-ID: <21JUL94.14051560@skyfox.usask.ca>
Source record: 183359

I've tried to "GET" stuff with FTp. But it does not work. It will say
"blah bytes recived in blah seconds", but I get no activity on my disk drive.
I am connecting remotely to our university's dial-up faciltiy. I have Uni-
term 2.0, which has the Kermit(which I think is how you FTP), X-modem, and
Y-modem protcals. I know how to type in everything right(I think), but I
Do not know why I cannot transfer stuff to MY disks. Can anyone help me?

If you wish to respond by E-mail, mention "For Wade Lahoda" in the title,
As i am using a muliti-user account. Thanks in advance!!! HELP!

999. Re: again: More Atari Newsgroups

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 14:45:25 UTC
From: djs@jet.uk
Message-ID: <1994Jul21.144525.23243@jet.uk>
Source record: 183448

In <30ga3r$cp@aiscube.AIS-Dortmund.DE> tj@aiscube.AIS-dortmund.de (Theo Janssen) writes:

>Well, since my last posting about more newsgroups for the Atari, seems
>that most people really would like to see more groups. If so, i think
>it's time to discuss what name(s) to choose.
>Oh, BTW: As you all probably know, there has to be a single CFD/CFV for
>every group later on. Who is able/ready to do the work on one group ?
>I would do for one ....
Great. So instead of people inappropriately cross-posting to two or three
Atari groups, we'll get them cross-posting to eight. Don't put it to the
vote, in case some inexperienced people get it wrong and vote "yes" :-(
--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1000. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 14:45:26 UTC
From: hjv@phil.ruu.nl
Message-ID: <30m1m6$5c2@chico.staf.phil.ruu.nl>
Source record: 183446
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

reschke@uni-muenster.de (Julian Reschke) writes:

|Gemini 2, Release 1.999 (tonight I'm gonna party like it's 1999) now is
|available from ftp.uni-muenster.de, pub/atari/Gemini/gmni1999.tos. It
|fixes a lot of small bugs in the last release from December (1.99).

Yeah!!!! God bless Julian and companions!!! The best news of the week...

--
Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands
(hjv@phil.ruu.nl)

... I'd rather die than find myself betrayed again ...

1001. Re: Falcon030 CPU cache

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 15:12:45 UTC
From: boisso_s@epita.fr
Message-ID: <30m39d$2fi@boson.epita.fr>
Source record: 183442

In article <30kn4u$20j@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) writes:
>Does the Falcon030 have a cache?

Yes.. Actually the Falcon030, as a M68030 based computer, got 3 caches: an instruction cache of 256 bytes, a data cache of 256 bytes, and a PMMU cache (I don't remenber the size..I think it's got 16 entries..).

>The 68030 doesn't have one inside and there doesn't appear to be one on the
>board, yet turning the cache off from the control panel slows down the
>machine. Where is it?

I guess they weren't at home when you wanted to see them ;-)

```
%!
/l{rlineto}def/c{rcurveto}def/s{scale}def/m{moveto}def 22 25 s 14 14 translate
newpath 2{-6 0 m 3 0 l 0 -2 l 0 -10 -4 -11 -10 -11 c 0 3 l 6 0 7 4 7 10 c -1 1
s}repeat -1.5 0 m 3 0 l 0 -13 l -3 0 l 0 13 l flattenpath clip newpath 0 -.11
-13{dup -13 div 1 1 sethsbcolor -14 exch m 28 0 l 0 -.1 l -28 0 l fill}for
showpage
```

1002. ka9q

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 15:26:34 UTC
From: lchd_ss@uhura.cc.rochester.edu
Message-ID: <1994Jul21.152634.15077@galileo.cc.rochester.edu>
Source record: 183450

I am using ka9q on my STe over a slip line.
I have been able to use ftp, ping and finger.
But when I try to telnet to a unix host, the program crashes.
This would not happen if i try to telnet to a vax machine.
Does anyone know about this problem?
I am running TOS 1.6 and I have tried running it
on a STfm (tos 1.2).

Thanks in advance.
...
cherd

1003. FOR SALE Atari 520ST & Printer

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 16:19:20 UTC
From: tpowell@gtech.com
Message-ID: <tpowell.1.000B52DC@gtech.com>
Source record: 183447

I have the following items for sale,

520ST Computer with power supply

Shugart dual floppy drive - needs repair

Color Monitor

Star SG10 Printer

Miscellaneous software

Must sell any or all of the above, all offers will be considered.

Call 401 - 392 - 7158 (daytime)
401 - 884 -6614 [evenings]

1004. Looking for Atari Mega ST 2 ...

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 16:33:38 UTC
From: sibeling@u.washington.edu
Message-ID: <30m812$cjp@news.u.washington.edu>
Source record: 183449

Still looking for...

Atari Mega ST 2 (or even an STE) - would like mous/keyboard and must be
in great shape...
Atari SC1224 color monitor... must also be in great shape, no burn in..
ie nice tube...
Atari Megafile hard drive for the Mega ST 2 or maybe an internal hd? =)
Thanks......

Matt

1005. Looking for Atari 1040STE

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 16:56:52 UTC
From: sibeling@u.washington.edu
Message-ID: <30m9ck$d89@news.u.washington.edu>
Source record: 183351

In addition to the other items I am looking for...

Also wanted is an Atari 1040 STE (notice the E)... send configs/prices...

Thanks!

Matt

1006. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 17:10:09 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <30ma5hINN150d@sat.ipp-garching.mpg.de>
Source record: 183354

Hendrik Jan Veenstra (hjv@phil.ruu.nl) wrote:
: reschke@uni-muenster.de (Julian Reschke) writes:

: |Gemini 2, Release 1.999 (tonight I'm gonna party like it's 1999) now is
: |available from ftp.uni-muenster.de, pub/atari/Gemini/gmni1999.tos. It
: |fixes a lot of small bugs in the last release from December (1.99).

: Yeah!!!! God bless Julian and companions!!! The best news of the week...

Of the week? Of the month at least, I guess!

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

1007. Re: Falcon & HP LaserJet

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 17:38:40 UTC
From: Martin.Whitaker@brunel.ac.uk
Message-ID: <CtAx0J.54z@brunel.ac.uk>
Source record: 183242

>In <940716Z135444.176dbrewood@nest.demon.co.uk> Daron Brewood wrote :
>
>>Help!!!
>>
>>I've been given a Hewlett Packard Laserjet laser printer (older model), which
>>seems to use the serial (modem) port for communications.
>>
>>So far I've disconnected the serial lead from the modem and have connected it
>>to the laser, and set XControl's printer CPX to use the modem port. This is on
>>a Falcon 030.
>>
>>The Laser's self test works just fine, but if I try to send any data (from the
>>desktop) to the printer nothing happens.
>>
>>I've been thinking that maybe a different serial port lead is needed, although
>>Tandy in Stockport say it should work just fine.
>>
Have you told the Laserjet to use the serial port? If it is a Laserjet II
or III (I can't speak for other models) you have to do this from the front
panel menu. With the printer off-line, press and hold the 'Menu' key for
about 5 seconds, which takes you into the advanced setup menu. The 'Menu'
key can then be used to step through the menu entries, which should include
the port type, baud rate, handshake, etc. Note that changes to the setup
are only stored if you press the 'Enter' key after selecting the option
you want.

Hope this helps

Martin

1008. Re: Falcon Stuff?

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 18:24:48 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940721Z182448.077dbrewood@nest.demon.co.uk>
Source record: 183393

In article <30fj4f$3jq@maxwell1.ee> magic@mtu.edu "Kevin C. Ezernieks" writes:

> 1: Superboot type functions in any falcon res? (i.e. turn
> on & off .acc .prg .cpx) at boot

X-Boot, which is commercial software.

> 2: Allow a background pic to be mapped (640x480x8 gif) to the
> desktop on a falcon.

Deskpuc 1.05.

--


```
================================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
================================================================================
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
================================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
================================================================================
```

1009. Re: Screensaver questions

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 18:48:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199407212048.a8745@pb2.maus.de>
Source record: 183340

On Monday July 18th at about five to four
mhsmith@ornews.intel.com (*Michael H Smith*) happened to write:

Hi!

MHS>I've found that Before Dawn will not invoke when Mousa-ka-Mania II is
MHS>active. BD thinks there is some activity. I haven't figured out a
MHS>way around this except turning MKMII off.

Have you tried to play around with the vectors and other settings?

BD is a little sensitive to the order of AUTO-progs. On my MegaSTE it
works
best when DAWNAUTO is the very first in the AUTO-folder. Ply around with
this
it might cure your probs.

BTW, which version are you using? 1.39 is the latest.

/Hendr!k/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!
SnailMail: Im Bramschenkamp 6 / D-32049 Herford / Germany /
Earth
Voice: +49-52 21-85 55 45 _Fax:_ +49-52 21-85 55 45

1010. Re: DATALITE-DATADIET

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 19:29:55 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <30mibj$g6e@msuinfo.cl.msu.edu>
Source record: 183356

In article <2483NKGOIRTYTUIIFC@ars.ath.forthnet.gr>, ace@ars.ath.forthnet.
gr writes:
>
>I am using datadiet version 1.0x. It doesn't support the work drive to
>be on the ramdisk , but in practice i have manage to do it very easy. I
>use a reset proof codehead ramdisk and it cooperates very hapily with
>DD. The only bad thing is that i have to loose every time, about 500kb
>of memory for that ramdisk...and i only have a 2.5MB ST. Ofcourse i want
>to upgrade my version of DD, but i can't find V2.00 here in Greece.
>Thanks for your response.

DDv1 supports usage from a RAM disk, but it must run from the AUTO folder
before DataDiet, or before the accessory (if you always use that). The
reason for this is that DataDiet (first the .PRG and then the .ACC) looks
for the work directory, so if you don't have the RAM disk installed when
DataDiet runs (either PRG or the ACC), it won't find the work directory and
can't be used.

Keith also recommends using a reset proof RAM Disk to prevent data loss.

Try emailing Keith at k.gerdes@genie.geis.com for upgrading to v2.1 (I
recommend it; v2 is much better :-) You can also get Squish II which works
on executable files under all versions of TOS and is another excellent
program.

>BYE BYE
>ACE
>GREECE

Regards,
Tom
hopper_t@msupa.pa.msu.edu

1011. Re: More Atari Newsgroups !?

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 19:30:21 UTC
From: a1624091@athena.rrz.uni-koeln.de
Message-ID: <30micdINN2s5a@rs1.rrz.Uni-Koeln.DE>
Source record: 183358

Hendrik Mylius (Hendrik_Mylius@pb2.maus.de) wrote:
: On Monday July 11th at about twenty past eleven
: clausb@hpbbrd.bbn.hp.com (*Claus Brod*) happened to write:

: CB>>8) comp.sys.atari.st.games /* Games and Fun */
: CB>You might get me with this one. Personally, I'm not interested in
: CB>discussions about games at all, so I wouldn't mind if there was a
: CB>separate group for it. On the other hand, I have not seen many
: CB>postings about games recently, so I don't bother about them.

: Isn't there a games related group anyway? Something like *rec.video.games*
: or so?

I came across this newsgroup (don't recall the precise name, but
was something like rec.games.video...) a while ago. It seemed to me
then that this group was about game consoles rather than on game
programs for Atari computers. I haven't checked that group's
rationale or FAQ, however.
While we're at this, I'd like to comment on the claim that there
is a manageable amout of traffic in c.s.a.st, and new atari newsgroups
are therefore not necessary. IMHO, whether you find the amount
of traffic manageable or not depends to a large degree on (1) how well
designed the newssreader's user interface works for you and (2) how
often you get around to check the newsgroup. For me, reading news has
become significantly more time consuming since I had to switch from
nn to tin. In times when I can read c.s.a.st almost daily, the traffic
is quite manageable for me. However, when I can only read it about
twice a week, there's no way I could keep up with it. For these reasons,
splitting c.s.a.st into about three different groups would make sense
to me.

Greetinx, Jan
--
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

1012. Re: DATALITE-DATADIET

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 20:42:55 UTC
From: abarbiero@delphi.com
Message-ID: <ZG7zad3.abarbiero@delphi.com>
Source record: 183357

<ace@ars.ath.forthnet.gr> writes:

>
>If you know Keith Gerdes email adress, please let me a message. I wonder
>if i can order a newer version of datadiet (i have v1) here in Greece.
>Thanks
>Ace
>

Hi! I wrote a review of DataDiet v2 for Current Notes, and it works
very well. You can reach Mr. Gerdes at: K.GERDES@GENIE.GEIS.COM

At least that is what his address used to be there!

Andreas@AEO

1013. MonSTEr

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 21:02:32 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <30mnp8$ojq@golem.wcc.govt.nz>
Source record: 183360

Does anyone know if a a version of Monster (the high-res' screen emulator)
was released after v0.3!? I seem to remember a version that read info'
from a file as to what res' to use.....

1014. Re: Stalker 3.0 scrollback buffer

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 21:02:42 UTC
From: ben@sound.demon.co.uk
Message-ID: <210794220242.gem4e@sound.demon.co.uk>
Source record: 183366

In article <30iea2$ili@charm.magnus.acs.ohio-state.edu>,
Raymond Collins <rcollins@magnus.acs.ohio-state.edu> wrote:

>I am not familiar with STorm; however, I us STalker with STeno.
>By activationing the Capture mode, in the Options window, all activity
>online is sent to STeno. I use them on a TT030, with TOS 3.06.

Does Stalker display /real/ 16 colour ANSI on the TT in the 16-colour
640*480 (TT med?) rez?
I'd quite like to get a TT, but I've not seen any advertised second-hand
in England. (Can't afford a new one).
Either no-one's got them, or no-one wants to sell them!

--
Anyone got a light? - I need a .sig

* GEM-News * Sorry. No quotation today!!

1015. Wanted: ATARI UK E-mail adresse.

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 21:13:26 UTC
From: da-cun_e@freon.epita.fr
Message-ID: <30modm$576@boson.epita.fr>
Source record: 183355

I think that I've seen somewhere that ATARI UK
has an E-mail adress. Am I right ?

Thanks for your help.

--
Da Cunha Eric
French Computer Student
E-mail: da-cun_e@epita.fr

1016. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 21:48:13 UTC
From: daveh@netcom.com
Message-ID: <davehCtB8KE.3nn@netcom.com>
Source record: 183361
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
: Julian plus otheres that put files on Archive sites, Please Please could you
: rap them up with say LZH/ZOO or ZIP, this is because TOS/PRG/ACC/TTP and MSA
: extensions can't be access via most Gopher servers, this due to Admin staff
: not setting up the Tables to reconise these extensions as Binary files...

: The same I have found with Jpeg files, Gopher servers think these are Text
: files and not <Picture>...

Self extracting TOS acrchives are much nicer. Saves all that tedious
looking around for the correct archiver, I wish all archives were self
extracting.

Dave.
```

1017. Re: Gemini 2

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 22:25:29 UTC
From: daveh@netcom.com
Message-ID: <davehCtBAAH.7xr@netcom.com>
Source record: 183362

chris-m@pz-oekosys.uni-kiel.d400.de wrote:
: In article <davehCt9sFA.Fzv@netcom.com> daveh@netcom.com (Dave Halliday) writes:

: >I now always think twice about german shareware often choosing a
: >possibly technically inferior product from a US/UK author. My current
: >debate is weather to register for Storm or Connect.
: What is the problem with CoNnect? AFAIK could you get an english version of
: it. I can't see a problem not to register CoNnect.

I'ts not that I can't get an english version now its that I might not
be able to get future versions in english. It's a good program and
probably will register, I just have to check out the compertition
first (STorm, AnsiTerm, Rufus, even Uniterm might serve my needs.)

Dave.

1018. Re: Vroom and Formula One

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 23:08:13 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Jul21.230813.11305@abo.fi>
Source record: 183363

In <Ct8KGF.F9E@news.Hawaii.Edu> jperez@uhunix.uhcc.Hawaii.Edu writes:

> Ahem, how can you possibly forget that you're playing a game when
> you have to switch disks every five minutes (4 disks, non hard drive
> installable = diminished enjoyability). I also find it difficult to
> enjoy a driving game that slows down dramatically if there are any other
> cars on the track (and I am running at 16mhz!). Also, the sound is, well,
> inexcusable.

I can't say you're wrong. MicroProse showed again how much they think about us Atari users... Well, most of us have 520 STs with 1-sided floppies and only half a meg RAM - they think... So why support any users of bigger machines..? Again, why upgrade to Falcon or TT, because software makers only believe in "good ol' ST" ? First, buy a ST - play with it for a while. Then buy a REAL computer, like PC, Mac or Amiga. That's the game. That's the way software makers seem to think. Who needs HD-installable games when we talk about kids' computer? I really don't like that way of thinking..... >:-(I hate it.
And I didn't like Mr. Dino Dini's attitudes towards us Atari - and especially Falcon users, either (some time ago here in Atari area..).

Well - what should we do to have quality conversations..??? Throw some bombs? No... If somebody can find a way to stop games makers treating us like some pigs or bunch of idiots... Then things might improve. By being silent we show MicroProse and others that we don't deserve any attention. Or games...
Sad, but true - I'm afraid.

But: even if that 3 disk show (one isn't needed) _is_ irritating, one fortunately doesn't have to change them while driving. Too often, however - I agree. Damn MicroProse!! The sound isn't actually great - but, believe me, it sounds pretty impressive when you turn your television's bass to maximum, treble to minimum - and have good loudspeakers. From monitor's speaker it's awful - but what isn't..? ;-)

> Now Stunt Car Racer, that's a game... (Also by Geoff Crammond of
> Microprose F1GP).

Well... I wasn't that excited. But it is a good game, if you like that sort of games !

By the way: is there any way to reach Geoff by E-mail..?

> Maybe I'll pick up F1 again when I get a Turbo 25...

Maybe a PAK 68K/3 (68030 / 32..50 MHz) would be a better idea ;-) ?
In Falcon, F1GP flies pretty impressively. Some say, even too fast...

After all, a 16 MHz 68000 isn't very much for a game of this type. Think about PC flight (or car-) sims on 286 machines 8-(Masochism, mostly..

1019. Re: Falcon030 CPU cache

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 23:30:28 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CtBDAs.C2C@cix.compulink.co.uk>
Source record: 183367

>Does the Falcon030 have a cache? The 68030 doesn't have one inside and

Surely the 68030 has a 256 byte data and 256 byte instruction cache?

Roland

@CiX

1020. PAK3/33 accelerator in MSTE (repost)

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 23:30:31 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CtBDAv.C2x@cix.compulink.co.uk>
Source record: 183368
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Apparently usenet messages haven't been forwarded from CiX in recent days, so you've all been spared my comments ;-)

However I'll report the following one just in case it didn't get through:

I'm seriously thinking of getting a PAK3/33 accelerator fitted in my MSTE. This is mainly because I'd like it to run faster, and also so that I can use Virtual Memeory using something like Outside.

I'd be very interested in hearing from any users who have PAK acelerators of any type in their STs, especially if they are using VM drivers like Outside.

I'd also be very interested in hearing from users of *any* type of Atari using *any* type of VM driver.

The programs I'd want to use under VM, would mainly be MiNT/MTOS and GCC. OTOH I'd still like the machine to be as ST compatible as possible as there are other ST applications I use. However its mainly with GCC I have memory problems.

I have heard that GCC doesn't like Outside. Anybody got it to work?

Thanks

Roland.

@CiX

PS I *have* thought about buying a Falcon, but aren't very impressed with it. All the reports so far indicate the PAK3 is faster than the Falcon, and anyway many of the advantages of the Falcon I wouldn't use (sound, graphics etc), or are already built into the MSTE (1.44 floppy). However I am more than willing to listen to arguments in the Falcon's favour ;-)

1021. Re: Papyrus vs Redacteur - any thoughts

Newsgroup: comp.sys.atari.st
Date: 1994-07-21 23:42:21 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Jul21.234221.11782@abo.fi>
Source record: 183364

In <30khii$c1r@brachio.zrz.TU-Berlin.DE> chris@buran.fb10.tu-berlin.de writes:

> Do you refer to hyphenation exceptions? There is no hyphenation information
> in the dictionaries, but we plan to support a hyphenation exception dictionary
> for the words the algorithmic hyphenation goes wrong.

Any chances for Finnish automatic hyphenation..? The rules are very simple, so it wouldn't be difficult for you. I know the market is small - but for us, who want to use Papyrus in Finnish, that would be great..!

By the way: can you tell me what HiSoft is doing with Papyrus in England? Our local Atari supplier has ordered his English Papyrus Gold copies from HiSoft about half a year ago - without results... =-(As I'm for one, anxiously waiting, I'd like to know why it takes so long? Is the reason maybe this: HiSoft tries to supply version 3.5 instead of some older 3.0X version - and translating 3.5 in English takes so much time?

Can you tell me (or find out) what the English version will be - and about how long do we have to wait for it..?

In the end, here are a couple of improvement-suggestions (I've used the demo a lot - and I love it ;-) :

- The cursor doesn't follow while scrolling the screen with shift-arrow or control-arrow. I guess you have already fixed that one..?

- Demo didn't work with Geneva 1.01 (problem with ruler)

- Some statistics about how many pages, words, etc would be nice.

- How about CVG support..? (for Calamus users)

- Or PostScript support..?

Well, there's little to complain. It's simply one of the best word processors ever - and I hope you'll develop it further. As long as there are programs like Papyrus, Calamus SL, Connect and Chagall - there's no need to buy a PC or Mac =-) !

Greetings,

Tommi

1022. Re: Who's Who in the Atari Community E-Mail Directory

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 00:22:35 UTC
From: thommy@cs.tu-berlin.de
Message-ID: <30n3gb$mde@news.cs.tu-berlin.de>
Source record: 183365
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

Hi!

I really like this list, but there are several people missing.
Never heard about Julien Reschke (Profibuch, SCSItools), Andreas
Kromke (NVDI), Uwe Seimet (many interesting stuff), Wilfried Behne
(NVDI) and many many more?

Hey wake up, we have e-mail in Europe, too ;-)

just my 2 p -thommy
```
o-------------------------------------------------------------------------------o
| \|/ thommy@cs.tu-berlin.de || || || |
| o o ---------------------- || || || |
| | -have sometimes a smile on your face... )) || (( |
| `-' & always a smiley on your screen )) || (( |
o-------------------------------------------------------------------------------o
```
--
"Im Uebrigen bin ich der Meinung, dass Windows zerstoert werden sollte."

1023. Re: Stalker 3.0 scrollback buffer

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 00:43:28 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <30n4ng$qt9@charm.magnus.acs.ohio-state.edu>
Source record: 183369

I just talked, on the phone, to the folks at Gribnif today. They informed me that the upgrade for STalker will be placed on GEine and Compuserve within a months time.

Raymond Collins	Atari TT030 4/4 MB ST/TT RAM 245 HD
rcollins@magnus.acs.ohio-state.edu	Travel By ZyXEL 19,200 bps
or rcollins@freenet.columbus.oh.us	Die Hard Atari Fan since 1984

1024. Re: DATALITE-DATADIET

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 00:50:11 UTC
From: ace@ars.ath.forthnet.gr
Message-ID: <2483NKGOIRTYTUIIFC@ars.ath.forthnet.gr>
Source record: 183352

I am using datadiet version 1.0x. It doesn't support the work drive to be on the ramdisk , but in practice i have manage to do it very easy. I use a reset proof codehead ramdisk and it cooperates very hapily with DD. The only bad thing is that i have to loose every time, about 500kb of memory for that ramdisk...and i only have a 2.5MB ST. Ofcourse i want to upgrade my version of DD, but i can't find V2.00 here in Greece.
Thanks for your response.
BYE BYE
ACE
GREECE

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services

1025. Re: DATALITE-DATADIET

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 00:50:11 UTC
From: ace@ars.ath.forthnet.gr
Message-ID: <2490NKGOIRTYTUIIFC@ars.ath.forthnet.gr>
Source record: 183353

If you know Keith Gerdes email adress, please let me a message. I wonder
if i can order a newer version of datadiet (i have v1) here in Greece.
Thanks
Ace

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services

1026. Re: Stalker 3.0 scrollback buffer

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 00:58:01 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <30n5ip$qv3@charm.magnus.acs.ohio-state.edu>
Source record: 183370

>I'd quite like to get a TT, but I've not seen any advertised second-hand
>in England. (Can't afford a new one).
>Either no-one's got them, or no-one wants to sell them!

Yes, it is a great machine. I bought it through a friend of mine that be came
an Atari dealer. I has renewed my faith in the Atari platform. Look,
at the fact that there are 2 clones of this machine in the market at this
time. I say, sell everything you have and get one. I did.

Raymond Collins	Atari TT030 4/4 MB ST/TT RAM 245 HD
rcollins@magnus.acs.ohio-state.edu	Travel By ZyXEL 19,200 bps
or rcollins@freenet.columbus.oh.us	Die Hard Atari Fan since 1984
>

1027. Re: Gemini 2

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 02:26:25 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <30naoh$s53@golem.wcc.govt.nz>
Source record: 183376

In article <CtAAD7.6KI@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta) writes:
>hopper_t@msupa.pa.msu.edu wrote:
>: In article <davehCt9sFA.Fzv@netcom.com>, daveh@netcom.com (Dave Halliday)
>: writes:
>
>: >I now always think twice about german shareware often choosing a
>: >possibly technically inferior product from a US/UK author. My current
>: >debate is weather to register for Storm or Connect.
>
>OK, I'll see what I can do about English versions of Gemini. I don't
>promise anything, but I will follow this up with the author. Here in
>Britain, we have an excellent UK support system for a variety of
>foreign software, mostly being converted to English. Gemini seems good
>enought to have UK and English support.

The Big problem with English versions of German software is it out of date in a week/month, the English version should come out at the same time as the update, Connect is the only piece of German software that has got there act togethere, come on you Germans, stop being selfish, support the World and just not yourselfves...

COMA 220 is anothe Good program that should have English Doc's, it the best Fax program there is for Atari....

>
>Danny
>
>--
>Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1028. Rock Bottom Prices for Atari ST stuffs! HURRY!

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 02:30:39 UTC
From: jorge@mercury.sfsu.edu
Message-ID: <30nb0f$i2@news.csus.edu>
Source record: 183374

Great Atari ST games & stuff for sale!
(everything with box, manual, etc. in good shape
unless otherwise stated)

GAMES:
For $4/each game:
Arena, Barbarian, Deep Space, Obliterator, Terrorpods,
Mr. Heli, Forgotten Worlds.

For $9/game
Wrath of the Demon (enhanced colors for STE), Awesome,
Wanderer 3-D (3d glass included, a real virtual world!).

Compilations (3 or more games per package! what a deal!)
"World Beaters"--Outrun, Gauntlet II, 1943, Street Fighter-- $9
"Sega Master Mix"--Super Wonder Boy, Turbo Outrun,
Crack Down, ThunderBlade, Dynamite Dux---------- $9
"Triad II"--Menace, Tetris, Baal---------- $9
"Triad III"--Speedball, Blood Money, Rocket Ranger---------- $9

FLOPPY DRIVE:
Future Systems' double density GTS-100 3.5" drive with LED
track indicator...when used with Spectre GCR, it reads
MAC formatted disks too!----------$60

buyer pays shipping
Prices in US dollars

Interested? please e-mail me! :)

1029. Re: FTP HELP!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 02:55:57 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <30ncft$hah@msuinfo.cl.msu.edu>
Source record: 183375

In article <21JUL94.14051560@skyfox.usask.ca>, wsen@skyfox.usask.ca writes:
> I've tried to "GET" stuff with FTp. But it does not work. It will say
>"blah bytes recived in blah seconds", but I get no activity on my disk drive.
>I am connecting remotely to our university's dial-up faciltiy. I have Uni-
>term 2.0, which has the Kermit(which I think is how you FTP), X-modem, and
>Y-modem protcals. I know how to type in everything right(I think), but I
>Do not know why I cannot transfer stuff to MY disks. Can anyone help me?

I assume you mean that, while in the atari.archive.umich.edu (for instance)
you are using GET to d-l files to your system? If this is so, and you are
logged into an account on your university's system while doing this, then
the files you've FTPed are on the university account. You then have to use
Kermit (or zmodem, or whatever) to get them to your computer.

For instance, I log into my account on the university's VAX, then FTP files
from umich. Once I've done this, I must type "kermit serverb" to get into
binary server mode on the VAX, then use kermit on my machine to get the
files from the VAX. Incidently, this is rediculously slow, so I've taken
to using the UUencoded mail that the server at umich can send you. I then
just "type" the uuencoded file and save the results from my terminal's
capture buffer, and finally decode it with a handy program on my ST. One
of these days I'm going to figure out the zmodem server...

Hope this helps,
Tom
hopper_t@msupa.pa.msu.edu

1030. English Papyrus (was Papyrus vs Redacteur)

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 05:39:54 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Jul22.053954.9940@news.unige.ch>
Source record: 183377

I spoke to Hisoft last week - they will indeed be supplying Papyrus
v3.5, and they said it would be ready more or less now. Read into that
what you will.
Anybody know where I can get a French dico for it?
Mike
****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

1031. Any good WPs for the Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 06:18:15 UTC
From: an938@cleveland.Freenet.Edu
Message-ID: <30nob7$l2n@usenet.INS.CWRU.Edu>
Source record: 183378

I'm looking for a good word processor for my ST. I have
a 1040 ST and a 520 ST (2.5 Megs in the 520). I have a 9 pin
dot matrix and a Canon BJ200. I would like to be able to use
the printers in graphics mode so that I can use fonts other than
the printer font. Is it possible to do this on a simple level
without a Hard Drive? Both systems have two DSDD drives. I use
a program to format my diskettes to 912 K. I'll be open to any]
helpful suggestions. I would prefer a PD program.

Thanks,
G. II. L.
--
Generation X is a LIE! Don't believe the hype!
Life still exists in the 20-something crowd.

-Sensible-

1032. Could somebody share their ST FORMAT disks with me?

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 06:20:26 UTC
From: an938@cleveland.Freenet.Edu
Message-ID: <30nofa$l3k@usenet.INS.CWRU.Edu>
Source record: 183379

It's been a long time since I've seen ST Format here in
the States. I just found a copy while on vacation and it seems
that there are plenty of programs that are available in the UK
that are pushing the ST to its limits. I'd like to see some
of these.
Thanks,
George
--
Generation X is a LIE! Don't believe the hype!
Life still exists in the 20-something crowd.

-Sensible-

1033. Atari 1040STfm forsale

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 08:04:29 UTC
From: fng@kazak.NMSU.Edu
Message-ID: <9407220802.AA02457@acca.nmsu.edu>
Source record: 183380
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

I have an Atari 1040STfm that's like new forsale. I have the box, manuals
TV modulator, and A/V cable for it. I don't have the ST language disk though.
I'd like $100US + shipping OBO. Please leave email if interested. Thanks.

Felix
--
Felix Ng - Vancouver, British Columbia, Canada
fng@acca.nmsu.edu / Fax: 604-322-5936 / VE7YDG / D.G.I.F.#8767

1034. Re: Wanted: ATARI UK E-mail adresse.

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 08:06:32 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <30num8$3vs@bognor.barclays.co.uk>
Source record: 183383

```
atari@cix.compulink.co.uk
--
+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------+
```

1035. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 08:27:52 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <30nvu8$nhj@percy.cs.bham.ac.uk>
Source record: 183381
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>reschke@uni-muenster.de (Julian Reschke) writes:
>
>|Gemini 2, Release 1.999 (tonight I'm gonna party like it's 1999) now is
>|available from ftp.uni-muenster.de, pub/atari/Gemini/gmni1999.tos. It
>|fixes a lot of small bugs in the last release from December (1.99).
>
>Yeah!!!! God bless Julian and companions!!! The best news of the week...

It is *excellent* news! I've replaced the MTOS desktop and it works
fabulously well, and the colour icons work properly in 16-bit and
24-bit modes etc etc.

Now, if only there was a complete English translation available...

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1036. Re: Wanted: ATARI UK E-mail adresse.

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 09:14:08 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-220794091408@ngalm099.gal.nt.com>
Source record: 183384

In article <30modm$576@boson.epita.fr>, da-cun_e@freon.epita.fr (eric da-cunha) wrote:

> I think that I've seen somewhere that ATARI UK
> has an E-mail adress. Am I right ?
>
> Thanks for your help.
> --
> Da Cunha Eric
> French Computer Student
> E-mail: da-cun_e@epita.fr

The address I have is:

atari@cix.compulink.co.uk

I never got a reply though :(
--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

1037. Re: Stalker 3.0 scrollback buffer

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 10:05:36 UTC
From: stchip@delphi.com
Message-ID: <h25zix4.stchip@delphi.com>
Source record: 183382

Steven Selick <selick@bu.edu> writes:

>Is there any way to make the Stalker scrollback buffer function more like the
>Storm capture buffer?
>-Steve
>selick@acs.bu.edu
>

Hard to say if a person has never used STorm. Describe what you wish to do.

Jon O:}

1038. Re: Gemini 2

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 11:30:45 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CtCAnA.HoB@cix.compulink.co.uk>
Source record: 183385

In message <30kv2i$ldd@msuinfo.cl.msu.edu>, hopper_t@msupa.pa.msu.edu said:
>
>I know the feeling...
>As for Storm or Connect, I'm in the same position, but I'm going to wait
>until the end of August to decide; Storm is my first choice, but I'm
>waiting to see if Alan Page works on it some more. Apparantly he's been
>just swamped with his real job, but is planning on working on it some more
>come August. If he does, I'll be registering, if not I may have to
>transfer some money for Connect. I wish we had better software support on
>the Atari (or that I could afford a Mac...at least then I'd get
>mostly-supported software. Oh well.).

I don't see a problem, CoNnect is far better IMO, has a printed manual in
English and is supported. It has a built-in help system, Zmodem, automatic
scripting and much more.

Ofir ogal@cix.compulink.co.uk

1039. Re: Wanted: ATARI UK E-mail adresse.

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 12:20:06 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <30odhm$3vs@bognor.barclays.co.uk>
Source record: 183386

```
In article <gigxr01-220794091408@ngalm099.gal.nt.com>, gigxr01@nt.com (Gerry O'Rourke)
writes:
|> In article <30modm$576@boson.epita.fr>, da-cun_e@freon.epita.fr (eric
|> da-cunha) wrote:
|>
|> > I think that I've seen somewhere that ATARI UK
|> > has an E-mail adress. Am I right ?
|> >
|> > Thanks for your help.
|> > --
|> > Da Cunha Eric
|> > French Computer Student
|> > E-mail: da-cun_e@epita.fr
|>
|> The address I have is:
|>
|> atari@cix.compulink.co.uk
|>
|> I never got a reply though :(
They use the account much more now. Also try abodin@cix.compulink.co.uk
--
+-------------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-----------------------------------------------+
```

1040. 520ST/HD/Monitors for sale

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 12:30:10 UTC
From: prwilson@crd.ge.com
Message-ID: <prwilson-220794082906@prwilson.crd.ge.com>
Source record: 183388

I have the following equipment for sale:

520ST with a 1 meg upgrade.

20 meg Atari hard drive.

1 double sided floppy drive
2 single sided floppy drives

Atari monochrome monitor

Atari color monitor

monitor switch box

Misc soft ware that I will throw in (nothing spectacular!)

Send any offers for parts or whole to prwilson@crd.ge.com

Thanks,
Paul

1041. Re: Wanted: ATARI UK E-mail adresse.

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 12:33:14 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CtCDJE.Kru@cix.compulink.co.uk>
Source record: 183389

In message <30modm$576@boson.epita.fr>, da-cun_e@freon.epita.fr said:
>
>I think that I've seen somewhere that ATARI UK
>has an E-mail adress. Am I right ?

Yes, atari@cix.compulink.co.uk

Ofir ogal@cix.compulink.co.uk

1042. GENEVA and Redacteur 4

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 12:47:13 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Jul22.124713.13812@news.unige.ch>
Source record: 183390

Has anybody got Red4 working properly under GENEVA? I can use
the main program, but when I go to IMPRIME3.PRG to print, I bomb
out. Is this soluble?
Mike
****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

1043. Re: Stalker 3.0 scrollback buffer

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 13:36:30 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <30oi0u$sbb@percy.cs.bham.ac.uk>
Source record: 183391

rcollins@magnus.acs.ohio-state.edu (Raymond Collins) writes:
>>I'd quite like to get a TT, but I've not seen any advertised second-hand
>>in England. (Can't afford a new one).
>>Either no-one's got them, or no-one wants to sell them!
>
>Yes, it is a great machine. I bought it through a friend of mine that became
>an Atari dealer. I has renewed my faith in the Atari platform. Look,
>at the fact that there are 2 clones of this machine in the market at this
>time. I say, sell everything you have and get one. I did.

<grin>

Just compare a Falcon and a TT running side-by-side. I did, and bought
the TT.

Try the back of ST Applications, there are (very) occasionally TTs for
sale there.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1044. XControl 1.31 bug

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 13:41:09 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <30oi9l$seb@percy.cs.bham.ac.uk>
Source record: 183392

If XForm_do() is working on a form with a disabled DEFAULT button, pressing return will activate the button!! This might also happen in form_do()/form_keybd(), I'm not sure.

Other interesting XControl features:
CPXes get set WM_TOPPED messages (well, not *that* interesting!), and also get sent AP_DRAGDROP messages (very interesting/useful!)

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1045. Re: COMA

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 14:12:07 UTC
From: kantor@hspt.tu-graz.ac.at
Message-ID: <kantor.1.000E3427@hspt.tu-graz.ac.at>
Source record: 183387
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi Roger!

>Bad Points..

>2. No class 1 support, not a big minus if you buy a good modem..

Yes, but the only Modems I know with FCLASS=1 are the US-Robotics Modems.
And the newer ones of the support FCLASS=2.0 and this option works very fine
in COMA 2.10.
That was the reason, why i bought the programm.

Ciao,
Bertl.

1046. A really odd question?

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 14:48:52 UTC
From: rimfax@bu.edu
Message-ID: <30om8k$asb@news.bu.edu>
Source record: 183394

I was wondering, I have a fanciful imagination, if it is possible to connect several ST boards together to make a parrallel processing "like" unit. I had this thought after seeing so many ST's for sale. Would it be feasible? What modifications would have to be made to the OS? Could an OS be made so that each processor assumes a specific task?

To me it sounds impossible, but may'be some more enterprising technical guru could find some use to my outlandish imagination.

At any rate I am very interested in hearing whether or not there could be any merit to the idea, and why it would or wouldn't work. As I am always looking to learn more.

Thanks

1047. Fax-Soft (w. ZyX)

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 14:58:14 UTC
From: peterms@comix.uni-muenster.de
Message-ID: <30omq6$1hbn@obelix.uni-muenster.de>
Source record: 183395

Hi Folks,
im looking for a working Fax-receive prog. with ZyXEL modems
and the CoNnect terminal.
I tried various versions of HackFax and junior_office (TKR) with no
satisfying results.
My config is: TT, Zyx.E+ (Modem2), CoNnect2.46

Any hints are highly appreciated.

Stefan.

1048. Info wanted on Window Term, please help

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 17:50:28 UTC
From: raver909@telerama.lm.com
Message-ID: <30p0t4$4rf@epicycle.lm.com>
Source record: 183396

Ok, I found a terminal program on atari.archive called Window Term that lets makes the terminal in a Gem window. I like this program alot except:
1) It doesn't support 2400 BPS modems (or anything above 1200 for that matter).
2) It doesn't support VT-100 codes (just VT-52 which almost no one uses).

Now that said I have V.1.0 of Window Term it was made back in 1987.
Surely there must have been later versions of this.
Are there any versions higher than 1.0? If not, are there any other PD or shareware programs that will run in a Gem window?
Joe

--

1049. Nethack 3.13 Question

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 18:12:14 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94203.141214STIRRE31@MAINE.MAINE.EDU>
Source record: 183398

Well, I recently dowloaded NH off of the umich archive but am
having problems running it on my Falcon.
In 640 x 480 x 16 mode the games slows down the system to a
crawl.
In 640 x 480 x 256 mode the game runs but only allows the character
to be moved in certain ways (ie. he is blocked by darkness).
The area that the character discovers is also revealed strangely
in that the darkness is lit up in dots across the screen not
graudally as I would expect to happen.
Has anyone else had problems like this or should I just try
downloading it again? BTW, I already ran it with no DAs or
AUTO progs.
Thanks,
scott tirrell
stirre31@maine.maine.edu

1050. Mint Net on a Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 19:05:40 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <d2cg.774903940@dtek.chalmers.se>
Source record: 183397

Is there someone out there who has managed to start a connection with
Mint Net 0.51 on a Falcon?

I have patched Mint to 1.10h6, and the Net drivers seem to load correctly,
but when i try to start ifconfig i get the message "socket: unknown
protocol" or something.

Is there someone who has it up and working? All help is welcome.

Christer Gustavsson d2cg@dtek.chalmers.se

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

1051. Re: A really odd question?

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 20:51:59 UTC
From: jaszcz@donald.EEAP.CWRU.Edu
Message-ID: <30pbhf$686@usenet.INS.CWRU.Edu>
Source record: 183399

In article <30om8k$asb@news.bu.edu> rimfax@bu.edu (Wayne Schultz) writes:
> I was wondering, I have a fanciful imagination, if it is
>possible to connect several ST boards together to make a parrallel
>processing "like" unit.

There is some kind of MIDI network software floating around the net.
bute speed of this net would be a major bottleneck. in real parallel
processing machines, you have shared memory and data transfer speeds
close to the normal BUS speed.

> I had this thought after seeing so many
>ST's for sale. Would it be feasible? What modifications would
>have to be made to the OS? Could an OS be made so that each
>processor assumes a specific task?

I would say writing a new OS would be less complicated. It would be like
trying to put rocket boosters on a tricycle to modify TOS like that.
Once they finalize MINTnet and get MIDI drivers on it, I guess they
could get rexec to work (execute code on another machine function).
then again, since it is a MIDI network, no real hardware, it would have to
be handled totally by software, and thus if there was a lot of traffic on
this net, then it would slow down all the computers with all this net
processing.

> To me it sounds impossible, but may'be some more
>enterprising technical guru could find some use to my outlandish
>imagination.

it's like putting rocket bootsters on a tricycle

>
> At any rate I am very interested in hearing whether or
>not there could be any merit to the idea, and why it would or
>wouldn't work. As I am always looking to learn more

cool idea. but, there would be too much overhead to work properly.
maybe long, long cpu-bound jobs would benefit from this, but it wouldn't
make it into a Alpha AXP workstation.

1052. Re: Who's Who in the Atari Community E-Mail Directory

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 21:15:47 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <30pcu3$i6o@infa.central.susx.ac.uk>
Source record: 183400

Thomas Bahls (thommy@cs.tu-berlin.de) wrote:
: Hi!

: I really like this list, but there are several people missing.
: Never heard about Julien Reschke (Profibuch, SCSItools), Andreas
: Kromke (NVDI), Uwe Seimet (many interesting stuff), Wilfried Behne
: (NVDI) and many many more?

Where can I get this list from??

: Hey wake up, we have e-mail in Europe, too ;-)

Suprising how many people forget that...

Andrew Collington @ University of Sussex, England

1053. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 21:22:28 UTC
From: brusch@eslapion.sh.sub.de
Message-ID: <EGWWBAUU1UP@eslapion.sh.sub.de>
Source record: 183322
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <30nvu8$nhj@percy.cs.bham.ac.uk> Chris Ridd wrote :

>>Yeah!!!! God bless Julian and companions!!! The best news of the week...
>
>It is *excellent* news! I've replaced the MTOS desktop and it works
>fabulously well, and the colour icons work properly in 16-bit and
>24-bit modes etc etc.
>
>Now, if only there was a complete English translation available...

If only there was any documentation available...

--

UUCP auf dem Atari ST(E),TT,Falcon: UPoint 'medium'
-- --
** Stefan Brusch, Am Bast 15, 25335 Bokholt-Hanredder, Germany, Earth **
** brusch@eslapion.sh.sub.de **
-- --
pgp public-key available on request

1054. Berkeley Microsystems

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 21:46:23 UTC
From: brianp@netcom.com
Message-ID: <brianpCtD35B.An9@netcom.com>
Source record: 183301

Does anybody have a current address, phone number, or email address
for Berkeley MicroSystems, the company that makes an ACSI -> SCSI
interface for ST computers? I have one which isn't working,
and I'd like to talk to BMS, but they aren't at where they used
to be, and have no forwarding number.
Do they even exist anymore?
Does anybody know how to work on their products?

Brian Peterson, brianp@netcom.com

--

--> Brian Peterson, brianp@netcom.com <--

"bionic sin ok!" -- VR

1055. MIDIsaster! Help!

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 23:11:28 UTC
From: jacob@max.cc.brandeis.edu
Message-ID: <1994Jul22.231128.29022@news.cs.brandeis.edu>
Source record: 183306
Cross-posted to: comp.sys.atari.st,rec.music.makers.synth,rec.music.misc.,comp.music

Please answer in email ONLY to jacob@take.oecj.co.jp

(that is NOT to the posting account)

Greetings:

My Atari St has died and I am left with my Creator 1.1. files.
(Creator 1.1. is an old version of an Atari St sequencer)

As you can imagine I am in bad need of some help...

Basically I intend to switch to a PC or a Mac and I don't know which
sequencer I will get. I do not necessarily wanna get Emagic but I might.

So basically I intend to convert my files to MIDI files in PC or Mac format
(it doesn't matter which since I can always convert from one to the other)
and also keep a copy of my original files on PC or Mac formatted floppies
just in case I decide do go with Emagic and Emagic can deal with Creator
files.

0. What would be your way to address this situation?

1. Is it true Atari floppies are formatted like DOS floppies? (This would
mean I can read them with a PC drive, right?)

2. Can Emagic read Creator files?

3. Anybody out there owning Creator (or maybe Emagic, see 2.) who'd
be willing to help?

4. Any other maybe better ideas?

Email answers only please. (Use jacob@take.oecj.co.jp)

Cheers (so to speak),
Jacob

Please answer in email ONLY to jacob@take.oecj.co.jp

(that is NOT to the posting account)

1056. To the person who bought ARENA & BARBARIAN...

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 23:15:07 UTC
From: jorge@mercury.sfsu.edu
Message-ID: <30pjtr$shs@news.csus.edu>
Source record: 183303

Hi! I lost your e-mail address... :(I'm about to ship your
2 games, ARENA & BARBARIAN, but I'm very bad at reading
handwriting, so could U please e-mail me with your
shipping address? Just to make sure I'm not sending
the 2 games to the wrong address!
PLEASE REPLY AS SOON AS POSSIBLE!!!!!!! URGENT!!!!!!!!!!

Thanx!

1057. Re: Papyrus vs Redacteur - any thoughts

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 23:17:05 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <30pk1i$h4l@brachio.zrz.TU-Berlin.DE>
Source record: 183302

In article <1994Jul21.234221.11782@abo.fi> THIETAVUO@FINABO.ABO.FI
(Tommi Hietavuo TKKK) writes:

>Any chances for Finnish automatic hyphenation..? The rules are very simple,
>so it wouldn't be difficult for you. I know the market is small - but for us,
>who want to use Papyrus in Finnish, that would be great..!

Bad chances, we licensed the pattern-based hyphenation from Oliver Voelckers
and only have the object code for that. I don't think I can persuade
him to build that in.
How well does the German hyphenation work for Finnish? The pronounciation
seems to be the one thing that's straightforward in Finnish :-)

>Can you tell me (or find out) what the English version will be - and about how
>long do we have to wait for it..?

It's shipping next week. I just sent 3.51 to HiSoft. It took rather long to
finish the english manual.

>- The cursor doesn't follow while scrolling the screen with shift-arrow or
> control-arrow. I guess you have already fixed that one..?

That's not a bug, it's a feature :-). These shortcuts are considered equivalent
to slidermovements. Actually this is useful to select several pages of text:
Put the text cursor at the start, leaf forward (with shift-arrow or the
sliders),shift-click.

>- Demo didn't work with Geneva 1.01 (problem with ruler)

I'll get a copy of Geneva next week or so. This will be fixed if it's my fault.

>- Some statistics about how many pages, words, etc would be nice.

This is planned. Guess it will be ready in a month or so.

>- How about CVG support..? (for Calamus users)

I have the docs, I'll take a look how much work it is.

>- Or PostScript support..?

No way. This is definitely too complex, and besides it wouldn't be
WYSIWYG anymore as long as Type 1 faces can't be used.
But maybe Speedo 5 or NVDI 3 will provide a PostScript GDOS driver.

>Well, there's little to complain. It's simply one of the best word processors
>ever - and I hope you'll develop it further. As long as there are programs
>like Papyrus, Calamus SL, Connect and Chagall - there's no need to buy a PC or
>Mac =-) !

Thank you!

/--\
Christian Nieber	Television: A medium.
email chris@buran.fb10.tu-berlin.de	So called because it is
R.O.M. Logicware, the Home of Papyrus	neither rare nor well done.
Raschdorffstr. 99, 13409 Berlin	

1058. Re: English Papyrus (was Papyrus vs Redacteur)

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 23:32:19 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <30pku3$h6n@brachio.zrz.TU-Berlin.DE>
Source record: 183304

> Anybody know where I can get a French dico for it [papyrus]?

As long as we don't yet have one, and if you are really eager you could use a PD word list. try ftping black.ox.ac.uk in directory /wordlists or ask archie first. Of course you would have to get the accented characters right first. papyrus will accept ASCII word lists if they are correctly sorted by Atari ASCII and there are no duplicate words, otherwise you get an error message.

Christian

/--\
Christian Nieber	Television: A medium.
email chris@buran.fb10.tu-berlin.de	So called because it is
R.O.M. Logicware, the Home of Papyrus	neither rare nor well done.
Raschdorffstr. 99, 13409 Berlin	

1059. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 23:41:20 UTC
From: frank@theshack.demon.co.uk
Message-ID: <774920480snz@theshack.demon.co.uk>
Source record: 183018

In article <H.eg.BuRkcvFIQY6@albemuth.equinox.gen.nz>
john@albemuth.equinox.gen.nz "John Collis" writes:

> One program that I havn't seen anyone ever mention is called Starcall.
> Firstly the big drawback is that it is all in German, but if you get
> past that (and it doesn't seem to difficult to figure out), it is
> quite a useful program. It has both a text style scrren like Uniterm
> and also a GEM screen like Connect. If you register it, there is also
> a level of fax support as well.

Yeah, but StarCall didn't seem to like running under a
multitasking O/S when I tried it with Mag!X - has anyone else managed
to use it like this?

--
_____...
__|_____...
|
| Expunged forth from the keyboard of
| Frank Charlton <frank@theshack.demon.co.uk>
| .
| Freelance Atari ST Journalist .
. ST Format Columnist .
. Co-SysOp of Ad.Lib BBS |
. General Idiot :-) |
..._____|
..._____|

1060. Re: What Comms Program To Use?

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 23:43:56 UTC
From: frank@theshack.demon.co.uk
Message-ID: <774920636snz@theshack.demon.co.uk>
Source record: 183013

In article <2vpftl$9ae@news.ysu.edu> ab164@yfn.ysu.edu "tom lamparty" writes:

>
> I've been reading this thread for a while, and think that
> most of you have been overlooking an excellent program! TeddyTerm2
> by Mark Matts. It's got vt-100 and lets you use your own choice of
> editors. I'm using Ed-Hak and Everest, both! Ed-Hak for the upload
> feature mainly. It's Shareware and it's on a.a.u.e, give it a look.

Knowing Mark quite well, I should really say here that he's
just been pushed into situation where he has offloaded all of his
computer equipment, so further development on TeddyTerm seems unlikely
:-(I don't know as yet if he's passing the source (GfA BASIC) to
anyone else to develop either.

--
_____...
__|_____...
|
| Expunged forth from the keyboard of
| Frank Charlton <frank@theshack.demon.co.uk>
| .
| Freelance Atari ST Journalist .
. ST Format Columnist .
. Co-SysOp of Ad.Lib BBS |
. General Idiot :-) |
...____|
...____|

>ITag1.0< Chicken Lady Love Life!

1061. Re: Info wanted on Window Term .ACC, please help

Newsgroup: comp.sys.atari.st
Date: 1994-07-22 23:44:12 UTC
From: raver909@telerama.lm.com
Message-ID: <30plkc$edt@tusk.lm.com>
Source record: 183305

I should have also said that I am looking for a term that runs as a desk accessory in a window.
Miniterm runs as a desk acc but it doesn't run in a GEM window.
Window Term runs as a desk acc but it doesn't do any speed above 1200bps and does not support VT-100 codes. Can anyone help me fine a terminal that can:
a) run in a sizeable window (like windowterm)
b) run as a desk accessory
c) supports VT-100 screen codes

Much help would be appreciated.

--

1062. "Alien" game for Spectrum emulator!

Newsgroup: comp.sys.atari.st
Date: 1994-07-23 00:26:36 UTC
From: Colin.Campbell@mettav.royle.org
Message-ID: <774963972.0@mettav.royle>
Source record: 183341

Do any of you have the above game based on the film "Alien"? Since I can't get it via FTP (due to not having FTP access :( ) I'd be very grateful if somebody could UUEncode the file and post it to my e-mail address...

Thanx in advance...

Col

Gabber system: Col@Bibble.Mettav.exnet.com

* Origin: ~~ Col's Burblings... ~~ (100:101/12.4)

1063. "Alien" game for Spectrum emulator!

Newsgroup: comp.sys.atari.st
Date: 1994-07-23 00:26:36 UTC
From: Colin.Campbell@mettav.royle.org
Message-ID: <774963580.0@mettav.royle>
Source record: 183342

Do any of you have the above game based on the film "Alien"? Since I can't get it via FTP (due to not having FTP access :( ) I'd be very grateful if somebody could UUEncode the file and post it to my e-mail address...

Thanx in advance...

Col

Gabber system: Col@Bibble.Mettav.exnet.com

* Origin: ~~ Col's Burblings... ~~ (100:101/12.4)

1064. Re: ATARI HARDWARE FOR SALE!!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-23 01:05:57 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <BIzyjQF.ari2550@delphi.com>
Source record: 183307

Ari Feldman <ari2550@delphi.com> writes:

>
>Ok folks, I really need the cash! So, I'm willing to parcel out my
>STe system for the best offers...
>
>
>* 1040STe w/Rimik Beatle mouse and TOS 1.62
>* Magnavox 1CM-435 stereo color monitor w/title swivel stand
>* Supra 45meg Hard Drive w/utilties and DMA pass thru
>* Epyx 500XJ joystick
>* Dungeon Master, Time Bandits, Sundog, Gunship, CopyIIST

Sorry, folks! This was posted last week and just recently showed up!

I made a deal to sell the whole thing!

Thanks for the interest.

Ari

1065. XYZPATCH help!

Newsgroup: comp.sys.atari.st
Date: 1994-07-23 03:09:26 UTC
From: raver909@telerama.lm.com
Message-ID: <30q1l6$7kl@terrazzo.lm.com>
Source record: 183309

Has anyone else had problems getting XYZPATCH to work? I have XYZ v2.02b
just like the documentation says I should but when I choose a timeout
setting the program just crashes after it opens up for me to pick XYZ
from the directory (no bombs).
Joe

--

1066. Re: More Atari Newsgroups !?

Newsgroup: comp.sys.atari.st
Date: 1994-07-23 03:59:10 UTC
From: walra%moacs11@nl.net
Message-ID: <lsd5&zbwbwo@moacs11>
Source record: 183313

In <30lta6$cds@aiscube.AIS-Dortmund.DE>, Theo Janssen wrote:

> I personally would really enjoy to have a section of which i know, here
> i can read all those things about my Atari i'm interested in.

Me too.

Waldi

1067. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-07-23 04:06:14 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <30q4vm$m5j@terminator.rs.itd.umich.edu>
Source record: 183310
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- molin 152026 Jul 16 15:58 ./Diskutils/db311pat.lzh
-rw-rw-r-- entropy 11484 Jul 17 10:09 ./Diskutils/0index
-rw-r--r-- molin 117581 Jul 17 10:29 ./0ls-lR.Z
-rw-r--r-- molin 116987 Jul 17 10:30 ./0ls-lRc.Z
-rw-r--r-- molin 142084 Jul 17 10:28 ./0compind.Z
-rw-r--r-- molin 350071 Jul 17 10:28 ./0index
-rw-r--r-- baldrick 21591 Jul 18 15:08 ./Games/0index
-rw-r--r-- entropy 13277 Jul 18 15:08 ./Graphics/0index
-rw-r--r-- entropy 66413 Jul 18 17:56 ./Mint/Utilities/lack.zoo
-rw-rw-r-- weiner 803 Jul 19 18:38 ./Emulators/0index
-rw-r--r-- baldrick 21513 Jul 19 23:44 ./Games/0index
-rw-rw-r-- entropy 10498 Jul 19 18:11 ./Mint/0index
-rw-rw-r-- entropy 27467 Jul 19 00:44 ./Utilities/0index
-rw-r--r-- boydm 55529 Jul 19 00:43 ./Utilities/Screensavers/Beforedawn/tng_dawn.lzh
-rw-r--r-- boydm 14186 Jul 19 02:35 ./Utilities/Tosfixes/38400bps.lzh
-rw-r--r-- boydm 117745 Jul 19 02:29 ./0ls-lR.Z
-rw-r--r-- boydm 117157 Jul 19 02:30 ./0ls-lRc.Z
-rw-r--r-- boydm 142091 Jul 19 02:28 ./0compind.Z
-rw-r--r-- boydm 350075 Jul 19 02:28 ./0index
-rw-r--r-- dpz 8847 Jul 20 15:12 ./Archivers/sfx16.lzh
-rw-rw-r-- entropy 3946 Jul 20 15:13 ./Archivers/0index
-rw-r--r-- dpz 4329 Jul 20 15:23 ./Editors/cstyles.zip
-rw-r--r-- entropy 1976 Jul 20 15:26 ./Editors/0index
-rw-r--r-- dpz 803 Jul 20 15:40 ./Games/ikbdptch.lzh
-rw-r--r-- baldrick 21584 Jul 20 15:42 ./Games/0index
-rw-r--r-- dpz 1028 Jul 20 15:28 ./Graphics/degasnap.lzh
-rw-r--r-- dpz 13798 Jul 20 15:14 ./Graphics/scan.lzh
-rw-r--r-- dpz 1185 Jul 20 15:08 ./Graphics/spcshow.lzh
-rw-r--r-- entropy 13429 Jul 20 15:29 ./Graphics/0index
-rw-rw-r-- entropy 10553 Jul 20 15:39 ./Mint/0index
-rw-r--r-- dpz 255955 Jul 20 15:37 ./Mint/Network/gopher-2.012.tgz
-rw-r--r-- dpz 31524 Jul 20 15:01 ./Misc/timesvr2.lzh
-rw-r--r-- dpz 30783 Jul 20 15:01 ./Misc/timesvr3.lzh
-rw-rw-r-- entropy 3196 Jul 20 15:19 ./Misc/0index
-rw-r--r-- molin 2675 Jul 20 15:42 ./Utilities/mapmem.lzh
-rw-r--r-- dpz 8517 Jul 20 15:45 ./Utilities/mini.lzh
-rw-rw-r-- entropy 27603 Jul 20 15:53 ./Utilities/0index
-rw-r--r-- dpz 3790 Jul 20 15:31 ./Utilities/Desktop/emulator.lzh
-rw-r--r-- dpz 8517 Jul 20 15:45 ./Utilities/mini.lzh
-rw-rw-r-- weiner 3174 Jul 20 15:52 ./Utilities/Virus/protect6.lzh
-rw-r--r-- molin 2675 Jul 20 15:42 ./Utilities/mapmem.lzh
-rw-r--r-- molin 118337 Jul 20 22:08 ./0ls-lR.Z
-rw-r--r-- dpz 4483 Jul 20 15:27 ./Ste/double2.lzh
```

```
-rw-rw-r-- weiner 2774 Jul 20 15:29 ./Ste/0index
-rw-r--r-- dpz 1292 Jul 20 15:05 ./Ste/Mega/speed.lzh
-rw-r--r-- dpz 4483 Jul 20 15:27 ./Ste/double2.lzh
-rw-r--r-- weiner 73962 Jul 20 15:47 ./Telecomm/minibbs.lzh
-rw-r--r-- dpz 55222 Jul 20 15:49 ./Telecomm/miniterm.lzh
-rw-r--r-- dpz 70464 Jul 20 15:54 ./Telecomm/readmail.lzh
-rw-r--r-- weiner 7753 Jul 20 15:56 ./Telecomm/0index
-rw-r--r-- dpz 69719 Jul 20 15:19 ./Tt/cat2demo.lzh
-rw-r--r-- dpz 73409 Jul 20 15:17 ./Tt/cea05150.lzh
-rw-r--r-- dpz 63297 Jul 20 15:17 ./Tt/cea06150.lzh
-rw-rw-r-- entropy 1357 Jul 20 15:22 ./Tt/0index
-rw-r--r-- molin 117721 Jul 20 22:10 ./0ls-lRc.Z
-rw-r--r-- molin 142878 Jul 20 22:07 ./0compind.Z
-rw-r--r-- molin 21559 Jul 19 15:44 ./Jaguar/at_l1.gif
-rw-r--r-- molin 31336 Jul 19 15:44 ./Jaguar/atbeam.gif
-rw-r--r-- molin 55783 Jul 19 15:44 ./Jaguar/avp2.gif
-rw-r--r-- molin 57028 Jul 19 15:44 ./Jaguar/avp3.gif
-rw-r--r-- molin 351250 Jul 20 22:07 ./0index
-rw-r--r-- baldrick 118443 Jul 21 20:24 ./0ls-lR.Z
-rw-r--r-- baldrick 117893 Jul 21 20:25 ./0ls-lRc.Z
-rw-r--r-- baldrick 142878 Jul 21 20:23 ./0compind.Z
-rw-r--r-- baldrick 351250 Jul 21 20:23 ./0index
lrwxr-xr-x hyc 22 Jul 22 18:00 ./Mint/MPatches/README -> mint-1.10h7-README.1ST
-rw-r--r-- hyc 14043 Jul 22 17:58 ./Mint/MPatches/mint-1.10h6-1.10h7-diffs.gz
-rw-r--r-- hyc 21900 Jul 22 17:58 ./Mint/MPatches/mint-1.10h7-README.1ST
-rw-r--r-- hyc 58223 Jul 22 17:59 ./Mint/MPatches/mint-1.10-1.10h7-diffs.gz
-rw-rw-r-- entropy 27662 Jul 22 15:51 ./Utilities/0index
-rw-r--r-- dpz 546692 Jul 22 15:50 ./Utilities/Desktop/gmni1999.tos
-rw-r--r-- baldrick 118307 Jul 22 21:07 ./0ls-lR.Z
-rw-r--r-- baldrick 117771 Jul 22 21:08 ./0ls-lRc.Z
-rw-r--r-- baldrick 27484 Jul 22 10:54 ./Network/Midi/mx2doc.lzh
-rw-r--r-- baldrick 34578 Jul 22 10:54 ./Network/Midi/mx2net20.lzh
lrwxr-xr-x baldrick 15 Jul 22 10:47 ./Network/MintNet -> ../Mint/Network
lrwxr-xr-x baldrick 7 Jul 22 01:28 ./Network/Local/Midi -> ../Midi
-rw-r--r-- baldrick 511396 Jul 22 12:15 ./Network/Ka9q/Nos/nos041_s.tos
-rw-r--r-- baldrick 57013 Jul 22 12:15 ./Network/Ka9q/Nos/nosdoc.lzh
-rw-r--r-- baldrick 181220 Jul 22 12:09 ./Network/Ka9q/Nos/nos041.tos
-rw-r--r-- baldrick 2363 Jul 22 12:07 ./Network/Ka9q/Nos/README
-rw-r--r-- baldrick 13418 Jul 22 12:16 ./Network/Ka9q/Nos/nosfiles.lzh
-rw-r--r-- baldrick 323099 Jul 22 11:47 ./Network/Uucp/upoint_l.lzh
-rw-r--r-- baldrick 142932 Jul 22 21:05 ./0compind.Z
-rw-r--r-- baldrick 351309 Jul 22 21:05 ./0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

1068. Geneva help wanted

Newsgroup: comp.sys.atari.st
Date: 1994-07-23 04:11:28 UTC
From: mattk@netcom.com
Message-ID: <mattkCtDKz4.8M3@netcom.com>
Source record: 183311

Geneva users of the world, untie, er unite!

Just kidding...I just put in Geneva and started to see what would run. So far, I can't seem to get anything i normally use to multitask. I bought it at the same time I bought an ICD Adspeed thinking that with the speed boost that would give, I could have say, an archiver shell and Storm in at the same time. (NOthing I could do to get Strom to work under Geneva--but I've not tried to goof with any of the settings)

To make a long ramble short, I'd like to correspond with Geneva users who have gained a modicom of control over their systems since they put Geneva in. I'd also like to know if Gribnif or ayone else has put together a list of what will and will not run under Geneva--and hinstrunctions to make it so....

The press release says that Mint and Geneva can work together...how? DO you boot up with Mint and Geneva in the auto folder? And what do you do about GEMENV? Geneva won't boot if GEMENV runs first...

Argh! IEarlier today, I was getting upset with Geneva...seems like I bought a program that won't work with anything. Pretty icons and tear off menues...whoopie...

I sure hope someone has battled some of these dragons...it looks like a fine piece of programming, but I"d like to get some use out of it...

Bye for now,
Matt Koundakjian <mattk@netcom.com>

1069. Re: STORM and Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-07-23 04:13:42 UTC
From: mattk@netcom.com
Message-ID: <mattkCtDL2v.8r6@netcom.com>
Source record: 183312

Hi all,

Has anyone gotten Storm to multitask under Geneva with anything? It walways bombs one way or another on me...

Bye for now,
Matt Koundakjian <mattk@netcom.com>

1070. Re: Wanted: ATARI UK E-mail adresse.

Newsgroup: comp.sys.atari.st
Date: 1994-07-23 07:20:10 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <30qgba$dhq@golem.wcc.govt.nz>
Source record: 183314

In article <30num8$3vs@bognor.barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
>atari@cix.compulink.co.uk
>--

>|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |

How come there is a still a Atari UK, from the posts here and in AEO there was
only 2 Atari divisions left, one was the Netherlands..

Or were those reports at fault...??

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1071. French Terminal Program..

Newsgroup: comp.sys.atari.st
Date: 1994-07-23 07:24:38 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <30qgjm$dhq@golem.wcc.govt.nz>
Source record: 183315

I see the French have got there finger out and Produced
a Comms program..

Its call zzcompro.zip and it can be found on ftp.cnam.fr,
Telecom dir, were all good French software sould be found...:-)

May be the Author should come on here and talk about it...?

Food for thought...!!

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1072. Atari Compendium Book

Newsgroup: comp.sys.atari.st
Date: 1994-07-23 07:35:13 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <30qh7h$dhq@golem.wcc.govt.nz>
Source record: 183316

!!!! HELP !!!!

I have been reading here about this Atari Compendium Book,
is there a New Edition, and were is the best place to get
it from, and price etc....

Can I get it from book.com ?

Thanks....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1073. "Reach for the Skies" works on Falcon030?

Newsgroup: comp.sys.atari.st
Date: 1994-07-23 09:11:11 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <012122TLWYAFYCWOJIAW@ars.ath.forthnet.gr>
Source record: 183308

IP> I recently got "Reach for the Skies", a flight simulator/game
IP>which was listed as working without problems on the Falcon 030 in
IP>Heikko's (?) list. I haven't been able to get it to work.

I can run it from hard disk without problems. It even resets resolution
to ST Low. Note that the computer is clean. No acc (except Sound reset
), no Auto programs and no NVDI.

IP>Using backward and floppies, or running from hard disk with the bus
IP>set to STE mode (with FalconSX) gets the game to work partially - you
IP>can actually get flying by selecting "pilot" mode and then "intercept",
IP>which puts you in the middle of a dogfight. If you select "takeoff"
IP>from "pilot" mode, after the copy protection check is over, the engine
IP>noise sound starts and the game locks up.

Maybe that's the problem: The copy protection. You see my copy lacks the
copy protection thing. Ah! I must run a program that resets available
memory to 2MB before i run the game.
Maybe running the game inside Backward with caches off and CPU/Blitter
set to 8Mhz fixes the problem? After you pass the protection screen,
reset the values (open caches, CPU/Blitter to 16) with the numeric
pad.

Michael.
mipap@ars.ath.forthnet.gr

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services

1074. Re: Cubase Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-07-23 11:40:52 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EGXMDJUQ@dksoft.ping.dk>
Source record: 183321

In <30jgvi$p9m@ionews.io.org> Mike Vandenberg wrote :

>A friend of mine has an old version of Cubase which is something like V1.xx,
>and wants to get a newer version that he knows must be out there. He's not a
>geek, otherwise he'd be here himself. If anyone is interested in selling their
>copy please reply to this address.
>

If your friend already got a Cubase version, he can update for a very low
cost.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

1075. Re: Fax-Soft (w. ZyX)

Newsgroup: comp.sys.atari.st
Date: 1994-07-23 11:57:02 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EGXMDJXU@dksoft.ping.dk>
Source record: 183350

In <30omq6$1hbn@obelix.uni-muenster.de> Stefan Petermann wrote :

>Hi Folks,
>im looking for a working Fax-receive prog. with ZyXEL modems
>and the CoNnect terminal.
>I tried various versions of HackFax and junior_office (TKR) with no
>satisfying results.
>My config is: TT, Zyx.E+ (Modem2), CoNnect2.46
>
>Any hints are highly appreciated.
>

Qfax or Straight Fax should both do fine. But i'm not sure if they'll work
on the modem2 port.
When you use Connect, there is a pd program available called BtFAX, this
will let you receive fax from within Connect. You need Qfax or Straight Fax
to view the Fax's.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

1076. Re: Nethack 3.13 Question

Newsgroup: comp.sys.atari.st
Date: 1994-07-23 13:13:44 UTC
From: i1101202@ws.rz.tu-bs.de
Message-ID: <1994Jul23.131344.3337@ibr.cs.tu-bs.de>
Source record: 183317

In article <94203.141214STIRRE31@MAINE.MAINE.EDU>,<STIRRE31@MAINE.MAINE.EDU>
writes:

>Well, I recently dowloaded NH off of the umich archive but am
>having problems running it on my Falcon.
>In 640 x 480 x 16 mode the games slows down the system to a
>crawl.
>In 640 x 480 x 256 mode the game runs but only allows the character
>to be moved in certain ways (ie. he is blocked by darkness).
>The area that the character discovers is also revealed strangely
>in that the darkness is lit up in dots across the screen not
>graudally as I would expect to happen.
>Has anyone else had problems like this or should I just try
>downloading it again? BTW, I already ran it with no DAs or
>AUTO progs.
>Thanks,
>scott tirrell
>stirre31@maine.maine.edu

I have a similar problem with NetHack, in 16 color modes most of the
graphics is ok. But in most 256 color modes with resolutions lower
than 1024 x 768 there is only the character icon and the redraw does
not work. I thought it could be a problem of my graphix card (self
made STGA, ST-VGA adaptor) or my VDI (self made, too). I'm very glad
to hear that other people are having problems, too. Sometimes even
some of the tools icons in dialog boxes are damaged.

Downloading it again will change nothing.

Perhaps someday there will be a new version ...

Ciao,
Till

****
_____
/ _____ /| Till Harbaum
/ /| / / | Madamenweg 10
/ / |___/ / / 38118 Braunschweig, Germany
/ / / / / /
/ / / / / / e-mail: T.Harbaum@tu-bs.de
/ / / / / / p-radio: dg5lat@dk0mav.deu.eu
/_ / /_ / /_ /
(_) (_) (_)

****

1077. Connecting Jaguar to Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-07-23 14:33:43 UTC
From: jmo@fy.chalmers.se
Message-ID: <30r9o7$db7@nyheter.chalmers.se>
Source record: 183319
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've heard that it was already possible to connect the Jaguar to some PC or TT computer to program the console.

Does anyone know if Atari intend to release a kit or something to do the same with the Falcon ?

1078. Do these games work on the fo30

Newsgroup: comp.sys.atari.st
Date: 1994-07-23 14:41:15 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <30ra6b$a03@dux.dundee.ac.uk>
Source record: 182883

Do the following games wok on the F030?

Railroad Tycoon A-Train, Champion ship Manager, Sim city or Populous?

Rod

1079. Re: English Papyrus (was Papyrus vs Redacteur)

Newsgroup: comp.sys.atari.st
Date: 1994-07-23 14:44:54 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <30rad6$ric@brachio.zrz.TU-Berlin.DE>
Source record: 183320

> Is the same true and for Greek characters in ascii format? (Greek
>characters occupie the positions over 128 ascii).

Depends how it's encoded. The dictinary routines allow ASCII
characters up to 223, that is only mathematical symbols at the
top which include some greek characters are out. If you don't
use these ASCII positions, no problem.

/--\
Christian Nieber	Television: A medium.
email chris@buran.fb10.tu-berlin.de	So called because it is
R.O.M. Logicware, the Home of Papyrus	neither rare nor well done.
Raschdorffstr. 99, 13409 Berlin	

1080. Re: For Sale TOS 2.06

Newsgroup: comp.sys.atari.st
Date: 1994-07-23 18:42:49 UTC
From: JHOOPER@ua1vm.ua.edu
Message-ID: <16FFCC0D9.JHOOPER@ua1vm.ua.edu>
Source record: 183323

I have a TOS extension card for a Mega ST (only) to upgrade it to TOS 2.06. Works well, but I have large set-up on Base 2, which won't work with 2.06. I paid $150 for it; plugs in; full and easy instructions in manual. Gives all the advantages of the new desk-top (like Neodesk & Maxifile). So make me an offer. Also have Convector and Geneva, neither of which I use.

1081. TOS 2.06 upgrade gone awrey

Newsgroup: comp.sys.atari.st
Date: 1994-07-23 18:51:47 UTC
From: levaillm@cuug.ab.ca
Message-ID: <CtEpqB.Ety@cuug.ab.ca>
Source record: 183337

I have an STE and tried to install TOS 2.06. It didn't work so I put the
1.62 back in. Now I do not get STE stereo sound. WHY!!!

--
Mark Levaillant
levaillm@cuug.ab.ca

1082. Help With Data Base For STE??

Newsgroup: comp.sys.atari.st
Date: 1994-07-23 19:12:40 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Jul23.161240.25976@dal1>
Source record: 183324

I'm looking for a good data base when the user can define
fields that is simple sorta like DB Master for the ST.
I own this, but it won't run on a Mega STE. All help much
appreciated!

1083. Re: Megafile 30 for Sale!

Newsgroup: comp.sys.atari.st
Date: 1994-07-23 19:17:09 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Jul23.161709.25977@dal1>
Source record: 183325

In article <EGRXCEWG1-UP@zaphot.abg.sub.org>, aw@zaphot.abg.sub.org (Arno Welzel) writes:
> In <CszoxC.IEq@mach1.wlu.ca> Jeffrey Blair u wrote :
>
>>Since I upgraded to a SCSI, I have no further need of my Megafile 30. It
>>has served me very well for 4 years now. The drive comes zeroed with the
>>Atari Advanced Hard Drive utilities on floppy, all ready for new partitioning.
>>
>>No problems with it whatsoever!
>>
>>Price: $299.00 Cdn <that's about $200 US at the current rate> + shipping
> ^^^^^^^ ^^^^^^^
>
> Do you really want _that_ $200 US for a 30 MB-harddisk ????
Actually, that's the going rate for a ST hard disk, I know I'm a
dealer! Don't even attempt to compare ST disks to the lowering
Dos supply of IDE disks, no comparison! A ICD host list in Canada
right now is $150!!!! That's just the controller, and the ICD
case w/supply, ICD ADSCSI Plus, ID etc is a whopping $295!!!
No disk!!! There it sorta sums things up! $300 CDN for a good
working Megafile 30!
> Wake up ... it's 1994 ;-)
>
>
> Ciao ...
>
> --
> Arno Welzel (aw@zaphot.abg.sub.org)
> PGP public key available on request

1084. Re: Connecting Jaguar to Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-07-23 20:27:40 UTC
From: steve-j@teleport.com
Message-ID: <30ruft$diu@elaine.teleport.com>
Source record: 183326
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <30r9o7$db7@nyheter.chalmers.se>,
Jean-Marc ORLIAGUET <jmo@fy.chalmers.se> wrote:

>I've heard that it was already possible to connect the Jaguar to some
>PC or TT computer to program the console.
>
>Does anyone know if Atari intend to release a kit or something to do
>the same with the Falcon ?

Yes, there IS a Falcon-based Jaguar dev. kit (I think it plugs into
the DSP port, but I'm not sure).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

1085. Re: English Papyrus (was Papyrus vs Redacteur)

Newsgroup: comp.sys.atari.st
Date: 1994-07-23 22:21:29 UTC
From: tasmeran@ars.ath.forthnet.gr
Message-ID: <030247XTSQQLRTQMWPGC@ars.ath.forthnet.gr>
Source record: 183318

IC>> Anybody know where I can get a French dico for it [papyrus]?

IC>As long as we don't yet have one, and if you are really eager you could
IC>use a PD word list. try ftping black.ox.ac.uk in directory /wordlists
IC>or ask archie first. Of course you would have to get the accented
IC>characters right first. papyrus will accept ASCII word lists if
IC>they are correctly sorted by Atari ASCII and there are no duplicate
IC>words, otherwise you get an error message.

IC> Christian

IC>/--\
IC>| Christian Nieber | Television: A medium. |
IC>| email chris@buran.fb10.tu-berlin.de | So called because it is |
IC>| R.O.M. Logicware, the Home of Papyrus | neither rare nor well done. |
IC>| Raschdorffstr. 99, 13409 Berlin | |

Is the same true and for Greek characters in ascii format? (Greek
characters occupie the positions over 128 ascii).

Thanks in advance
T.Kyriakos
Athens, Greece

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services

1086. Connecting Jaguar to Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-07-23 23:01:38 UTC
From: Steve.Kipker@st-keep.wmeonlin.sacbbx.com
Message-ID: <7c6_9407240316@wmeonlin.sacbbx.com>
Source record: 183254

In a message of 23 Jul 94 14:33:43, Jmo@fy.Chalmers.Se wrote:

J> From: jmo@fy.chalmers.se (Jean-Marc ORLIAGUET)
J> Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech
J> Date: 23 Jul 1994 14:33:43 GMT
J> Organization: Chalmers University of Technology
J> Lines: 5
J> Sender: -Not-Authenticated-[4919]
J> Nntp-Posting-Host: f2-pc7.fy.chalmers.se
J> X-Posted-From: InterNews 1.0@nyheter.chalmers.se.
J> Xdisclaimer: No attempt was made to authenticate the sender's name.
J>
J> I've heard that it was already possible to connect the Jaguar to some
J> PC or TT computer to program the console.
J>
J> Does anyone know if Atari intend to release a kit or something to do
J> the same with the Falcon

Hello...

STeve here from STeve's Atari SALES!. To answer you question, there is
no plans to use a Falcon030 as a development platform for the Jaguar. Either
a High-End 486 system or Atari's own TT030 will work (as you already know).
If I can help in anyway, feel free to contact me at once... Take care

STeve @ STeve's
--
: Fidonet: Steve Kipker 1:203/1632 .. speaking for only myself.
: Internet: Steve.Kipker@st-keep.wmeonlin.sacbbx.com

1087. Note to Nethack gurus...

Newsgroup: comp.sys.atari.st
Date: 1994-07-23 23:52:45 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <CtF3ny.G8y@ecf.toronto.edu>
Source record: 183330

To all the Nethack gurus out there... I just wanted to bring to their attention that the official nethack site "linc.cis.upenn.edu" does NOT have a copy of the Atari binaries. To the porters (both text and gem form), you might want to notify the archive maintainers as to the status of the Atari hack binaries.

Just wanted to spread the news...
AcEzE /.^J
--
********** WHO AM I, YOU SAY? ********** "If time is money, (c)
********** Shahir Al Rashid *aka* AcEzE ********** we're all in debt!" - Me
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ----------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make

1088. Re: Megafile 30 for Sale!

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 00:05:41 UTC
From: sammcgee@crl.com
Message-ID: <30sb8l$rlr@crl5.crl.com>
Source record: 183327

stevedc@ac.dal.ca wrote:
: > Do you really want _that_ $200 US for a 30 MB-harddisk ????
: Actually, that's the going rate for a ST hard disk, I know I'm a
: dealer! Don't even attempt to compare ST disks to the lowering
: Dos supply of IDE disks, no comparison! A ICD host list in Canada
: right now is $150!!!! That's just the controller, and the ICD
: case w/supply, ICD ADSCSI Plus, ID etc is a whopping $295!!!
: No disk!!! There it sorta sums things up! $300 CDN for a good
: working Megafile 30!

(all prices US)
I'm in the market for another hard drive for my Falcon. There is an ad for a 340MB external SCSI hard drive for about $460. That's $1.35/MB vs $6.67/MB for the Megafile 30. There are two other factors: (at least two:)

1) ADSI -> SCSI interface for computers w/o SCSI ports
2) How much memory you can afford

In regard to item two, I can find a 1GB HD for a super low $/MB but that is out of my dollar range. I believe a 30MB hard drive these days is too little, my 84MB internal and 30MB external are even full. I suggest spending some extra money an get a larger HD. The cheapest way out is to buy a used Atari compatible 30MB HD with a damaged disk (working interface, power supply etc.) and install an internal SCSI disk.

Sam

sammcgee@crl.com

1089. GENESIA

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 00:58:24 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <30sebg$mje@golem.wcc.govt.nz>
Source record: 183328
Cross-posted to: rec.games.video.atari,comp.sys.atari.st

Mindscapes GENESIA....!!!

Hi does any one know if GENESIA ever came out for the Atari,
Atari ST-User did a preview of it way back in Feb, and claimed
that it would be out early 1994...??

Does any one know...??

Please e-mail me if they do.....

Thanks....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1090. 1st Quide versions

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 01:00:58 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <30sega$mje@golem.wcc.govt.nz>
Source record: 183331

Help...!!

Does any one know the versions of 1st Quide, I have seen 2 different
numbers so far, one with a 6 and one with a 29 number, does any one know...

Thanks..............

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1091. NEEDED: prg. to change UNIX->ST

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 01:14:02 UTC
From: hallvart@ifi.uio.no
Message-ID: <30sf8q$ai3@dyggve.ifi.uio.no>
Source record: 183329

I need a program or accessory that will convert end-of-lines in text files
from the UNIX standard to MSDOS/Atari ST standards.
I currently use the "UNIX2ST" and "ST2UNIX" '.TTP' programs, but I would more
like a GEM program/accessory to do this instead of having to remember the filenames
correctly and typing them. Any such program around?

Hallvard, Oslo, Norway

1092. ATARI STe System For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 01:37:40 UTC
From: alberto@terapin.com
Message-ID: <alberto.5ykh@terapin.com>
Source record: 183333

ATARI COMPUTER FOR SALE
/\/\/\/\/\/\/\/\/\/\/\/\

ATARI 1040 STE - 4 Megs, Tos 1.62.

ATARI SC1435 - 14' Color Stereo Monitor. Swivel Stand.

Maxtor LXT 200S - 200 Megabyte 15ms Hard Drive. VERY QUIET

ICD Host Adapter Plus w/clock + Software/utils installed in case.

Epson LQ-570 - 24 Pin printer, 360x360 dpi.

Supra 2400 Baud Modem

Software

This system is in NEW condition, not used much and still in boxes
with all manuals. Need money, so MUST SELL. I will **NOT** sell in
parts, please make me an offer.

Mail only please.

Thanks,

alberto@terapin.com

1093. Re: Help! Atart ST and hard disk problem

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 01:52:43 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <775014763snz@gw6hva.demon.co.uk>
Source record: 183280

In article <30dlo9$q4b@golem.wcc.govt.nz>
sheppard_r@ix.wcc.govt.nz "Roger Sheppard." writes:

> No there is not a lot of piff-paff about DMA chips, I have replaced
> 6 so far all C025913-38...
>
>
> You don't even give the new part numbers...

I don't give part numbers because (a) I don't have access to the machine
and (b) I didn;t actually do the ordering of the blessed things.

> >had DMA problems and have fitted/changed DMA's in all of them. The best
> >results are obtained in the end with "old" DMA chips, very short DMA
> >leads - like 6" and ICD HA's and s/w.
>
>
> Sorry I don't believe you, and most people could not even use there hard drives
> with 6" leads...

I don't personally care a light whether you believe me or not - I am not
given to fabrication or lies of any shape size or description and am
not about to start now. What I have related here is an accurate and
correct account of what actually happened.

> Also I do think that Atari should know more than you, well they made the
> machines....

Well, I beg to differ there. Atari have a well known and documented
history of screwing things up in various areas over the years. I am NOT
suggesting that I know more than the Atari Corp in general but certainly
in this case, Atari UK could not solve the problem.

The machine actually went to two registered (very well known concerns)
h/w agents and had the original DMA upgrade done. The machine
subsequently would NOT work on it's return and was sent to Atari UK,
where they too meddled with it and also returned it declaring nothing
was wrong with it. Still it failed to work correctly with the HD on it's
return. It was at this point that we started changing DMA chips
ourselves (Atari actually supplied the first one at 10 UK pounds and the
subsequent ones free of charge).

I am not prepared to name the companies concerned publicly (because they
were not to blame) but if you'd like to mail me Roger, I will give a
fuller account of what happened and should you wish, you may then trace
the machine back through it's history to verify it all.

Suffice to say, that a scope and logic analyser, showed better drive/timing characteristics with the old DMA chip (CO25913-38) out of my Mega (not STe) than the newer ones supplied.

> As I say chaps Please look before you leep....

Yes, my sentiments too. I have incedentally given this advice to a couple of others and one of whom I know had no further trouble after fitting an "old" DMA chip.

Cheers, Martin.
--
Martin Vernon, Supavision
Sysop GB7OS & GB7OSP
BBSnet: GW6HVA@GB7OSP
AMPRnet: gw6hva@gb7osp.ampr.org
Internet: martin@gw6hva.demon.co.uk

1094. Re: Atari Compendium Book

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 02:10:38 UTC
From: scotty@cais2.cais.com
Message-ID: <30siiu$16n@sun.cais.com>
Source record: 183332

I have a problem with the upgrade offer on the Compendium. Granted, it is an excellent product, and something that might have greatly improved things for the Atari Community if it had been widely available six years ago.

Anyway, I shelled out $50 for this book back in March. Based on their upgrade policy, I can send in the cover of the book and save $5 to get the new book.

This leaves me with one hardly used coverless book I don't need, and one brand new book. On the other hand, the card I mailed in said that I would receive addenda as they became available. There have been none -- but as a long time Atarian, I've lived with worse...

<WHINE ON>

So why couldn't they have offered me the 90 new pages as an addenda, for another five bucks?

Buying a whole new book to get them is expensive for me and wasteful to boot!

<WHINE OFF>

--
==========
Scott R. Chilcote
scotty@cais.com

1095. Starball, ARGH!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 02:32:32 UTC
From: krlawson@freenet.hut.fi
Message-ID: <30sjs0$t90@freenet.hut.fi>
Source record: 183334

I was nicely playing a good game called starball, and I had about
50000000 on my score board, and about 10000000 bonus. The sun was shining
and life seemed nice. Then.... it happened... the ball went up yet again
into a bonus level but funnily, the bonus level didn't load.. the screen
went blank, and almost immediately 2 bombs and the cute bee appeared on
screen. Then it hit me.. the game was over, and all because of some
bug somewhere.. that almost killed me. Staring at the screen, just a little
annoyed, I sweared to myself, and took a walk around the room. This was the
best game I had ever played, and it was a new highscore, but it ended so
abruptly. I quietly sweared to myself, while my friend was almost laughing
beside me. 'This can't be true!'...
Now I have made myself a promise: 'I will not play this game ever again in
my life till I get a version with a bomb disposal unit supplied.'
I hope I will not have to wait too long...
--
Kristoffer Lawson
norm. EMail: krlawson@freenet.hut.fi
-
Something is frantically reaching out, but it never stretches far enough.

1096. Re: Griff - Electronic Images - contact data?

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 02:38:56 UTC
From: frank@theshack.demon.co.uk
Message-ID: <775017536snz@theshack.demon.co.uk>
Source record: 183014

In article <940713Z174012.489dbrewood@nest.demon.co.uk>
dbrewood@nest.demon.co.uk "Daron Brewood" writes:

> Can anyone out there advise a telephone number for Martin Griffiths, Griff
> of Electric Images fame, at all?

> Any information appreciated.

Hi Daron,
try getting in touch via Laurence McDonald, SysOp of Atlantis BBS.
Don't have the number off hand, but his email address is
@atln.demon.co.uk, so I guess an email to postmaster might work?

--
_____...
__|_____...
|
| Expunged forth from the keyboard of
| Frank Charlton <frank@theshack.demon.co.uk>
| .
| Freelance Atari ST Journalist .
. ST Format Columnist .
. Co-SysOp of Ad.Lib BBS |
. General Idiot :-) |
...____________|
..._____|

1097. Re: FTP adress

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 02:41:30 UTC
From: frank@theshack.demon.co.uk
Message-ID: <775017690snz@theshack.demon.co.uk>
Source record: 183017

In article <26080SVEUKNTAARNUSR@ars.ath.forthnet.gr>
ace@ars.ath.forthnet.gr writes:

> Do you know any ftp adress for downloading ST programs via internet??

Try these for starters:

atari.archive.umich.edu
ftp.uni-erlangen.de dir pub/atari/
ftp.uni-paderborn.de dir pub/atari/

That should net you a few files :-)

--
_____...
__|_____...
|
| Expunged forth from the keyboard of
| Frank Charlton <frank@theshack.demon.co.uk>
| .
| Freelance Atari ST Journalist .
. ST Format Columnist .
. Co-SysOp of Ad.Lib BBS |
. General Idiot :-) |
..._____|
..._____|

1098. Re: Vroom and Formula One

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 02:49:16 UTC
From: frank@theshack.demon.co.uk
Message-ID: <775018156snz@theshack.demon.co.uk>
Source record: 183015

In article <301akf$pbd@mailer.fsu.edu> boyd@math.fsu.edu "Mickey Boyd" writes:

> I have developed an interest in racing games as of late. I have heard of
> three cool ones, and wanted to solicit opinions from other gamers.
>
> Vroom - made by Ubisoft, who generally do a great job. Screen shots look
> good :-).

Great stuff, Vroom! the later edition ("Vroom Multiplayer") is just
about the same, but with the addition of a heavily insane Turbo Mode :-)
try playing /that/ at 16MHz with mouse control <grin>

> No Second Prize - motorcycle racing, 3-D solid polygon graphics, have seen
> one good review.

Again, I like it. The mouse control of the bike is really good, and
it takes practice to get /anywhere/ :-)

> Can anyone comment on the above? I don't want to buy all of them and end
> up with two that suck. Any known bugs? Works with TOS 2.06? Works at
> 16mHz? Null modem head-to-head capability? Thanks in advance for any
> comments.

I know Vroom runs fine at 16MHz (it screams along) on TOS2.06, and
the original had a null-modem link. Not sure if NSP runs at 16/TOS2,
I'll get it checked for you later this week if I can.
Try playing Vroom before you part with any $$$, and see if you
suffer from the usual syndrome - you get really involved, your head ends
up closer and closer to the monitor, and when you crash you don't half
jump ;->

--
_____...
__|_____...
|
| Expunged forth from the keyboard of
| Frank Charlton <frank@theshack.demon.co.uk>
| .
| Freelance Atari ST Journalist .
. ST Format Columnist .
. Co-SysOp of Ad.Lib BBS |
. General Idiot :-) |
...____|
...____|

1099. Re: Megafile 30 for Sale!

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 04:12:38 UTC
From: diehl@io.org
Message-ID: <30spnm$65l@ionews.io.org>
Source record: 183336

> Do you really want _that_ $200 US for a 30 MB-harddisk ????
> Actually, that's the going rate for a ST hard disk, I know I'm a
> dealer! Don't even attempt to compare ST disks to the lowering
> Dos supply of IDE disks, no comparison! A ICD host list in Canada
> right now is $150!!!! That's just the controller, and the ICD
> case w/supply, ICD ADSCSI Plus, ID etc is a whopping $295!!!
> No disk!!! There it sorta sums things up! $300 CDN for a good
> working Megafile 30!
>

However, the Megafile 30 is an RLL mechanism utilizing a 65MS Segate ST-238R drive. Hardly up-to-date technology. I cannibalized my old Megafile 30 (which I bought for $200 CDN) to make myself a 250 meg setup, which only costed me $330 extra.

And incidentally, you can get host adapters cheaper than $150.

_____ ______ ______ _____________________________________
____<____ >/ __ // ____/ ___ Tail of ________ Eric March _____
__________> // <_/ // <___ ___ The Comet ______ diehl@io.org _____
__________<_/<_____/<_____/ ___ Productions ____ "ANSI? FANSI!" _____

1100. Atari-based Star Trek disk magazine

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 07:07:32 UTC
From: frank@theshack.demon.co.uk
Message-ID: <775033652snz@theshack.demon.co.uk>
Source record: 183016

I've cross-posted this as it may interest some of you, it was originally
from a BBS system in England.

+++++++

Hi! This is just a quick (hopefully!) message to all
those Star Trek fans (aka "Trekkies") out there....

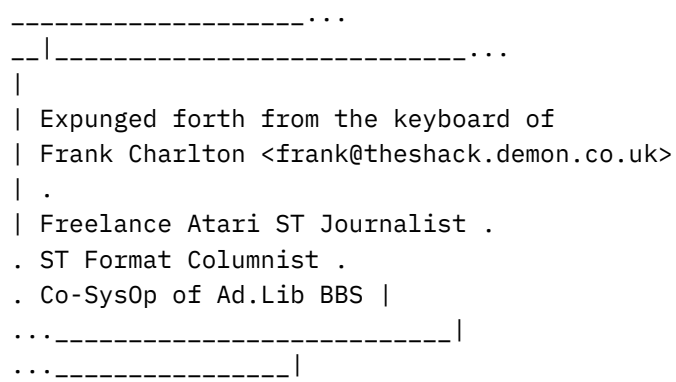
"NOVA" is a new Atari ST disk magazine which is
non-profit making and is for all genres of Trekkies.
Issue one has already been released and hopefuly
either some of the files or the complete disk
will be uploaded to this BBS soon.

Issue 2 is out now and can be obtained by
sending a blank disk, one pound (made
payable to "James Bird") and a SAE to:

NOVA
91 Elm tree Avenue
Kilburn
Belper
Derby
DE56 0NN
England.

And don't forget to mention where you found out
about it from!!....

+++++++++

--


1101. Re: Atari Lynx System FOR SALE!

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 08:26:17 UTC
From: mparrott@connected.com
Message-ID: <30t8j9$csv@hebron.connected.com>
Source record: 183338
Cross-posted to: alt.games.lynx,comp.sys.atari.st,seattle.forsale,pnw.forsale

I hate to tell you this, but I have a new Toad Computers catalog with me and everything you're asking $275 for (Lynx, AC adapter, Comlynx, case and games) could be had through them for just $245 + shipping... and that's for a brand-new Lynx II.

If you haven't heard, the Lynx II is available for $59, and most old-release games are now available for $19.99 (though a few sell for $29.99 and some new releases are going for nearly $50.00).

You might want to re-think your price on that set-up....

- -
Michael Parrott v.v.v v.v.v TT030~48Mhz/4/4/630
mparrott@hebron.connected.com v.v !!! v.v Stacy~20Mhz/4/105
mparrott@delphi.com v (. .) v Despite the high cost
"Old Immortals don't die; ((v)) of living, the practice
they just... DON'T..." o-----/m-m------o remains popular...
- -
:wq

1102. Re: printer driver needed for bj600c with pagestream

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 08:35:46 UTC
From: mparrott@connected.com
Message-ID: <30t952$dfp@hebron.connected.com>
Source record: 183339

I also use a BJC-600 with PageStream. Thus far, there is no BJC-600-specific driver for PgS 2.2; talks with Soft Logik don't leave me with the impression that they're humping on the project, either. Perhaps with the demise of C=, they might take another long, hard look at their loyal Atari customers, but I wouldn't count on it.

As for page sizing, instead of printing at a reduced percentage, try setting your page size, in both the Page Dimensions dialog and the Configure Printer dialog, to 8" x 10.12" (or just 10" if you like even integers). This is (roughly) the actual printing area of the BJC-600, and most items will come out more properly centered/ positioned when printing at 100% with the setting for reduced page size.

If you come up with a way to lighten up color bitmaps when printing from PgS 2.2, please let me know. For know, the only way I've come up with is to brighten the bitmap in another package and re-import into PgS and try again until it comes out right... most color bitmap images tend to come out too dark and use too much ink with the LQ2550C.PRT driver unless externally brightened....

- -
Michael Parrott v.v.v v.v.v TT030~48Mhz/4/4/630
mparrott@hebron.connected.com v.v !!! v.v Stacy~20Mhz/4/105
mparrott@delphi.com v (. .) v Despite the high cost
"Old Immortals don't die; ((v)) of living, the practice
they just... DON'T..." o-----/m-m------o remains popular...

1103. RE: Gemini 2

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 08:56:00 UTC
From: Jan-Mathias_Steinforth@h2.maus.de
Message-ID: <199407241056.a32465@h2.maus.de>
Source record: 183175

DH>My current debate is weather to register for Storm or Connect.
I would reguster CoNnect, because CoNnect exists also in
an english version, and Storm sucks (IMHO :)

Ciao, Mathias!

1104. RE: Gemini 2

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 08:57:00 UTC
From: Jan-Mathias_Steinforth@h2.maus.de
Message-ID: <199407241057.a32466@h2.maus.de>
Source record: 183174

HT>(or that I could afford a Mac...at least then I'd get mostly-supported
HT>software. Oh well.).
And expensive software!

Ciao, Mathias!

1105. Re: Gemini 2

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 09:12:28 UTC
From: Paul.Baker@mettav.exnet.com
Message-ID: <775037540.0@mettav.exnet>
Source record: 183343

In a previous message "Ofir Gal" wrote

> From: ogal@cix.compulink.co.uk ("Ofir Gal")
> Organization: Compulink Information eXchange
>
> In message <30kv2i$ldd@msuinfo.cl.msu.edu>, hopper_t@msupa.pa.msu.edu
> said:
>>
>> I know the feeling...
>> As for Storm or Connect, I'm in the same position, but I'm going to
>> wait until the end of August to decide; Storm is my first choice, but
>> I'm waiting to see if Alan Page works on it some more. Apparantly he's
>> been just swamped with his real job, but is planning on working on it
>> some more come August. If he does, I'll be registering, if not I may
>> have to transfer some money for Connect. I wish we had better software
>> support on the Atari (or that I could afford a Mac...at least then I'd
>> get mostly-supported software. Oh well.).
>
> I don't see a problem, CoNnect is far better IMO, has a printed manual
> in English and is supported. It has a built-in help system, Zmodem,
> automatic scripting and much more.
>

but it doesn't seem to like my accelerator board , it bombs....similar to Magic
(Mag!x) , a very strange set of affairs as they are all german products
(including the accel).

```
*~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~*
/ Comms Lnk Between USENET and Turbonet mettav.royle.org /
\ 300-14400 MNP5 V42Bis 44-(0)81-445-6514 24 Hours \
/ Turbonet 100:1011/0.0 Nest 90:102/140 AtariNet 51:502/0 Fido 2:254/108 /
\ Usenet access for 5 pound a quarter for Fido style Points \
*~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~*

* Origin: THE TAVERN 44-(0)81-445-6514 24 HOURS (Turbonet 100:1011/0)
```

1106. Re: Fax-Soft (w. ZyX)

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 09:16:28 UTC
From: Paul.Baker@mettav.exnet.com
Message-ID: <775037540.1@mettav.exnet>
Source record: 183344

In a previous message Stefan Petermann wrote

> From: peterms@comix.uni-muenster.de (Stefan Petermann)
> Organization: Westfaelische Wilhelms-Universitaet Muenster, Germany
>
> Hi Folks,
> im looking for a working Fax-receive prog. with ZyXEL modems
> and the CoNnect terminal.
> I tried various versions of HackFax and junior_office (TKR) with no
> satisfying results.
> My config is: TT, Zyx.E+ (Modem2), CoNnect2.46
>
> Any hints are highly appreciated.
>

you could buy straight Fax 2.10

```
*~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~*
/ Comms Lnk Between USENET and Turbonet mettav.royle.org /
\ 300-14400 MNP5 V42Bis 44-(0)81-445-6514 24 Hours \
/ Turbonet 100:1011/0.0 Nest 90:102/140 AtariNet 51:502/0 Fido 2:254/108 /
\ Usenet access for 5 pound a quarter for Fido style Points \
*~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~*
```

* Origin: THE TAVERN 44-(0)81-445-6514 24 HOURS (Turbonet 100:1011/0)

1107. WANTED: STOS FTP SITE

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 09:20:47 UTC
From: levi@eskimo.com
Message-ID: <CtFtyr.6Hs@eskimo.com>
Source record: 183264

I know there is a STOS ftp site, could someone please mail me the address?

THANKS ALOT! IM TRYING TO RECOVER LOST DATA DUE TO HARD DRIVE VIRUS!

levi@eskimo.com

1108. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 10:16:34 UTC
From: hjv@phil.ruu.nl
Message-ID: <30tf22$7s2@chico.staf.phil.ruu.nl>
Source record: 183349
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

brusch@eslapion.sh.sub.de (Stefan Brusch) writes:

>In <30nvu8$nhj@percy.cs.bham.ac.uk> Chris Ridd wrote :

>>Now, if only there was a complete English translation available...

>If only there was any documentation available...

Excuse me? There is quite some documentation in the package imo, although it indeed is all in German. The new version has even some stuff on the new Mupfel (something that was lacking in the previous release unfortunately).

And then, even without any docs at all, I think installing and using Gemini is quite straightforward. Sure, all the deep ins and outs of the Mupfel shell is a whole other piece of cake, but getting a functioning setup isn't that hard. And if you know Unix a bit, and stuff like shell-scripts, it's even easier, since Mupfel resembles those quite a lot.

The only changes I made to the default setup is renaming the 'user' directory to 'usr', and merging the MAN1, CAT1 and CAT1M directories into one big MAN1 directory, since I use a real manpager which expects all manpages to be in the MANx directories... And that's it. Additionally pick up copies of awk, sed, perl, nroff, man, mkproto, and all Julian's tools (mupfeltools and texttools), and perhaps a few more, and you have an unbeatable setup... I really wished there was something like the Gemini/Mupfel pair for my Mac...

--
Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands
(hjv@phil.ruu.nl)

... I'd rather die than find myself betrayed again ...

1109. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 11:30:02 UTC
From: Ton_Ketting
Message-ID: <2e325116@f503.n286.z2.fidonet>
Source record: 183257

```
>> It is *excellent* news! I've replaced the MTOS desktop and it works
>> fabulously well, and the colour icons work properly in 16-bit and
>> 24-bit modes etc etc.
>>
>> Now, if only there was a complete English translation available...
SB>
SB> If only there was any documentation available...

but there is.. at the same sight.. send separately.

+----------------------------------------------------------------------+
Ton Ketting Katendrechtselaan 2
tonk@textlitho.nl 3072 NM Rotterdam NL
fax/data +31-10-4840224 private +31-10-4862446
+----------------------------------------------------------------------+

--- JetMail 0.99beta9
* Origin: Bearboard ST(ABC/NeST/FAN)BBS +FAX +31-(0)10-4840224 (2:286/503)
```

1110. Re: FTP HELP!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 12:00:46 UTC
From: s9205525@otto
Message-ID: <30tl5e$ius@aggedor.rmit.EDU.AU>
Source record: 183252

wsen@skyfox.usask.ca wrote:
: I've tried to "GET" stuff with FTp. But it does not work. It will say
: "blah bytes recived in blah seconds", but I get no activity on my disk drive.
: I am connecting remotely to our university's dial-up faciltiy. I have Uni-
: term 2.0, which has the Kermit(which I think is how you FTP), X-modem, and
: Y-modem protcals. I know how to type in everything right(I think), but I
: Do not know why I cannot transfer stuff to MY disks. Can anyone help me?

: If you wish to respond by E-mail, mention "For Wade Lahoda" in the title,
: As i am using a muliti-user account. Thanks in advance!!! HELP!

First of all, your ftp'd file will be sent to your home directory which
should come under the heading of Mail. There are a few simple instructions
you only have to use to ftp. Follow these instructions and you cant go
wrong!!!! After you have found the file that you want to ftp,
(1) Type the word " binary "
(2) Type the word " prompt" (I will explain this later)
(3) Type the word " mget " and the name of the file EXACTLY as it is written
(the file will now d/l to your Mail directory at your site)

(4) Type the words "ls -a" to see the files in your Mail dir
(5) Type the word "uncompress" as the files will be compressed and your
server will uncompress them for you.

(6)Type the words "sz " and the name of the file as it is written exactly
in your Mail Dir after decompressing. (the z in sz stands for z modem
if you are using another file transfer protocol then you had better
find out what to put instead of z 8-)).

(7) The files will now be downloaded to your machine. I would say that you
are thinking that the files should be downloading to you like they would
when you d/l from a normal BBS, but, you must remember that this is like
downloading from one bbs (the ftp site) to another bbs (your server)

Now what the word "prompt" means is, that the ftp site that is sending files
to you wont ask you for confirmation for each file that you want. It dosntg
really matter if it is just one file you want, but if you want 20 files
in one go then it becomes a pain in the youknowwhat. BTW, you can also
type the word "hash" so that you can see how much of the program is
being downloaded.

I hope you can make sense of this, it is quite easy once you get used to it
...... John Moon s9205525@otto.bf.rmit.edu.au

1111. Re: Falcon030 CPU cache

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 12:02:08 UTC
From: charly@senator.ppc.sub.org
Message-ID: <EGYMABUQ88-UP@senator.ppc.sub.org>
Source record: 183251

In <CtBDAs.C2C@cix.compulink.co.uk> "Roland Givan" wrote :

>>Does the Falcon030 have a cache? The 68030 doesn't have one inside and
>
>Surely the 68030 has a 256 byte data and 256 byte instruction cache?

Yes.
--

Karlheinz Sauther / ++49 7274-8565
An Fronte Karl 31 / charly@senator.ppc.sub.org
76726 Germersheim / Karlheinz_Sauther@LU.maus.de

1112. Re: printer driver needed for bj600c with pagestream

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 12:11:49 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <30tlq5$rv3@golem.wcc.govt.nz>
Source record: 183255

In article <30t952$dfp@hebron.connected.com>, mparrott@connected.com (Mike Parrott) writes:
>I also use a BJC-600 with PageStream. Thus far, there is no
>BJC-600-specific driver for PgS 2.2; talks with Soft Logik don't
>leave me with the impression that they're humping on the project,
>either. Perhaps with the demise of C=, they might take another long,
>hard look at their loyal Atari customers, but I wouldn't count on it.

They have a BJC 800 driver that I have mailed to Mickey to place on A.A.
for me...

- - - - - - -
> Michael Parrott v.v.v v.v.v TT030~48Mhz/4/4/630
>mparrott@hebron.connected.com v.v !!! v.v Stacy~20Mhz/4/105> mparrott@delphi.com v (. .)
v Despite the high cost

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1113. Re: Fax-Soft (w. ZyX)

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 12:22:14 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <30tmdm$rv3@golem.wcc.govt.nz>
Source record: 183256

In article <775037540.1@mettav.exnet>, Paul.Baker@mettav.exnet.com (Paul Baker) writes:
>In a previous message Stefan Petermann wrote
>
> > From: peterms@comix.uni-muenster.de (Stefan Petermann)
> > Organization: Westfaelische Wilhelms-Universitaet Muenster, Germany
> >
> > Hi Folks,
> > im looking for a working Fax-receive prog. with ZyXEL modems
> > and the CoNnect terminal.
> > I tried various versions of HackFax and junior_office (TKR) with no
> > satisfying results.
> > My config is: TT, Zyx.E+ (Modem2), CoNnect2.46
> >
> > Any hints are highly appreciated.
> >
>
>you could buy straight Fax 2.10

I would state that COMA 220 leaves all otheres for dead, has Full support
for ZyXELs plus voice and you can try it out as its on mosts sites as
Cripleware, but that just limits it to sending 500 lines..

Has many other features like FTP support and from what I know can be driven
as a command line program..

P.S. There are no demos of Straight Fax 2.1 and from what I have been reading
its no longer being supported, as the Author found a hacked copy on a USA BBS,
and saw no point in supporting Atari any more, but that could have changed by
now...

>/ Comms Lnk Between USENET and Turbonet mettav.royle.org /

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1114. Re: ***Database program needed for ST***

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 13:47:36 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <JI9wr0Y.ari2550@delphi.com>
Source record: 183253

Mark Leair <aa338@cleveland.Freenet.Edu> writes:

>I'm l00king for a freeware or shareware database program...
>
>I primarily need it to store names in alphabetical order, and a search option
>(search on last name) would be nice as well...
>

The database program DBMaster One is available as shareware on many vendors
catalog. It is ancient but has a nice graphical design feature, small,
and will fit the bill. I'm not sure if its on FTP though...

It used to be a commercial program and is the predesessor of ANTIC's Base II
database program...

Ari

1115. Re: Neodesk 4

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 14:50:01 UTC
From: trek@intgp4.ih.att.com
Message-ID: <CtG97E.JAy@nntpa.cb.att.com>
Source record: 183258

Stu Huffman <Stu.Huffman@231-370.dswhq.omahug.org> wrote:
>JA> From: hoga0006@gold.tc.umn.edu (James A Hogan)
>JA> In article <2vg428$ato@golem.wcc.govt.nz>,
>JA> Steve Wells <wells_s@kosmos.wcc.govt.nz> wrote:
>JA> >What's the current progress status of Neodesk 4?
>
>We have no inside information, but we're hoping Gribnif will be able to bring
>NeoDesk 4 along to show and sell at the Mid-Indiana ST MIST AtariFest VI on
>July 23 at Indianapolis (10-3 at Best Western Waterfront Plaza Hotel).
>Gribnif will be there along with lots of other folks -- ICD, Toad, Rising
>Star, Dorothy Brumleve, Missionware, Mars, Systems for Tomorrow and more.

I attended the MIST show in Indianapolis and spoke with Dan while ordering
my upgrade. I think they had been hopeful of having the upgrade ready
for the show also- but it didn't quite make it. Dan told me that they
expect to be shipping the upgrades out around August 1st.

See my later article on the show. It was very encouraging - at least
to me since I still use my Atari Computers! We still have quite a few
software vendors supporting us with upgrades to our software and new
software. Wayne

1116. Re: Geneva help wanted

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 15:06:49 UTC
From: rflashma@mtholyoke.edu
Message-ID: <30u029$6r6@mudraker.mtholyoke.edu>
Source record: 183259

Matt Koundakjian (mattk@netcom.com) wrote:
> Just kidding...I just put in Geneva and started to see what would run.
> So far, I can't seem to get anything i normally use to multitask. I
> bought it at the same time I bought an ICD Adspeed thinking that with the
> speed boost that would give, I could have say, an archiver shell and
> Storm in at the same time. (NOthing I could do to get Strom to work
> under Geneva--but I've not tried to goof with any of the settings)
X-Newsreader: TIN [version 1.2 PL0]

> To make a long ramble short, I'd like to correspond with Geneva users who
> have gained a modicom of control over their systems since they put Geneva
> in. I'd also like to know if Gribnif or ayone else has put together a
> list of what will and will not run under Geneva--and hinstrunctions to
> make it so....

> The press release says that Mint and Geneva can work together...how? DO
> you boot up with Mint and Geneva in the auto folder? And what do you do
> about GEMENV? Geneva won't boot if GEMENV runs first...

> Argh! IEarlier today, I was getting upset with Geneva...seems like I
> bought a program that won't work with anything. Pretty icons and tear
> off menues...whoopie...

> I sure hope someone has battled some of these dragons...it looks like a
> fine piece of programming, but I"d like to get some use out of it...

> Bye for now,
> Matt Koundakjian <mattk@netcom.com>

Always hard to answer letters like this...

Let me see. First of all, what programs didn't work (other than STorm, which I've never used myself, but I believe I've heard works fine with the single-tasking flag)?

Second, I don't know if you've read the READ.ME file or not, but MiNT support is not 100% complete yet. There were some bugs in MiNT that prohibited us from putting the support in (this is almost a year ago, when we were getting Geneva out the door). These issues have not been resolved, and as soon as we get NeoDesk 4 out the door (1 week or so) we will sit down and get the MiNT support ironed out.

Third, you might be best off to give us a call at our technical support line. It sounds like you might have a weird installation that might be affecting your system performance. Just about everything works in Geneva. The biggest problems are in games and midi programs.

--Rick

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

1117. Re: Megafile 30 for Sale!

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 15:55:21 UTC
From: nicole@seas.smu.edu
Message-ID: <1994Jul24.155521.22435@seas.smu.edu>
Source record: 183261

Can anyone post or point to information on how to upgrade/cannibalize
a Megafile30 into a more-memory scsi? How much of the Megafile is
useful in this regard, and what outside stuff would one need?
Thanks
John Trimble
nicole@seas.smu.edu

1118. STuff for sale

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 16:16:29 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <30u44t$73l@charm.magnus.acs.ohio-state.edu>
Source record: 183260
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Atari STacy laptop computer
* 4 MB in SIMMs, 130 MB Maxtor HD, 16 Mhz AdSpeed CPU, Mega ST external keyboard ready (keyboard not included), joypad, padded carry case
* Atari Mega STe external keyboard $75
* $1200 obo

Atari PS3000 monitor
* 12" color, built in DS/DD floppy drive
* $150 obo

Black Lamp (game)
* $3.00

Atari 2600
* console, 2 joysticks, paddle controllers, hard storage case, all hardware and manuals
* games: The Empire Strikes Back, Star Trek Stratetic Operations Simulator, Combat, Air-Sea Battle, Battlezone, Vanguard, Atlantis, Super Challenge Football, Starmaster, Frogger, Wizard of Wor, Video Olympics, Asteroids, Defender, Missile Command, Phoenix
* $75 obo

Atari TrakBall
* $5.00

Joystick extender
* $5.00

Bulk 3.5" DS/DD disks
* New: $.30 each
* Used: $.20 each

MAPPING THE ATARI
* $5.00

(6502) MACHINE LANGUAGE FOR BEGINNERS
* $3.00

(6502) MACHINE LANGUAGE II
* $3.00

Buyer pays shipping and handling. US only.

jpoling@magnus.acs.ohio-state.edu

or

(614) 262-2396

_
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

1119. New demos on a.a.u.e

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 16:55:54 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <30u6eq$766@mailer.fsu.edu>
Source record: 183284

I just stuck two fairly new demos on atari.archive.umich.edu.

techno.zip - Techno Drugs, excellent STE/Falcon color demo, similar to the Omega demo, which is my all time favorite STE demo. Lots of rotoscoping, good MOD soundtrack, etc. Really needs a hard drive, but there may be a way to run it from floppies. Very impressive, runs like a music video.

whdbr_[ab].msa - When Hifidelity Dreams Become Reality, lots of good MODs playing at 50kHz stereo. STE/Falcon color.

Also, I stuck a working copy of State of the Art, and cleverly managed to delete State of the Art II in the process :-). If someone could email me or upload this demo to atari.archive.umich.edu, I would appreciate it.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1120. Re: Atari Lynx System FOR SALE!

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 17:12:49 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <30u7eh$766@mailer.fsu.edu>
Source record: 183285
Cross-posted to: alt.games.lynx,comp.sys.atari.st,seattle.forsale,pnw.forsale

Mike Parrott (mparrott@connected.com) wrote:
> I hate to tell you this, but I have a new Toad Computers catalog
> with me and everything you're asking $275 for (Lynx, AC adapter,
> Comlynx, case and games) could be had through them for just $245 +
> shipping... and that's for a brand-new Lynx II.
>
> If you haven't heard, the Lynx II is available for $59, and most
> old-release games are now available for $19.99 (though a few sell for
> $29.99 and some new releases are going for nearly $50.00).
>
> You might want to re-think your price on that set-up....

Is it not the case that the first Lynx is superior to the second? I have
been toying with the idea of buying one for my significant other, as she has
developed an interest in Chip's Challenge. I was under the impression that
the first Lynx was better, but much more expensive to make.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1121. Indianapolis Show Report

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 17:14:05 UTC
From: trek@intgp4.ih.att.com
Message-ID: <CtGFvH.LtI@nntpa.cb.att.com>
Source record: 183263

My son and I just got back from the Indianapolis show. It was very encouraging to me, an Atari owner and for vendors and dealers. The vendors and dealers were generally pretty happy with sales from the opening doors and the people that showed up throughout the show. I didn't hear a final count of attendance but it was up significantly from last year.

From a user's perspective it was really encouraging to still see familiar faces and vendor names supporting the Atari line of computers with software upgrades and some new releases. I was surprised as I stood in line and I looked over the others standing in line - ages really ranged from the fairly young, to the teens, to the young adults, to us middle-agers, to the older generation. I had never quite noticed such an age spread before.

A quick run down of the vendors (apologies to any I miss - and especially to the other helpers in the booths that I did not talk with nor mention below) This is from memory - so I hope I didn't miss too much.

Dorothy Brumleve was there with her line of software for our younger-at-heart users. If you are needing educational software or software to enhance your young son or daughters experiences with a computer, you definitely should contact Dorothy. (Kidpainter, Multiplay, Kidpublisher Professional, Super Kidgrid, and MathArt) Really outstanding products. Sure wish Jonathan was either born later or Dorothy had gotten her start sooner.

Clear Thinking was there with an update for Edhak - sorry, Edit Plus v 3.1 - as the program is now known. (It can be renamed back to Edhak if you need to for QuickCIS.) It has added sorting and encrypting modules and half a dozen new editing features. This program just keeps getting better and better.

Dan of Gribnif was there offering upgrades to Neodesk 4 (taking orders - for ship about 1 August), Gena (immediate delivery) Steno and Stalker (both of which haven't changed yet since the KC show last year), Convector, Arabesque Professional and maybe some other product of theirs that I missed. Both upgrade pricing and show pricing were available.

Missionware was there offering upgrades and purchases of their products like Flash II, all of Hutch's fine programs like Cryptographer, Crossword Creator II, Cyberdrome).

Skyware was there with Seurat, Color Scan (a new beta version for the Falcon which will be completed in the near future- registered users will get a mailing notifying them of its availability when its ready) and Color IMGs (a viewing program) I thought I had forgotten to take my disks with for Skyware since they weren't on the vendors list posted last week. They gave me the beta copy of Color scan to try out on my Falcon anyway. Later in the day while digging through my disk boxes I did run across my Skyware disks. Great to have the update anyway since I have moved to a Falcon.

Toad was also there with their latest catalog and lots of products for your Atari's. This is one vendor you all should know.

A vendor (apologies for not remembering who they were) was there that was carrying among a myriad of other 8 and 16 bit software and magazines, the line of Majicsoft software, including their newest game - Nertz - a type of solitaire that you play with one to nine users (max of two per computer - computers connected via midi or modem or null-modem) It also supports adjustable computer players if you want some competition. This one kept my son and I occupied a bit while we were there. Great fun. They also carried Awarz, Buttonwari, and MAGE, the Majic Arcade Graphics Engine - game generation software. This game was addicting and my son and I will be enjoying many hours of challenging fun, I am sure.

Mark from Mars Merchandising was there with his usual fine selection of games and magazines for the 8 bit, ST/Falcon line, Lynx and Jags. Any of you from the Chicago area surely know them from their store in Villa Park. They really stay on top of the gaming area and are predicting a very bright future for the Jag. Mars also had the JagDapter available for connecting your jag to s-video, RGB monitors, separate chroma/luma, SC1224 and left and right audio feeds. Available now.

ICD was next with their line of hardisk adapters, complete drives, ICD harddisk software, and The Link II. Upgrades were of course, being offered - and Tom was there to discuss any technical issues you wanted to talk about. ICD also had flyers and a demo unit of their CatBox.

Randy Kopchak was there from It's All Relative. He had the full line of CD ROM software, many CD Roms available, Genealogy and weather forcasting software. His software is now able to handle Photo CDs and Audio CDs too. ExtenDos is the defacto standard for handling CD-ROM drives on the Atari. Randy also had the German CD Rom disks for sale.

Systems for Tomorrow, another vendor of fine Atari products was there with tables filled with delights for the ST/Falcon line. I always drop a bundle at their tables. They also had the Motorola-Inside t-shirts (the only intelligent choice) for sale.

Binary Sounds was there (I think I got the name right.) They were offering midi and music software.

Lexicor had a video set up running demos of their software. The booth was crowded so I passed it by, meaning to get back to it but never did :^(.

There were many, many tables set up by user groups at the show. They were selling their club PD disks and all sorts of used software, used hardware - one SST and many fine monitors and harddisk systems, used books and used magazines. I completed some of my library - that's one way to avoid those high shipping charges on used magazines.

Many vendors donated great door prizes for the hourly drawings. My son and I both thank them again for the nice door prizes we won (Pianistics - a keyboard trainer/tutor and Edit Track 7.1 Platinum, and a Motorola Inside t-shirt. You can bet I will wear that one out.)

Looking forward to the next time us Atari Users can get together again - and thanks to the MIST organizers for pulling off the show. My hats off to you on a well run show - may there be many more in your future!

1122. Re: printer driver needed for bj600c with pagestream

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 17:25:44 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <30u86o$8r3@mailer.fsu.edu>
Source record: 183286

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
>
> They have a BJC 800 driver that I have mailed to Mickey to place on A.A.
> for me...

Done. It is in Applications/Dtp/bjc800.lzh.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1123. MUSIC GEAR FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 17:34:00 UTC
From: Chuck.Zwicky@flight.org
Message-ID: <588_9407241930@flight.org>
Source record: 183274

I am selling the following:

AKAI PEQ-6: 6 channels of 7 band, programmable EQ with MIDI.
Single rack
space.....
..
.....$325

CASIO FZ-20m rack-mount SAMPLER. 16 bit. Analog filters.
SCSI interface. 8 outputs. Built in graphical editing.
Huge
library.....
..
.....$1100

CASIO VZ-8m. 64 oscillator synth module (with some of my best patches) single
rack space. Keyboard/Guitar/Wind controller modes.....$250

EMG 81 Humbucking guitar PICKUPS. 1 pair
w/controls.....$100

E-mu Proformance-1+ piano/organ/bass/vibes module with
enhanced fidelity output
modification.....$300

Fostex 460 MULTITRACK CASSETTE WITH 8ch MIXER.
Mixer features parametric EQ, mic preamp w/phantom power
on each channel. List price was $2795, sell for
.....$850

Fostex 2016 16ch or dual 8ch MIXER. Rack mount (2 spaces).
New, still in box.
.....
..
.....$300

KAWAI K-5m additive synth module w/100s of patches.....$450

MARSHALL 9001 all-tube rackmount guitar
preamp.....$500

OVATION Preacher solid body electric GUITAR. Mahogany/Gold.....$400

POWER AMP. Dual mono construction. Channels matched component
by component to within 0.1% tolerance.
Ideal for studio monitoring. 130
w/ch.....$400

SUPRA 2400 baud MODEM. Mint. Box, docs,
etc.....$30

The prices are somewhat negotiable.
I do not have an EMAIL account
Please call Chuck @ (612) 872-6698 (voice).
Thanks for reading!

Fidonet: Chuck Zwicky 1:282/47
Internet: Chuck.Zwicky@flight.org

| Standard disclaimer: The views of this user are strictly his own.
| From FlightLine BBS [MSP] (612)544-5118 Aviation & Sim Resource

1124. GEAR FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 17:36:01 UTC
From: Chuck.Zwicky@flight.org
Message-ID: <589_9407241930@flight.org>
Source record: 183275

I am selling the following:

AKAI PEQ-6: 6 channels of 7 band, programmable EQ with MIDI.
Single rack space.$325

CASIO FZ-20m rack-mount SAMPLER. 16 bit. Analog filters.
SCSI interface. 8 outputs. Built in graphical editing.
Huge library.$1100

CASIO VZ-8m. 64 oscillator synth module (with some of my best patches) single
rack space. Keyboard/Guitar/Wind controller modes.$250

EMG 81 Humbucking guitar PICKUPS. 1 pair w/controls.$100

E-mu Proformance-1+ piano/organ/bass/vibes module with
enhanced fidelity output modification.$300

Fostex 460 MULTITRACK CASSETTE WITH 8ch MIXER.
Mixer features parametric EQ, mic preamp w/phantom power
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Fostex 2016 16ch or dual 8ch MIXER. Rack mount (2 spaces).
New, still in box. $300

KAWAI K-5m additive synth module w/100s of patches.$450

MARSHALL 9001 all-tube rackmount guitar preamp.$500

OVATION Preacher solid body electric GUITAR. Mahogany/Gold.$400

POWER AMP. Dual mono construction. Channels matched component
by component to within 0.1% tolerance.
Ideal for studio monitoring. 130 w/ch..$400

SUPRA 2400 baud MODEM. Mint. Box, docs, etc..$30

The prices are somewhat negotiable.
Please leave mail or call Chuck @ (612) 872-6698 (voice).
Thanks for reading!

Fidonet: Chuck Zwicky 1:282/47
Internet: Chuck.Zwicky@flight.org

| Standard disclaimer: The views of this user are strictly his own.
| From FlightLine BBS [MSP] (612)544-5118 Aviation & Sim Resource

1125. Civilisation Bugs: a fix of sorts

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 17:38:04 UTC
From: Colin.Campbell@mettav.exnet.com
Message-ID: <775067916.0@mettav.exnet>
Source record: 183262

I just discovered how to avoid Civilisation bombing out on me when the powergraph is shown after a win (or if you quit the game). Simply run NVDI! Yep, NVDI causes a bit of screen corruption with this game, but it's not too bad and it stops the game bombing out.

Hurrah! Now I can play it again and not have to worry about having no proof of my exploits... :)

Col.

* Origin: ~~ Col's Burblings... ~~ (100:101/12.4)

1126. Re: Neodesk 4

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 17:55:42 UTC
From: daryl@wizard.adept.ih.att.com
Message-ID: <DARYL.94Jul24125543@wizard.adept.ih.att.com>
Source record: 183266

>JA> >What's the current progress status of Neodesk 4?
I attended the MIST show in Indianapolis and spoke with Dan while ordering my upgrade. I think they had been hopeful of having the upgrade ready for the show also- but it didn't quite make it. Dan told me that they expect to be shipping the upgrades out around August 1st.

Somewhat frustrating. Getting a Neo4 upgrade was one of the primary reasons I was considering going to Indy. However, I could not make it and I guess it was just as well.

Neo4 may suffer sales by being so late to market. I remember seeing a Codehead note on GEnie about the poor sales of Midi Spy. I greatly respect Gribnif and the Codeheads, but Midi Spy may have missed a market window and Neo4 may be in danger now.

I remember MIST 3 years ago and I was standing in front of the Codehead table with money in hand after reading MidiSpy ads for some months in the mags. It was not ready and I walked away with my money. MidiSpy did not come out for a substantial amount of time after that. I may or may not pick it up one of these days. The same would have happened with Neo4 this year, had I made it.

To developers: do not let "creeping featurism" cause delivery schedules to slip. I am now undecided about the Neo4 upgrade.

1127. CAIN Atari Fun Fest 94 (includes computers!)

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 17:59:09 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <30ua5d$1j4@usenet.INS.CWRU.Edu>
Source record: 183265
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

```
CAIN Atari Fun Fest 94
----------------------

CLEVELAND, OHIO is within 500 miles of half the population in the United States
and a very LARGE population of Canada. It is a great place for an Atari Show
because most people aren't too far away!

The CAIN Atari Fun Fest 94 will be held in Kirtland, Ohio (very close to
Cleveland) and will allow Lynx and Jaguar owners to have a lot of fun!
There will even be a "Cleveland Lynx-Up" where Lynx owners can bring their
Lynx and game cards and comlynx with other players! Who says that you'll never
get the opportunity to comlynx???

Jaguars will be there to play and you might be lucky enough to take one
home with you (courtesy of Atari Corporation).

There will also be dealerships attending this show that will be more than
happy go give you great deals on game systems and game cartridges!

If you are an Atari computer gaming fanatic, not to worry! There will dealers
there to supply you with all your computer gaming needs...

Dealers:

If you are interested in selling your Atari merchandise, this is a fantastic
opportunity for you to do so! But you must register now! The tables are
being sold quickly! Contact the show organizers immediately!

User Groups:

Several tables have been set aside for user groups! If you are interested
in representing your user group, contact the show organizers! Since
user group tables are FREE, the user group tables are going quick so don't
delay or there may not be any tables left!

PLEASE distribute this on BBSs, networks, and at your user group meetings!
We want to have one heck of a gaming day! And a gaming day that might be
closer to you than you think!

CAIN Atari Fun Fest 94
----------------------

Central Atari Information Network
Presents
C.A.I.N. Atari Fun Fest 94
August 7, 1994 / 10:00AM to 5:00PM
Knights of Columbus Hall
```

7637 Chardon Road
Kirtland, OH 44094

^
* THE FIRST CLEVELAND-AREA ATARI SHOW IN YEARS!!! *
^

Free Admission!

What to See and Do!

The New Jaguar Game System!
Win a New Jaguar Game System from Atari Corporation!
The LYNX handheld game unit
Bring your LYNX and games to COMLYNX with other players!
The Falcon Multimedia computer
Gemulator (IBM emulator running Atari ST Software)
8-bit computers and products
16/32-bit computers and products
Portfolio palmtop computer
Meet the editors of C.A.I.N.
Classic game systems 2600/5200/7800 and games
Catalogs and brochures for Atari line of products
Atari products for sale / Plus Much More!

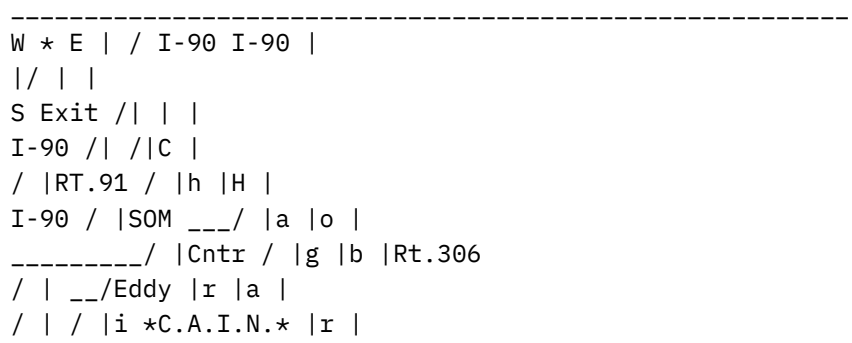
Table pricing per 8 foot table
$10.00 per table no electricity
$15.00 per table with one outlet
For more show or lodging info contact
Fred Horvat
P.O. Box 493
Chesterland, OH 44026-0493
216-729-0761
Internet ID : ap748@cleveland.freenet.edu

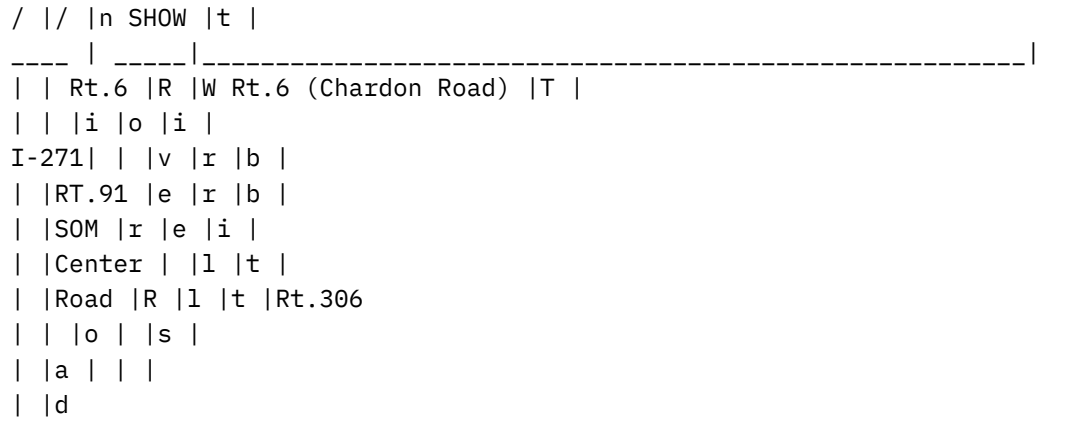
Map to CAIN Atari Fun Fest 94

Knights of Columbus Hall, 7637 Chardon Road, Kirtland, Ohio

Map to all the Fun!

N





If coming I-271 South, keep going North then take I-91 West to Route 91. You will go South on Rt.91 to Rt.6 (Chardon Rd.) where you will go West for several miles until you are at 7637 Chardon Road.

If coming I-90 South, exit at Bishop Road and head South until you reach Chardon Road. You will then go West for several miles until you are at 7637 Chardon Road.

If coming I-90 West, keep going East then exit at Route 91. You will go South on Rt.91 to Rt.6 (Chardon Rd.) where you will go West for several miles until you are at 7637 Chardon Road.

--

1128. Atari ST repair in Northern VA

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 18:23:12 UTC
From: sbaile1@mason1.gmu.edu
Message-ID: <30ubig$rj5@portal.gmu.edu>
Source record: 183204

My l040ST just died -- I don't use it a whole lot, so don't want to spend a lot to repair it. Can anyone recommend a person/facility in N. VA or the DC metro area? Pls e-mail. thanks

1129. IDE drives for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 19:14:17 UTC
From: michaelk@pacifier.com
Message-ID: <30uei9$jm3@pacifier.com>
Source record: 183267
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have seen local advertizements for up to 540meg IDE drives for sale for less than $300. One brand is Western Digital. What was wondering is are there only certain drives as such which will work with the Falcon, if which ones ?

thanks,

michaelk

--
---
pacifier.com - Vancouver's Public access Internet (206) 693-0325
telnet or dial the above and type "new" at the prompt to register

1130. Re: NEEDED: prg. to change UNIX->ST

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 20:29:19 UTC
From: ab164@yfn.ysu.edu
Message-ID: <30uiuv$l6a@news.ysu.edu>
Source record: 183268

>I need a program or accessory that will convert end-of-lines in text files

>from the UNIX standard to MSDOS/Atari ST standards.

You might take a look at the Shareware editor Everest 3.3 It offers
the conversion you are looking for, and a lot more. I still have to send in
my shareware fee! It's a given that I will as it makes reading the 0index.txt
from umich a lot easier when it isn't all on one looong line ;-) a lot of
other things will convert it, but most mess up the columns!
Tom Lamparty (ab164@yfn.ysu.edu)
--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

1131. Re: Civilisation Bugs: a fix of sorts

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 20:30:42 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Jul24.203042.28048@abo.fi>
Source record: 183269

In <775067916.0@mettav.exnet> Colin.Campbell@mettav.exnet.com writes:

> I just discovered how to avoid Civilisation bombing out on me when the
> powergraph is shown after a win (or if you quit the game). Simply run NVDI!
> Yep, NVDI causes a bit of screen corruption with this game, but it's not too
> bad and it stops the game bombing>

Can anybody tell me, how on Earth will my Civilization work on Falcon..? A fix program I found, did not help at all... =-(I guess I have the oldest version. Is there any hope without updating the game..? (I tried Backwards 2.52..)

1132. Re: Fax-Soft (w. ZyX)

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 20:56:03 UTC
From: ab164@yfn.ysu.edu
Message-ID: <30ukh3$lsl@news.ysu.edu>
Source record: 183270

>P.S. There are no demos of Straight Fax 2.1 and from what I have been reading

>its no longer being supported, as the Author found a hacked copy on a USA BBS,

>and saw no point in supporting Atari any more, but that could have changed by

>now...

What the Author of Straight Fax 2.1 (latest Ver.8-) Said in the post
on GEnie was, that the next ver. would be delayed, because they would have
to change the way that installation of updates worked, also updates would no
longer be posted to GEnie! I guess those of us that bought it will have to
start mailing in our disks now! I hope not.

--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

1133. Re: Fax-Soft (w. ZyX)

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 21:29:41 UTC
From: sammcgee@crl.com
Message-ID: <30umg5$hc5@crl5.crl.com>
Source record: 183271

tom lamparty (ab164@yfn.ysu.edu) wrote:

: What the Author of Straight Fax 2.1 (latest Ver.8-) Said in the post
: on GEnie was, that the next ver. would be delayed, because they would have
: to change the way that installation of updates worked, also updates would no
: longer be posted to GEnie! I guess those of us that bought it will have to
: start mailing in our disks now! I hope not.

Here's the message from GEnie:

Category 4, Topic 24
Message 86 Tue Jul 12, 1994
C.S.SMETON [NewSTar Tech] at 22:46 EDT

A message from NewSTar Technology Management and Toad Computers:

STraight FAX Users: ------------------

As many of you know, there has been a significant problem with piracy of
STraight FAX! as of late (June / July 1994). This is a relatively recent
development and has caused us to reevaluate our upgrade policies and
procedures.

For the present time, we will not distribute ANY upgrades electronically --
either on GEnie or on the Toad BBS, and we are post-poning the release of
version 2.20 (the functional code for which is entirely finished) until
we can implement a new copy protection / registration strategy. We may begin
electronic distribution of upgrades again at a later time. Watch here for
further developments.

We will not tolerate piracy of the product. For us to continue to
support the product, any illegal distribution must be stopped.
Furthermore, we will be strictly enforcing our policy of giving technical
support only to registered users. If you are seeking techincal support,
please be sure to have your registration number handy.

To Upgrade To Version 2.20 (when available):

From Version 1: Send $30 plus your master disk to
Toad Computers, along with $3 S&H.

From Version 2: Please send $5 + $3 S&H to
Toad Computers.

If you have any questions about the upgrade path or policies, please leave
GEMail to TOAD or call Toad Computers at (410) 544-6943.

Thank You

1134. Re: NEEDED: prg. to change UNIX->ST

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 21:34:40 UTC
From: sammcgee@crl.com
Message-ID: <30umpg$hiq@crl5.crl.com>
Source record: 183272

tom lamparty (ab164@yfn.ysu.edu) wrote:
someone else wrote:
: >I need a program or accessory that will convert end-of-lines in text files

: >from the UNIX standard to MSDOS/Atari ST standards.

There is a tiny program that uses the file selector called PURE_ASC.PRG.
If you can't find it let me know and I e-mail it to you.

Sam

sammcgee@crl.com

1135. Re: IDE drives for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-07-24 21:45:13 UTC
From: sammcgee@crl.com
Message-ID: <30und9$hqg@crl5.crl.com>
Source record: 183273
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael Kelsey (michaelk@pacifier.com) wrote:
: I have seen local advertizements for up to 540meg IDE drives for sale for
: less than $300. One brand is Western Digital. What was wondering is are
: there only certain drives as such which will work with the Falcon, if
: which ones ?

If you want to replace the internal Falcon IDE drive I believe it must be
a 2.5 inch unit. The most popular IDE drives are 3.5 inch and I don't
think they will fit. That's a good question, maybe someone else replaced
their internal drive...

Sam

sammcgee@crl.com

1136. Re: Wanted: ATARI UK E-mail adresse.

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 00:59:00 UTC
From: Vadim Gouida <gouida@glas.apc.org>
Message-ID: <19900001@glas>
Source record: 183233

What I know about computer that is a good instrument for write letter, to keep records and other similar staff. Recently I put my ATARI ST 1040 on e-mail. Vadim

1137. Re: Note to Nethack gurus...

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 01:36:36 UTC
From: warwick@cs.uq.oz.au
Message-ID: <30v4v4$k0p@uqcspe.cs.uq.oz.au>
Source record: 183277

alrashi@ecf.toronto.edu (AL RASHID SHAHIR) writes:

>To all the Nethack gurus out there... I just wanted to bring to their
>attention that the official nethack site "linc.cis.upenn.edu" does
>NOT have a copy of the Atari binaries. To the porters (both text and
>gem form), you might want to notify the archive maintainers as to the
>status of the Atari hack binaries.

The GEM version is not yet part of the official set of ports, so linc
is not the place for this version. The reason is that it is C++ and
uses my entire GEM++ class library. As the Atari platform is very
small, it's unrealistic to expect the 400K of code that is for GEM
NetHack to be kept with the official sources. Nevertheless, I'm fully
following along with the DevTeam, so to the end-user, there is no loss.

The TOS version is usually compiled by Eric Smith... and I guess he's
a very busy fellow these days.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /
/ * <-- Computer Science Department, / WIT SPACE TO LET
_.-._/ University of Queensland, /
v Brisbane, Australia. /

1138. Re: Nethack 3.13 Question

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 01:38:06 UTC
From: warwick@cs.uq.oz.au
Message-ID: <30v51u$k13@uqcspe.cs.uq.oz.au>
Source record: 183278

i1101202@ws.rz.tu-bs.de (Harbaum) writes:
>In article <94203.141214STIRRE31@MAINE.MAINE.EDU>,<STIRRE31@MAINE.MAINE.EDU>
> [Problems with GEM NetHack]

I've tried tracking this down, but I simply cannot repeat it on my TT.
All I can suggest is to run it under MultiTOS, as that way you're running
the same operating system as me, rather than the Falcon TOS.

>Perhaps someday there will be a new version ...

I have continued work on GEM NetHackm but I am working with the NH DevTeam,
so I am keeping up-to-date with the NEXT version that they release. This
means that I cannot release my own version. As soon as the DevTeams release
another version, I will release a new GEM version. There are many new
features in the current DevTeam version, but obviously, I'm not at liberty
to reveal them. All I can reveal are the additions I've made to MY version,
aside from the official ones. They are: Colour minimap and Macros. I've
also added code to support many of the new ideas from the DevTeam.

BTW, some have reported that an earlier version was more successful.

--
Hack on!
Warwick
--
_-_|\ warwick@cs.uq.oz.au /
/ * <-- Computer Science Department, / WIT SPACE TO LET
_.-._/ University of Queensland, /
v Brisbane, Australia. /

1139. Re: Starball, ARGH!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 01:45:12 UTC
From: diehl@io.org
Message-ID: <30v5f8$mfs@ionews.io.org>
Source record: 183279

I had the same thing happen to me, almost under the same circumstances.
I was having the best game I'd ever played and then ... boom.

I wasn't best pleased to say the laest, but hopefully the new version
will fix that.

```
__________ ______ ______ ___________________________________
____<____ >/ __ // ____/ ___ Tail of ________ Eric March _____
__________> // <_/ // <___ ___ The Comet ______ diehl@io.org _____
__________<_/<_____/<_____/ ___ Productions ____ "ANSI? FANSI!" _____
```

1140. Re: Neodesk 4

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 01:56:17 UTC
From: rflashma@mtholyoke.edu
Message-ID: <30v641$7ki@mudraker.mtholyoke.edu>
Source record: 183276

55000-Daryl Monge(ih1439)392 (daryl@wizard.adept.ih.att.com) wrote:

> Somewhat frustrating. Getting a Neo4 upgrade was one of the primary reasons
> I was considering going to Indy. However, I could not make it and I guess
> it was just as well.

> Neo4 may suffer sales by being so late to market. I remember seeing a
> Codehead note on GEnie about the poor sales of Midi Spy. I greatly respect
> Gribnif and the Codeheads, but Midi Spy may have missed a market window and
> Neo4 may be in danger now.

> I remember MIST 3 years ago and I was standing in front of the Codehead
> table with money in hand after reading MidiSpy ads for some months in the
> mags. It was not ready and I walked away with my money. MidiSpy did not
> come out for a substantial amount of time after that. I may or may not pick
> it up one of these days. The same would have happened with Neo4 this year,
> had I made it.

> To developers: do not let "creeping featurism" cause delivery schedules to
> slip. I am now undecided about the Neo4 upgrade.

This is always a very complex issue to address. When designing a program for upgrade we try to set forth a clear list of new features and capabilities. In the past this has allowed us to deliver reasonably close to our original estimates.

However, this time things were a little different, and let me try to explain why. First of all, the Atari market is in a decline. Second, it became clear to us that to get a reasonable number of users to upgrade we could not just do a "couple" of changes to NeoDesk, we needed to put a substancial amount of work into it. Third, there were literally dozens of ideas that we had been dying to put into the program that we were just plain old tired of waiting for a chance to put in.

Therefore, halfway through the development cycle we made the decision to add a larger series of features than originally planned. These included Program Groups, SpeedoGDOS support (everywhere), Geneva-style features (without requiring Geneva, these are built-in), Geneva style hypertext online help, Windows icon format support, Dual Icons (different icon when selected than the icon used when unselected), and background disk/file operations.

We felt that it was better to add six months to the release date, than to have our users go on without these features.

The good news, is that we are done. Right now all that is left is for me to finish the index to the manual, get it to the printer, and we ship.

Since it only takes the printer 3-4 days to deliver, I figure we will be shipping by mid next week. Again, I'm very sorry for the delay, but I think that in the end you will be very happy with the results.

NeoDesk 4 incorporates many new features and capabilities which are not only new to the Atari, but unique among most other operating system. It is a great showpiece of how powerful the Atari is and how much fun it is to use (I'll stop now, as I hate sounding like an ad, especially over the internet ;-).

We are very committed to supporting the Atari and seriously plan to continue supporting it for years to come.

--Rick

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

1141. Re: Atari Compendium Book

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 02:13:35 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <30v74f$156s@msuinfo.cl.msu.edu>
Source record: 183281

In article <30qh7h$dhq@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
...
>I have been reading here about this Atari Compendium Book,
>is there a New Edition, and were is the best place to get
>it from, and price etc....
>
>Thanks....
>
>Roger W. Sheppard

Don't know about book.com, but I've ordered it through the local Barnes & Noble; you should be able to have the nearest bookstore order it. Just ask for the Atari Compendium by Scott Sanders (US$49.95).

Good Luck,
Tom

1142. Help w 1GB SCSI II & Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 02:55:17 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CtH6s5.1Iz@freenet.carleton.ca>
Source record: 183296

Hi I was hoping someone here might be able to help me out with my problem.
A fellow Falcon owner (who doesn't have access to usenet) has just
purchased a 1.08 Gigabyte SCSI II drive to use for d2d recording.
It is a Dynatek (actual drive mechanism is Quantum I think) HDA1.0 QSDM1.
The drive ID is set to 0, but the Falcon does not recognize the drive.
He is using a 4MB RAM, 80MB IDE Falcon with the Atari HD driver (6.61)

I seem to remember a few other people having similar problems but I can't
recall what the solution was.

Thanks
--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

1143. For Sale: Lots of Atari ST hardware & software

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 03:04:19 UTC
From: dtarico@OCF.Berkeley.EDU
Message-ID: <30va3j$v7@agate.berkeley.edu>
Source record: 183282
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

Hello there. I have a complete Atari Mega ST system with software and accessories to sell. All prices are negotiable and all offers will be considered. I'll sell to either: the first person to offer my asking price, OR the best reasonable offer after 1 week, OR the best "unreasonable" offer after 2 weeks (i.e. Everything needs to go :)). Note that my asking prices don't include shipping if necessary (I am in the San Francisco Bay area). If you buy enough hardware, I'll give you the software pretty cheap. If you are at all interested in anything or if you have any questions, please contact me by email or phone and we'll talk (My email addresses and phone number are at the end of this message).
Following is the list of stuff. Thanks for reading!

<< HARDWARE >>

Mega ST: 4 Mb RAM, TOS 1.4, Overscan video expander installed, supports 1.4 Mb (i.e High Density) floppy drives. Excellent condition with keyboard, mouse and mousepad, joystick, and original box and manuals. It can also include the tweety board and AT-Speed listed below (they are currently installed).
$300

Tweety Board: Provides 3-channel "stereo" sound on all ST computers.
$10

AT-Speed C16: Hardware-based IBM PC emulator, has 16 MHz 80286 processor and 80287 math coprocessor, mounts directly on CPU of 520/1040/Mega ST. With appropriate adaptor, it can also fit in the Mega expansion slot or an STE. Runs as a program or a desk accessory. Supports many video modes, including 16 color CGA, and monochrome EGA and VGA. Even runs Windows 3.1.
$150

Spectre GCR: Macintosh emulator for all ST/STE's and TT. Includes genuine Apple 128k ROMs, Spectre 3.0 software, Mac System 6.0.5, a Macintosh reference manual, and Epstart printer driver which allows printing on Epson-compatible dot matrix printers.
$200

Atari SM124 monochrome monitor: Very sharp picture.
$65

Atari SC1224 color monitor: This is the nice JVC-built one with the controls on the front.
$100

Monitor Master switchbox: Allows both monitors to be connected simultaneously, switch between them by pushing a button.

$15

External Hard Disk/Floppy Disk system: Contains a Maxtor LXT-200s 200 Mb 3.5" SCSI hard disk, ICD AdSCSI controller, and a TEAC 3.5" 1.4 Mb floppy drive (which can still use 720k and 360k disks). These are all mounted in a nice looking, sturdy, shoebox-style case with power supply and a good-size fan. This is a nice unit, quiet and fast!
$300

TOS 1.2: 2-chip set.
$10

Turbo Blitz cable and software: If you have 2 floppy drives, this allows you to backup copy-protected disks (or any other disks). It works VERY fast because it writes the backup disk at the same time that it is reading the source disk.
$10

A-B switchbox for modems or printers. It has female DB-25 connectors, good quality construction in a nice metal box. I also have a cable with male DB-25 connectors at both ends if you need it.
$10 (switchbox), $13 (switchbox and cable)

Epson EX-800 dot matrix printer with color kit: Can print black and white or color. It is fast: 300 cps draft, 50 cps Near Letter Quality (NLQ), and bi-directional printing for everything including graphics and NLQ. Has both serial and parallel interfaces. Has an expansion slot for adding other interfaces, larger print buffers, etc. Low usage since new print head was installed. Includes manual, several black ribbons and a color ribbon. Can also include a parallel cable, a stand, and paper if desired.
$100

Hayes SmartModem 2400: Hayes quality, reliability, and sturdiness. No documentation, unfortunately, but it's in great shape and never any problems. Can include cable if needed.
$35, cable $3

<< SOFTWARE >>
(Note: A * by the name indicates that I don't have any printed documentation. A few of those have some documentation on the disks. The list format is: Title, Version (if any), Vendor, Price: Description)

Productivity:

DynaCADD, 1.4, Ditek International, $70: Professional-quality 2D/3D CAD program. 640x400 minimum monitor resolution, 1 Mb minimum RAM, supports math coprocessor, can work with AutoCAD files, fully registered and upgradeable.
Word Writer ST, 2.0, Timeworks, $10: Word processor.
Publishing Partner, Soft Logic, $15: Desktop publishing software. Mono and color versions. Includes extra fonts.
*MichTron BBS, 1.8, MichTron, $5: Electronic bulitten board host software
Financial Cookbook, Electronic Arts, $3: Financial planning.

HabaCom, 1.06, Haba, $3: Telecommunications, terminal emulator.
*Flash, 1.6, Antic, $5: Telecommunications, terminal emulator.
*Kermit & Remote Control accessory for Flash, Antic, $3: Adds the kermit file transfer protocol and remote access capabilities to Flash.
STalker/STeno, 2.06/1.04, Strata, $10: Terminal emulator and text editor respectively. They work together and can also be used separately.
*Degas Elite, 1.1, Batteries Included, $5: Painting, drawing.
Easy Draw, 2.26, Migraph, $20: Nice Vector-based (object oriented) graphics drawing with page-layout capabilities.
Supercharger, 1.02, Migraph, $5: Allows bit-mapped images to be imported and edited/manipulated for use with Easy Draw.

Programming:

*BASIC, Atari, $3: The BASIC that was distributed with some ST's.
DevPac ST, 0.91, Hisoft, $3: 68000 assembler.
Personal Pascal, 1.11, Optimized Systems, $10: Integrated Pascal development environment and compiler.

Utilities:

PC-Ditto, 3.01, Avant Garde, $20: Allows the ST to emulate an IBM PC. Slow, but works well. Runs on all 68000-based ST/STEs. Includes MS-DOS 3.3.
NeoDesk 3, 3.01, Gribnif, $15: Provides a greatly ehnanced desktop with many extra features and capabilities.
Cleanup ST, 4.18, ICD, $10: Hard disk data repair and recovery utilities.
Diamond Back II, 2.42, Oregon Research, $15: Excellent hard disk backup utility.
*Encrypt, 2.0, Stone Age, $5: File and data encryption. Documentation on disk.
*Supra Hard Disk Utilities, 4.04, Supra, $2: Formatting, partitioning, etc. Usually supplied with Supra hard drives.
*Calendar, 1.0, MichTron, $4: Appointment and reminder calendar accessory.
Micro C-Shell, 2.61, Beckmeyer, $5: Unix-like command shell.

Games:

Death Sword, Epyx, $5.
*Arctic Fox, Electronic Arts, $5.
*Dungeon Master, FTL, $5.
Star Trek: The Rebel Universe, Simon & Schuster, $8.
*ST Protector, Paradox, $4.
*World Games, Epyx, $5.
The Pawn, Rainbird, $5.
*Transylvania, Polarware, $4.
*BattleZone, Atari, $5.
*GoldRunner, MicroDeal, $5.

<< MISCELANEOUS free stuff >>

Public Domain and Shareware software: Free with computer or hard disk.
Magazines, catalogs, and other Atari-related info: Free if you want it.
Tilt/swivel monitor stand: Free with one of the monitors.

Doug Tarico
dtarico@ocf.berkeley.edu
doug@catalina.sie.arizona.edu
(510)669-9839 <-- (during the day, please leave a message)

1144. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 03:16:06 UTC
From: hamo@deakin.edu.au
Message-ID: <30vapm$49n@sol.ccs.deakin.edu.au>
Source record: 183283
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.advocacy

David Cowan (davidc@vissci.demon.co.uk) wrote:
:
: I will admit, EA made a brilliant job of Dpaint ST - Much better than
: the Amiga or PC version. (Just a little buggy ,s'all).
:
: --
Good program, but they're hopeless in supporting it. I sent
my registration card away; and later when I had a problem with parts
of the program I tried to get in contact with them and their Australian
distributor, I didn't get any reply whatsoever. As a result, I'm in
a bit of bad mood with EA(and that's saying it nicely).
If they can't even help someone who forked out the dosh for
one of their programs, what good are they?

Hamo

P.S. DPaint ST was written by Artistech Developments, a bunch of
guys who were staunch Atari supporters, not by EA.

*
***
**** --
****** Jason Hamilton |
******* Starfleet Captain and Part Time Miracle Worker |
********* hamo@deakin.edu.au |
*** ** --
** *
*

1145. Re:TOS 2.06 upgrade gone awrey

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 04:20:24 UTC
From: alberto@terapin.com
Message-ID: <alberto.5z10@terapin.com>
Source record: 183207

> levaillm@cuug.ab.ca (Mark Levaillant 250-2590) wrote:
>
>
> I have an STE and tried to install TOS 2.06. It didn't work so I put the
> 1.62 back in. Now I do not get STE stereo sound. WHY!!!
>
> --
> Mark Levaillant
> levaillm@cuug.ab.ca
>
Somewhere I read that the latest TOS version upgrade for an STE is TOS 2.05 not TOS 2.06. TOS 2.06 is for the regular ST's(NOT STe). Maybe something got messed up? I have an STE, TOS 1.62 still.

L8rs,

Alberto

1146. Re: printer driver needed for bj600c with pagestream

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 05:19:15 UTC
From: cekerns@eskimo.com
Message-ID: <CtHDGB.LFB@eskimo.com>
Source record: 183202

>They have a BJC 800 driver that I have mailed to Mickey to place on A.A.
>for me...

I believe the BJC800 driver only works in black and white and not in color. I went through this all on GEnie with Soft Logik when I first got my BJC600 and didn't get much help except to use the LQ2550C driver. Thanks, Mike for the tip on the Page Dimensions.

- Craig
cekerns@eskimo.com

1147. Re: ECO

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 05:43:53 UTC
From: millert@grad.csee.usf.edu
Message-ID: <30vjep$g84@mother.usf.edu>
Source record: 183178

Mr R. Mellish (rm03@cscmgb.cc.ic.ac.uk) wrote:
: I've recieved email telling me that Eco has been released to PD by the
: programmer(s), so here is the patch to make it work:

: It looks like the program checks the screen refresh rate, by looking at
: 0xFF820A. If it's 50Hz, then the program jumps to an infinite loop (?!)
: However, the program seems to work fine at 50Hz anyway, so you just have
: to take out the check:
: With a binary editor (tinytool, memfile, etc.) look at the ECO.PRG file,
: and at position 0x502 you should see the hex bytes:
: 66 00 03 2E

: change the last two bytes such that you see:
: 66 00 00 02

: and then save the changed file.
: The game should then work fine.
: Alternatively, you may be able to run a 50/60Hz switcher program, which
: should also solve the problem, but I haven't tested this.

I was running mine at 60hz. Nevertheless, it just locks up after I get
to that Darwin screen.

1148. Re: Nethack 3.13 Question

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 05:46:27 UTC
From: Max.Denebian@f318.n105.z1.fidonet.org
Message-ID: <30vjk1$1h1@beacon.dev.com>
Source record: 183289

> Well, I recently dowloaded NH off of the umich archive but am
> having problems running it on my Falcon.

Hallo Steve,

The system I have is tos 4.4, with warp 9 and speedo, sam and the control
panel, and outline fonts. Pretty basic.

I have version 3.1 (as far as I can tell) and it runs perfect in
256 hi res.

I've an svga monitor also.

Sorry I can't help ya more than that, but at least you know it should run.

1149. Re: Atari Compendium Book

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 06:57:05 UTC
From: evgaster@hvsae01.ns-nl.att.com
Message-ID: <CtHHz5.9uC@nntpa.cb.att.com>
Source record: 183287

Scott Chilcote (scotty@cais2.cais.com) wrote:

: I have a problem with the upgrade offer on the Compendium. Granted, it is an
: excellent product, and something that might have greatly improved things for
: the Atari Community if it had been widely available six years ago.

: Anyway, I shelled out $50 for this book back in March. Based on their upgrade
: policy, I can send in the cover of the book and save $5 to get the new book.

I bought my copy in November last year. For me its value still far
exceeds that $ 5. The 'save $ 5' means 'throw away $ 45' which I don't
like doing.

: This leaves me with one hardly used coverless book I don't need, and one brand
: new book. On the other hand, the card I mailed in said that I would receive
: addenda as they became available. There have been none -- but as a long time
: Atarian, I've lived with worse...

Who did ever get the errata? I didn't!

: <WHINE ON>

: So why couldn't they have offered me the 90 new pages as an addenda, for
: another five bucks?

I would be willing to spend a little more, but not what they are asking.

: Buying a whole new book to get them is expensive for me and wasteful to boot!

: <WHINE OFF>

: --
: ==
: Scott R. Chilcote
: scotty@cais.com

Beam me up Scotty, there's no intelligent life down here ...

Ed

1150. Geneva help wanted: Me too!

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 07:15:59 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Jul25.071559.4200@news.unige.ch>
Source record: 183288

In article 8M3@netcom.com, mattk@netcom.com (Matt Koundakjian) writes:

>>Just kidding...I just put in Geneva...
>>To make a long ramble short, I'd like to correspond with Geneva users who
>>have gained a modicom of control over their systems since they put Geneva
>>in.
I agree! Why reinvent the wheel...?

>> I'd also like to know if Gribnif or ayone else has put together a
>>list of what will and will not run under Geneva--and hinstrunctions to
>>make it so....
My manual said this was done - but I don't have the list :-(
Could anybody post one, perhaps? Or even better could Gribnif
maintain one at an ftp site?

****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

1151. Re: Starball, ARGH!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 08:33:08 UTC
From: oldcornd@cs.man.ac.uk
Message-ID: <30vtc4$eu@m1.cs.man.ac.uk>
Source record: 183290

```
|> I was nicely playing a good game called starball, and I had about
|> 50000000 on my score board, and about 10000000 bonus. The sun was shining
|> and life seemed nice. Then.... it happened... the ball went up yet again
|> into a bonus level but funnily, the bonus level didn't load.. the screen
|> went blank, and almost immediately 2 bombs and the cute bee appeared on
|> screen. Then it hit me.. the game was over, and all because of some
|> bug somewhere.. that almost killed me. Staring at the screen, just a little
|> annoyed, I sweared to myself, and took a walk around the room. This was the
|> best game I had ever played, and it was a new highscore, but it ended so
|> abruptly. I quietly sweared to myself, while my friend was almost laughing
|> beside me. 'This can't be true!'...
|> Now I have made myself a promise: 'I will not play this game ever again in
|> my life till I get a version with a bomb disposal unit supplied.'
|> I hope I will not have to wait too long...
|> --
```

How about a version that MIGHT have it fixed? Basically I haven't been able to dupliceate this problem in testing despite five hours of constant play checking it every 30 seconds or so.... This makes this sort of bug understandably difficult to fix.

Now I have fixed a small bug which could (but I doubt it) theoretically cause a memory trample, but whether or not this will solve the main problem I don't know....

Dave
V11 Software

1152. New files at HENSA (22 July '94)

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 08:37:16 UTC
From: vctec@westminster.ac.uk
Message-ID: <CtHMGD.EF4@westminster.ac.uk>
Source record: 183291

```
ATARI NEWS OF THE DAY Updated 22/07/94 @ 1440

Newsletters
-----------
Latest releases:-

atari-tos Volume 07 Issue 001 15/06/94
atari-mint Volume 07 Issue 001 06/07/94
atari-falcon Volume 07 Issue 002 20/07/94

Back copies can be found in the directory "tos/news","mint/news","falcon/news"
Please refer to the file "00readme" in the directory for details of how to
subscribe.

Digests
-------

tos/n/n153 Central Atari Information Network Monthly Newsletter
Latest updates on.... 14/07/94

New software for the Atari TOS section
--------------------------------------
New packages are as follows; type "cd ~/micros/atari/tos/<x>/<code>" to get to
where they are held. <code> is as below and <x> is the first letter of <code>.
EG. For package "m100" you'd "cd ~/micros/atari/tos/m/m100".

Pfx Date Key Details
--- ---- --- -------
o016 21/07/94 S--- PINATUBO 1.6 Software to use an EPROM programmer
o017 21/07/94 S--- GEMVIEW 3.03 Powerful picture viewing/conversion program
o018 22/07/94 S--- GEMINI 1.999 An excellent desktop environment replacement
o019 22/07/94 ---- BOINKSAVE A very nice screensaver
o020 22/07/94 ---- FAZE A nice screen saver. Use the BSI file with BOINKSAVE

o005 18/07/94 ---- UNSIT 1.5 Unpack files packed with Mac Stuffit
o006 18/07/94 ---- ONE JACK A desktop accessory program launcher
o007 18/07/94 S--- MIKENET Networks your Atari(s) via the midi port
o008 18/07/94 ---- MGIF 4.2 A GIF file viewer
o010 18/07/94 ---- ULTIMATE VIRUS DETECTOR Seeks viruses for you to destroy
o011 18/07/94 ---- SUPER KIDGRID DEMO Computer graphics design for children
o012 18/07/94 ---- AMS - ATARI MACHINE SPECIFIC C++ LIBRARY
o013 18/07/94 ---- GEM++ 1.99 Gnu C++ GEM classes
o014 18/07/94 ---- GEMENV 1.1 Set up Environment Variables for the GEM desktop
o015 18/07/94 ---- ATARI GEMDOS REFERENCE MANUAL, dated April 1986

New software for the Atari Falcon section
-----------------------------------------
```

New packages are as follows; type "cd ~/micros/atari/falcon/<x>/<code>" to get
to where they are held. <code> is as below and <x> is the first letter of <code>
EG. For package "a001" you'd "cd ~/micros/atari/falcon/a/a001".

Pfx Date Key Details
--- ---- --- -------
a026 20/07/94 ---- BOUND A graphics demo
a027 20/07/94 ---- BOUND 2 Short graphics demo
a028 20/07/94 ---- BOUND 3 Another graphics demo from the Bound series
a029 20/07/94 ---- FLIGHT Graphics demo of flight over Mandelbrot sets
a030 20/07/94 ---- FALCON FLIGHT Fractals with sound to keep you company

a021 19/07/94 ---- CHAOS A.D. DEMO Graphics and sound demo
a022 19/07/94 ---- KIT - DIGITAL TRACKER F030 Title says it all!
a023 19/07/94 ---- CHROME Sound and graphics demo, garoud shading, etc
a024 19/07/94 ---- THE JAGUAR DEMO Jaguar program true colour screenshots, etc
a025 19/07/94 ---- TWO LITTLE FALCON030 DEMOS KNOCKED UP IN A DAY

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

1153. Re: English Papyrus (was Papyrus vs Redacteur)

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 08:53:53 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <30vuj1$79b@percy.cs.bham.ac.uk>
Source record: 183292

chris@buran.fb10.tu-berlin.de (Christian Nieber) writes:
>> Is the same true and for Greek characters in ascii format? (Greek
>>characters occupie the positions over 128 ascii).
>
>Depends how it's encoded. The dictinary routines allow ASCII
>characters up to 223, that is only mathematical symbols at the
>top which include some greek characters are out. If you don't
>use these ASCII positions, no problem.

I guess from the above text that Papyrus doesn't use the 16-bit character encodings in Speedo fonts, which means we won't be able to type 'proper' quote marks, en- and em-dashes and so on. Is there any chance of Papyrus doing this in the future, Christian?

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1154. All Computer Raffle and Swap Meet!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 09:16:29 UTC
From: bensmith@teleport.com
Message-ID: <30vvtd$jon@kelly.teleport.com>
Source record: 183293
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.misc,pdaxs.ads.computers,pdx.forsale,or.forsale,pnw.forsale

You are invited to come Join us at ACE of America. You do not need to be a Member to Come. Upcoming Meetings will consist of a Raffle and a Swap Meet. Our raffle will consist of Prizes Donated at the Last Swap Meet and other Donations including IBM Compatible Keyboards, Hard Drive Mechanisms, Disk Drive Mechs, Software for the IBM, Software for the Atari ST, Atari Classic 8 Bit HardWare and various gift certificates. Their is still time to donate Item's for the raffle. If you have something to donate for the raffle, call (503)256-9974 or Come to the Raffle and Donate their. If you have a business and can donate, please do so. Even Gift Certificates are welcome. And if your an ACE Member, your first Dollar's worth of tickets are FREE!! This Raffle will be August 1st. Meeting starts at 7 PM.

The Following Months meeting will be a Swap Meet. All club Business will be suspended. Tables are 10$, But if your a Member, IT'S FREE! Also FREE ADMISSION. And we expect a good Turnout because we advertise our Swap Meets. This Swap Meet, Due to the Holiday, will be Held Tuesday, September 6th, starting at 7PM.

Meetings are Held at the NW Service Center in the Basement at 1819 NW Everett. In Portland, Oregon. Plenty of free Parking!!! For more info: Call Ben at (503)256-9974, anytime.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

1155. WANTED: ELITE! The space Game.

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 09:25:25 UTC
From: bensmith@teleport.com
Message-ID: <3100e5$js8@kelly.teleport.com>
Source record: 183294

I'm looking to buy an inexpensive **CHEAP** complete copy of ELITE. Let
me know if you have one to sell.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

1156. HN-SCSI-Interface

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 09:51:43 UTC
From: rb@rbsoft.bias.uni-bremen.de
Message-ID: <3101vf$8t4@gina.zfn.uni-bremen.de>
Source record: 183295

Hello there,
does anyone know the SCSI-Interface named something like HN. Could
be from germany but I am not sure. If somebody knows this little
piece could he tell me the difference to other interfaces of this
kind and I want to know something about the software delivered with
this item.

thanks in advance Ralf

----- Die luecke die ich hinterlasse ersetzt mich vollstaendig -----
--- greetings from ralf biedermann == rb@rbsoft.bias.uni-bremen.de ---

1157. Re: Starball question

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 10:29:17 UTC
From: incp@miraculix.rz.tu-clausthal.de
Message-ID: <1994Jul25.102917.23192@solaris.rz.tu-clausthal.de>
Source record: 183298

thomas.marx@kfunigraz.ac.at wrote:
: Can I use this program with my monochrome, or is it only for color monitors?
Sorry, you can only use Starball with color monitors or TV.

bye,
Chris
--

```
+----------------------------------+--------------------------------------+
| Christian Perle | So, if you feel a little glum |
| Schulstr. 13 | to Hergest Ridge you should come |
| 38678 Clausthal-Zellerfeld +----------------------Mike-Oldfield----+
| Germany | ComputerGuitarKitesBicyclesBeerPizza |
+----------------------------------+--------------------------------------+
```

1158. Re: French Terminal Program..

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 10:52:03 UTC
From: lafreund@cip.e-technik.uni-erlangen.de
Message-ID: <3105gjE1li@uni-erlangen.de>
Source record: 183297

sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>I see the French have got there finger out and Produced
>a Comms program..

>Its call zzcompro.zip and it can be found on ftp.cnam.fr,
>Telecom dir, were all good French software sould be found...:-)

>May be the Author should come on here and talk about it...?

I've found this program too, but I have got problems with the right
configuration. The author of ZZComPro has no mail-adress, it seems so.
Perhaps you can try the french atari group called fr.comp.sys.atari,
but it is empty in the moment.

Lars

lafreund@cip.e-technik.uni-erlangen.de

1159. FOR SALE: Atari ST/TT Software & Magazines : REDUCED

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 11:02:31 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <310647$1hr@canopus.cc.umanitoba.ca>
Source record: 183299
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

NOTE: All prices are suggested, feel free to make an offer, though I
will give first priority to those offering my asking prices.

```
=====================================================================
SOFTWARE
=====================================================================
Ancient Art of War in the Skies.$ 24.00 (xlent Microprose WWI strategy/sim)
Night Shift.....................$ 19.00 (cute fun Lucasfilm platform/action)
Hard Drivin.....................$ 11.00 (no docs)
Zork III........................$ 10.00
Firezone........................$ 9.00
Sherman M4......................$ 9.00
TV Sports Football..............$ 6.00

Michtron BBS....................$ 2.00 (classic bbs software, no box&docs)
DC Utilities v2.0d (latest).....$ 4.00 (no box)
DC Shower v1.0e (latest)........$ 4.00 (no box)

=====================================================================
BOOKS
=====================================================================
Atari ST Internals (Abacus) 455 pages...................$9
Atari ST Disk Drives Inside and Out (Abacus) 402 pages..$9
*** Both books for $14 + shipping !!!

=====================================================================
MAGAZINES
=====================================================================

The following magazines for $.50 each + shipping, or take ALL of them
for $5 + shipping!
::::::::::::::::::::::::::::::
Antic: 12/86, 7/88
ST Informer: 5/92, 6/92, 7/92
Analog: 9/89, 11/89
ST Log: 6/89
ST World: 9/89, 3/91
Compute's ST: 2/87 w/disk
Griffin Gazette: 12/88, 3/89 (Michtron softwares tips/hints newsletter)
ST Format: 12/90, 8/92 (UK) (disks may not be available)
Atari ST User: 12/90 (UK)
ST Action: 12/90 (UK) (disk may not be available)
ST World: quarter 4 1990 (UK)
::::::::::::::::::::::::::::::
```

STart:
winter 86, summer 88 (no disk for either)
10/88 (v3.3) - 7/89 (v3.12)
9/89 (v4.2) - 11/89 (v4.4)
1/90 (v4.6) - 6/90 (v4.11)
the above series has disk w/each mag
*** An excellent resource for a beginner/novice! ***
--- 21 issues total, 21 disks.....$23+shipping

*** Take all magazines listed above for $25 +shipping!

~~~~~~
All prices are suggested, feel free to make an offer, though I will
give first priority to those offering my asking prices. If you are
interested in any of the items, please reply via e-mail as soon as
possible. Questions are welcome. All prices are in US dollars.
Buyer pays shipping. Shipping costs are non-negotiable. Volume
discounts available.

--
<Trevor_Cordes@umanitoba.ca> $ Atari TT030 4+4MB/135 $ cds,tapes,comics,rpg,
3rd Year CompSci Honours $ SyQuest 88 & ZyXEL $ software,midi,videos,
University Of Manitoba, Canada $ *Still The Best* $ 4 SALE - E-Mail me...
$$
~~~~~~

1160. Re: Wanted: ATARI UK E-mail adresse.

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 11:36:56 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <31084o$smp@bognor.barclays.co.uk>
Source record: 183112

In article <30qgba$dhq@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
|> In article <30num8$3vs@bognor.barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
|> >atari@cix.compulink.co.uk
|> >--
|>
|> >|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
|>
|>
|> How come there is a still a Atari UK, from the posts here and in AEO there was
|> only 2 Atari divisions left, one was the Netherlands..
|>
|>
|> Or were those reports at fault...??
There are still people at Atari in the UK although I beleive the notepaper has changed to Atari Europe or somesuch. There are still quite a few people there AFAIK - 6 or more including Bob Gleadow, Alistair Bodin (Dev Support), Daryl Still and some others.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

1161. Re: Atari Lynx System FOR SALE!

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 11:39:39 UTC
From: osserman@OCF.Berkeley.EDU
Message-ID: <31089r$8n5@agate.berkeley.edu>
Source record: 183300
Cross-posted to: alt.games.lynx,comp.sys.atari.st,seattle.forsale,pnw.forsale

My summary of differences: Lynx I has a louder speaker. Lynx II has stereo sound. Lynx I isn't as deep. Lynx II isn't as long. Lynx I may be less susceptible to power surges. Really, not much difference between the two.

-Brian

1162. Lex & Yacc

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 12:29:20 UTC
From: uma3034@nof.abdn.ac.uk
Message-ID: <310b71$h97@nof.abdn.ac.uk>
Source record: 183201

Anybody know if I can get Lex and Yacc for the ST somewhere? seems unlikely
but I thought I'd ask just in case...

1163. Comp's Nodesk

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 12:31:44 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <310bbg$crk@golem.wcc.govt.nz>
Source record: 183203
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

**** NODESK ****

Does any one know any thing about the Compo's Nodesk,
that I read about in ST-Review Dec, 93..

I gather is from Germany...??

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1164. Re: Nethack 3.13 Question

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 13:27:01 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94206.092701STIRRE31@MAINE.MAINE.EDU>
Source record: 183208

Thanks for the help. Playing it in 256 colors is still fun;
the mapping just does not progress as I would expect it to.
I'll try it using MTOS. That is one thing that I have not
tried yet. It is quite an incredible program. I hope I can get
it working properly.
-scott tirrell

1165. Re: COMA

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 13:44:43 UTC
From: error@stack.urc.tue.nl
Message-ID: <310fkb$nfk@tuegate.tue.nl>
Source record: 183206
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

kantor@hspt.tu-graz.ac.at (Bertram Kantor) writes:

>Yes, but the only Modems I know with FCLASS=1 are the US-Robotics Modems.
>And the newer ones of the support FCLASS=2.0 and this option works very fine
>in COMA 2.10.
>That was the reason, why i bought the programm.

Hmm the docs to my topline modem say that it is both Class 1 and 2. I'm
not sure what to think of that. Anyway, I have a question about Coma.
I've tried the Coma 1.40 demo and it is quite nice. It should be
compatible to QFax Pro and since QFax Pro from what I heard is no longer
being developed Coma seems like a good alternative (though I'll also
look at Straight Fax, and Teleoffica Fax or something like that) but if
one does not own QFax, where could one get the drivers needed for e.g.
Speedo or some wordprocessor.

Erlend.

--

1166. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 13:51:02 UTC
From: davidc@vissci.demon.co.uk
Message-ID: <775144262snz@vissci.demon.co.uk>
Source record: 183164
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.advocacy

In article <30vapm$49n@sol.ccs.deakin.edu.au>
hamo@deakin.edu.au "Jason Hamilton" writes:

> David Cowan (davidc@vissci.demon.co.uk) wrote:
> :
> : I will admit, EA made a brilliant job of Dpaint ST - Much better than
> : the Amiga or PC version. (Just a little buggy ,s'all).
> :
> Hamo
>
> P.S. DPaint ST was written by Artistech Developments, a bunch of
> guys who were staunch Atari supporters, not by EA.

Yeah, I know - they also went on to write Brilliance on the Amiga -
much better than DPaint, and felt incredibly like DPaint ST (Except
it had all the options that DPaint ST and Amiga should have had.

>

--

David Cowan Insert Clever SIG here !
---
davidc@vissci.demon.co.UK Visual Sciences Ltd
vissci@cix.compulink.co.UK Unit 12, Prospect III,
Dundee Technology Park
Dundee, Scotland
DD2 1SW

1167. Rules Sheet for Starball?

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 13:52:55 UTC
From: gio@wcl-rs.bham.ac.uk
Message-ID: <310g3n$g7q@sun4.bham.ac.uk>
Source record: 183205

Subject says it all really - is there a document that describes how the game is played? Something of the form "To get X, shoot hole Y, then hit target Z". I have a vague idea what's going on, but haven't quite figured it out totally (which is odd as I usually pick up on pinball tactics quite quickly).

Any help would be appreciated.

BTW - Has anyone got Starball to run under Gemini? I get the first screen and then a message "Unrecoverable file error" when it tries to load the game. If I quit Gemini I don't have this problem. Any ideas? I've an old STFM running TOS 1.02 with 4meg.

Be seeing you,

```
/----o-------------------------\
| /~\|/~\ | Giovanni Ciampa |
| \O/\\O/ | gio@wcl.bham.ac.uk |
| / \ |--------------------|
| \_/ | I am but a figment |
| \___/ | of my own deranged |
| \_/ | imagination |
\---------+--------------------/
```

1168. WANTED: MIDISPY

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 13:56:23 UTC
From: arch@insane.apana.org.au
Message-ID: <arch.775144583@insane.apana.org.au>
Source record: 183210

Does anyone know if this is still available, and if so, where can I get my handson a copy of this package?

The demo times out after about ten minutes, and by then I'm ready for more!

This is the best reason for hanging on to my ST I have seen in a LONG time!

Cheers.

_____ i
--

1169. Re: Lex & Yacc

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 14:08:15 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Jul25160815@issan.informatik.uni-dortmund.de>
Source record: 183209

In article <310b71$h97@nof.abdn.ac.uk>, uma3034@nof.abdn.ac.uk (uma3034) writes:

|> Anybody know if I can get Lex and Yacc for the ST somewhere? seems unlikely
|> but I thought I'd ask just in case...

I'm quite sure that Flex and Bison are available on a.a.u.e.

--
+---+
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

1170. Re: Geneva help wanted

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 14:25:19 UTC
From: vij@vnet.ibm.com
Message-ID: <310i0f$ekc@tornews.torolab.ibm.com>
Source record: 183214

In <30u029$6r6@mudraker.mtholyoke.edu>, rflashma@mtholyoke.edu (Rick Flashman) writes:

[munch]

>affecting your system performance. Just about everything works in Geneva.
>The biggest problems are in games and midi programs.
>
>--Rick

WRT midi programs, by problems do you mean that they won't multitask, or
do you mean that they won't work at all under Geneva. I'll soon be getting
Geneva/NeoDesk4, but since I mostly run Dr.T's Omega II and X-oR on my MegaSte
I wondering what to expect...

Thanks,

VIJ...

--
Vij Singh
C Set ++ Development ...my words, not IBM's...

1171. Re: COMA

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 14:47:19 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <310j9n$ell@golem.wcc.govt.nz>
Source record: 183213
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <310fkb$nfk@tuegate.tue.nl>, error@stack.urc.tue.nl (Erlend Nagel) writes:
>kantor@hspt.tu-graz.ac.at (Bertram Kantor) writes:
>
>not sure what to think of that. Anyway, I have a question about Coma.
>I've tried the Coma 1.40 demo and it is quite nice. It should be
>compatible to QFax Pro and since QFax Pro from what I heard is no longer
>being developed Coma seems like a good alternative (though I'll also
>look at Straight Fax, and Teleoffica Fax or something like that) but if
>one does not own QFax, where could one get the drivers needed for e.g.
>Speedo or some wordprocessor.
>
>Erlend.

Coma has a built in Text editor, so there should be no need for a use of a
wordprocessor....

Also COMA 220 has the FTP option, yes you can now get files and faxes from a
remote site, plus it support voice, none of those other programs come any were
near it.....

So get the Coma 220 demo and find out about all these new things...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1172. Re: Comp's Nodesk

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 14:48:28 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <310jbs$smp@bognor.barclays.co.uk>
Source record: 183111
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <310bbg$crk@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
|> **** NODESK ****
|>
|>
|> Does any one know any thing about the Compo's Nodesk,
|> that I read about in ST-Review Dec, 93..
If you mean Neodesk, I thought every ST user had it? It's almost as much of a must-have as NVDI, especially on older machines.
Currently at V3 with V4 any day now (say Compo UK who distribute Neodesk over here).
--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

1173. Re: Lex & Yacc

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 14:54:29 UTC
From: vctec@westminster.ac.uk
Message-ID: <CtI3x3.6Az@westminster.ac.uk>
Source record: 183211

uma3034 (uma3034@nof.abdn.ac.uk) wrote:
: Anybody know if I can get Lex and Yacc for the ST somewhere? seems unlikely
: but I thought I'd ask just in case...

Yes, they can be found at micros.hensa.ac.uk, under:

LEX:

micros/atari/tos/m/m079/

file: flex.arc (size: 65151)

YACC:

micros/atari/tos/m/m406/

file: byacc.zoo (size: 107613)

Hope this is what you are looking for....

Danny

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

1174. Re:TOS 2.06 upgrade gone awrey

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 14:56:48 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <310jrg$kpl@msuinfo.cl.msu.edu>
Source record: 183212

In article <alberto.5z10@terapin.com>, alberto@terapin.com (Alberto Fonseca) writes:
>> levaillm@cuug.ab.ca (Mark Levaillant 250-2590) wrote:
>> I have an STE and tried to install TOS 2.06. It didn't work so I put the
>> 1.62 back in. Now I do not get STE stereo sound. WHY!!!
>> --
>> Mark Levaillant
>> levaillm@cuug.ab.ca

I'd say you either forgot to connect something, or managed to accidentally disconnect a wire someplace. But not being an expert, I don't really know.

>Somewhere I read that the latest TOS version upgrade for an STE is TOS
>2.05 not TOS 2.06. TOS 2.06 is for the regular ST's(NOT STe). Maybe
>something got messed up? I have an STE, TOS 1.62 still.

Yeah, I'd say you heard wrong. TOS 2.06 IS the latest version for STEs; I own a MegaSTE with it installed and it works perfect. TOS 2.06 fixes some bugs in TOS 2.05, among them the "mono shift" bug. It's possible that 520 and 1040 STEs require TOS 1.62, but I doubt it.

>L8rs,
>Alberto

Regards,
Tom
hopper_t@msupa.pa.msu.edu

1175. ibm binary download on atari

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 15:25:08 UTC
From: nicole@seas.smu.edu
Message-ID: <1994Jul25.152508.25652@seas.smu.edu>
Source record: 183215

I get my internet access on an atarist at home. My wife uses an ibm clone in her office. Her coworker wants viet, a PD dos vietnamese wordprocessor. Though we've had no trouble reading atari-formatted and -written text files on the dos machine, we get a "can't read disk" sort of error on the disk where we unzipped the vietnamese wordprocessor.

I figure the problem could be in unzipping on atari, or in some difference in how dos treats binary files v. text files, or some other problem. Before I unzip on the mainframe and download the unzipped kit-n-kaboodle, I hope to find out if this is likely to fix the problem, or if I need to find someone with an ibm who's connected; or more likely just blow the thing off.

Thanks
John Trimble
nicole@seas.smu.edu

1176. Re: TOS 2.06 upgrade gone awrey

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 15:34:48 UTC
From: gbernath@oucsace.cs.ohiou.edu
Message-ID: <CtI5y0.Kzr@oucsace.cs.ohiou.edu>
Source record: 183219

levaillm@cuug.ab.ca (Mark Levaillant 250-2590) wrote:
>
> I have an STE and tried to install TOS 2.06. It didn't work so I put the
> 1.62 back in. Now I do not get STE stereo sound. WHY!!!

In order to get TOS 2.06 to work on a 1040STe, you have to cut two
resistors and resoldier them at different spots. This tells the
machine to look for 28-pin chips instead of 24-pin chips. I did this,
and TOS 2.06 works fine now on my machine. I can send a copy of the
schematic to anyone who needs it.

As to the stereo sound problem, I have no idea.

--
Greg Bernath gbernath@oucsace.cs.ohiou.edu

1177. new UPoint-'light' (uucp)

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 15:51:18 UTC
From: brusch@eslapion.sh.sub.de
Message-ID: <EGZQEGUS1UP@eslapion.sh.sub.de>
Source record: 183220

I've done a new version of UPoint-'light', my UUCP-Pointprogram.

You may get it in a few days at

- mail-server@ftp.tu-clausthal.de
- shlink (+49 4121 468201, login: upoint).

Stefan

--

UUCP auf dem Atari ST(E),TT,Falcon: UPoint 'medium'
-- --
** Stefan Brusch, Am Bast 15, 25335 Bokholt-Hanredder, Germany, Earth **
** brusch@eslapion.sh.sub.de **
-- --
pgp public-key available on request

1178. Re: WANTED dump 1.62;2.6;3.6 WANTED AJAX H

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 16:02:07 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9407251516.AA04094@ilmen.lanl.gov>
Source record: 183216

In comp.sys.atari.st.tech, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>
>Pleople like you really get up my Nose, you can't buy TOS 1.62 or 1.6,
>so were is this chap to go, get Real if you can....
>
>A copy of a old TOS is not going to hurt any one at all ...
> ... I could go on and on, but people like you just make me sick....
>
>There are many many firms selling copies of TOS 1.4 and 2.06 in the UK and they
>are all illegal copies, I should know I had one of them...

>Another person with a very sick attitude....

>What is illegal in the USA is not allways illegal in other counties,
>so Please don't force your Laws on others...

>So Please don't preach to me, Atari has done more illegal things that all of us
>put together, and You are no Atari GOD....

Roger, even I find it hard to believe that you have the gall to openly admit to piracy in this public forum, to advocate piracy to others, to flame those who denounce piracy, and still bitch about the level of support you think you deserve from fine companies such as ICD.

Your comments trying to rationalize the piracy of Atari TOS ROMs don't make sense. No matter how you try to justify it, it's still an ILLEGAL activity. Add the last I heard, TOS 1.62 ROMS were still available as a repair part.

If you think nothing of stealing ROM code, you probably feel the same way about _any_ software, regardless of the medium it is recorded on.

You apparently have never heard about "International Copyright Laws." Countries may enforce those laws differently, but the rights still exist. And regardless of any written law, you still KNOW what is right vs wrong.

And pray tell, what "illegal" things has Atari done that makes you feel justified in advocating THEFT of their copyrighted code?

Software piracy exists. It likely always will, to one extent or another. I can accept that even though I don't like it. What I will NOT tolerate are people that are so callous and uncaring as to publicly promote the fantasy that a form of 'piracy is OK.' That's a slap in the face of developers everywhere.

It DOES hurt people, Roger. First the developer and then the user. Read Charles Smeton's post about the actions he has been forced to take due to the rampant pirating of his fax software. No, piracy is not the cause of Atari's recent decline... but it IS a contributing factor!

I always knew you were very 'vocal,' Roger, but I never thought you a pirate.

-Hutch- @ Fair Dinkum Tech

P.S.: I apologize for the cross-posting of this reply but I consider it an important issue (see comp.sys.atari.st.tech for the full text of messages).

cc: permit$@genie.geis.com (Independent Association of Atari Developers)

1179. Re: Geneva help wanted

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 16:11:15 UTC
From: rflashma@mtholyoke.edu
Message-ID: <310o73$a8j@mudraker.mtholyoke.edu>
Source record: 183217

Vij Singh (vij@vnet.ibm.com) wrote:
> WRT midi programs, by problems do you mean that they won't multitask, or
> do you mean that they won't work at all under Geneva. I'll soon be getting
> Geneva/NeoDesk4, but since I mostly run Dr.T's Omega II and X-oR on my MegaSte
> I wondering what to expect...

Actually, many MIDI programs do work, but most need singletasking. The
other problem, is that most MIDI programs expect to be alone. Therefore,
you usually can't expect to run more than one at once (since they all
want exclusive access to the MIDI ports). I haven't tried the programs
you've mentioned, but previous experience with Dr T's software has been
very good.

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

1180. Re: Geneva help wanted: Me too!

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 16:15:14 UTC
From: rflashma@mtholyoke.edu
Message-ID: <310oei$a8j@mudraker.mtholyoke.edu>
Source record: 183218

Mike Morris (mike@divsun.unige.ch) wrote:
> My manual said this was done - but I don't have the list :-(

I think you might be refering to the internal list Geneva has built-in,
which tells it how to run many troublesome programs.

> Could anybody post one, perhaps? Or even better could Gribnif maintain
> one at an ftp site?

It's not as easy as it sounds. People all the time tell us that things
work, but we are unable to verify that until we try an actual copy of the
program. Instead, we encourage users to pass this kind of information
around. However, the list will be a lot shorter if you keep track of what
doesn't work and why, rather than what works.

We don't have good/regular access to FTP sites, so we would not be able
(nor do we have the manpower) to maintain such a list.

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

1181. Re: Atari Lynx System FOR SALE!

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 16:22:56 UTC
From: Kent.Dalton@FtCollinsCO.NCR.COM
Message-ID: <KENT.DALTON.94Jul25102256@a-s.FtCollinsCO.NCR.COM>
Source record: 183155
Cross-posted to: alt.games.lynx,comp.sys.atari.st

```
>>>>> "Mike" == Mike Parrott <mparrott@connected.com> writes:

Mike> I hate to tell you this, but I have a new Toad Computers catalog
Mike> with me and everything you're asking $275 for (Lynx, AC adapter,
Mike> Comlynx, case and games) could be had through them for just $245 +
Mike> shipping... and that's for a brand-new Lynx II.

Does anyone have a number I could call for Toad to get a catalog?
All of my local sources for reasonably priced lynx gear have
dried up. I'm specifically interested in picking up Robotron and
Joust carts.
--
/*************************************************************************/
/* Kent Dalton * EMail: Kent.Dalton@FtCollinsCO.NCR.COM */
/* NCR Microelectronics * Phone: (303) 223-5100 X-9319 */
/* 2001 Danfield Ct. MS470A * FAX: (303) 226-9556 */
/* Fort Collins, Colorado 80525 * */
/*************************************************************************/
My polyvinyl cowboy wallet was made in Hong Kong by Montgomery Clift!
```

1182. Recipe?

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 16:34:00 UTC
From: bertil.jagard@straight.ct.se
Message-ID: <33f83c00@straight.ct.se>
Source record: 183196

Hi Folks.

I'm looking for a program called "The Recipe Box v4.5" for a friend!. Is there anyone that have a address or anything to get in touch with the author or anything? Please answer this in Email.

Regards Bertil Jagard SysOp STraight BBS..

==
= E-Mail: bertil.jagard@straight.ct.se STraight BBS, Sweden =
= Phone : +46-(0)31-363973. FidoNet 2:203/221, NeST 90:1101/104 =
==

1183. CAIN Atari Fun Fest 94 ** NEW MAP & DIRECTIONS **

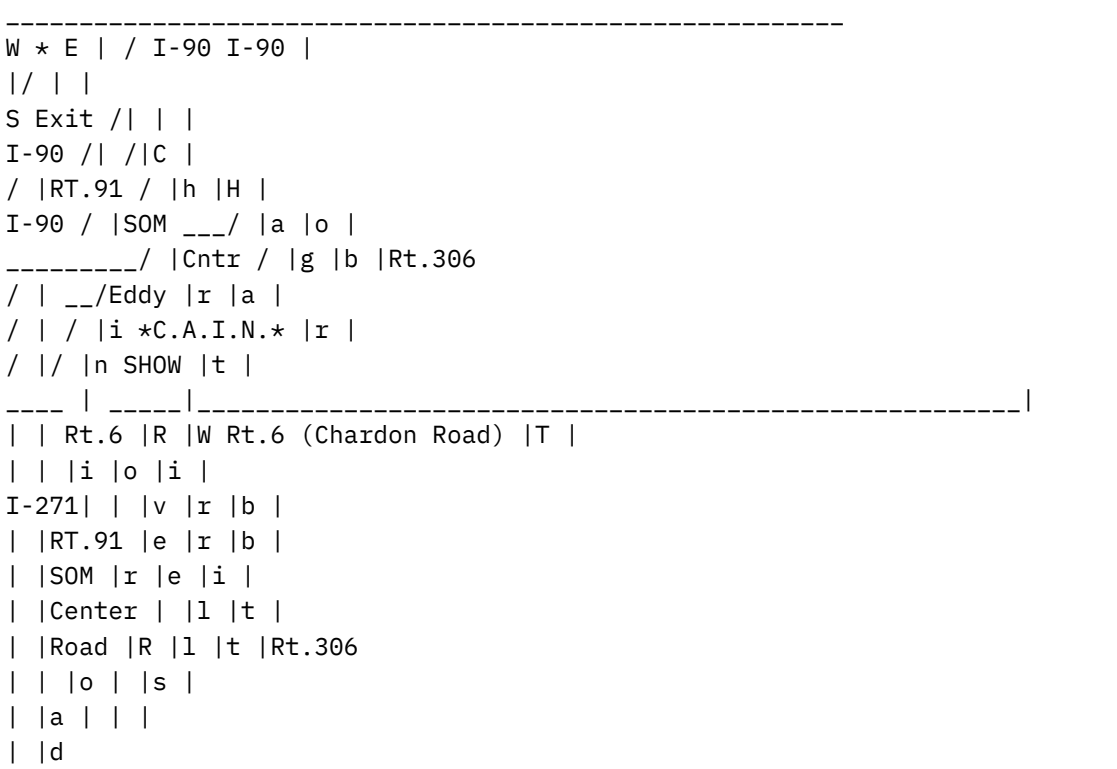
Newsgroup: comp.sys.atari.st
Date: 1994-07-25 16:49:03 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <310qdv$745@usenet.INS.CWRU.Edu>
Source record: 183221
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.advocacy,rec.games.video.atari,alt.games.lynx,rec.games.video.classic,alt.games.video.classic,alt.atari.2600

Ok, the directions posted along with the CAIN Atari Fun Fest 94 Show Announcements (a few days ago) is inaccurate. These are not only more accurate but less confusing!

Map to CAIN Atari Fun Fest 94

Knights of Columbus Hall, 7637 Chardon Road, Kirtland, Ohio

Map to all the Fun!



If traveling I-271 North, keep going North then take I-90 East to Route 91 (SOM Center Rd.). You will go South on Rt.91 to Rt.6 (Chardon Rd.) where you will go East for several miles until you are at 7637 Chardon Road.

If traveling I-90 South, exit at Bishop Road and head South until you reach Chardon Road. You will then go East for several miles until you are at 7637 Chardon Road.

If traveling I-90 West, keep going West then exit at Route 306. You will go South on Rt.306 (passing Eagle) to Rt.6 (Chardon Rd.) where you will go West for several miles until you are at 7637 Chardon Road.

--

1184. Complete Atari Mega 2 system for sale, cheap.

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 17:19:23 UTC
From: jlemon@netcom.com
Message-ID: <jlemonCtIAsC.HwF@netcom.com>
Source record: 183223

- Atari Mega 2
- Spectre w/128K roms
- AT Speed
- Atari Monochrome monitor
- Commodore color monitor w/cables
- Monitor switcher
- Panasonic 1592 printer (9 pin, 15")

- Assorted stuff/software/books, including:
- SwitchBack
- CircuitMaker
- Degas Elite
- Firstword Plus
- Dungeon Master
- Starglider II
- SAMS' schematics book for Atari ST
- Inside the Atari ST
- .....

Everything is in working condition. Both of the monitors are in excellent shape - no burn in whatsoever. I want to sell this since I've moved on to using NEXTSTEP.

Asking $500 for all.
--
Jonathan

1185. Re: ibm binary download on atari

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 17:40:02 UTC
From: a1624091@athena.rrz.uni-koeln.de
Message-ID: <310tdiINN3e27@rs1.rrz.Uni-Koeln.DE>
Source record: 183224

Nicole Martin (nicole@seas.smu.edu) wrote:
: I get my internet access on an atarist at home. My wife uses an ibm
: clone in her office. Her coworker wants viet, a PD dos vietnamese
: wordprocessor. Though we've had no trouble reading atari-formatted
: and -written text files on the dos machine, we get a "can't read disk"
: sort of error on the disk where we unzipped the vietnamese
: wordprocessor.
:
: I figure the problem could be in unzipping on atari, or in some
: difference in how dos treats binary files v. text files, or some other
: problem. [...]

If you get a "can't read disk" type error, the problem is probably with
the disk, not with the zip file format. Problems may be (1) damaged disk
and (2) disk formatted on Atari with old TOS version. To fix (1), try
copying the disk to another disk on the Atari -- it might be that the
data is still readable by the Atari, sometimes such situations arise
when the disk drives of the two computers involved are slightly differently
aligned or somesuch. To fix (2), format a 720K disk on your DOS box and
copy the zip file onto that with your Atari. DOS formatted disks remain
DOS readable when files are written to them with an Atari. Just be sure
to format disks to 720 K capacity (use format b: /t:80 /n:9 on DOS to
format disk in drive b:). Unless you use a TT, of course.
--
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

1186. Re: Neodesk 4

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 17:43:17 UTC
From: trek@intgp4.ih.att.com
Message-ID: <CtIBwA.CJp@nntpa.cb.att.com>
Source record: 183225

In article <DARYL.94Jul24125543@wizard.adept.ih.att.com>,
55000-Daryl Monge(ih1439)392 <daryl@wizard.adept.ih.att.com> wrote:
..... some stuff deleted ....
>The same would have happened with Neo4 this year, had I made it.

Ahhhh, but had you attended Indianapolis, you would have had the opportunity to have tried Neo 4 and Geneva. I would have posted a bit more about them in my article but I wasn't sure which features came from which program. More once I learn a bit more. The pair worked well together.

>To developers: do not let "creeping featurism" cause delivery schedules
>to slip. I am now undecided about the Neo4 upgrade.

You may be undecided, but I'm not. The IN show satisfied my curiosity. I liked the feel of Neo 4 and Geneva. It was there - running, and you could play with it. I showed Gribnif my support by voting with my plastic. I have a lot of their software already and am happy with it. I feel they are one of the good guys. I'm already playing with Geneva and next week when Neo 4 arrives I can concentrate on Neo.

Sure it would have been nice if Neo 4 had been ready then, but there was enough stuff at the IN show that I will be plenty busy till Neo arrives. Wayne

1187. Re: ECO

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 17:46:47 UTC
From: rm03@cscmgb.cc.ic.ac.uk
Message-ID: <1994Jul25.174647.22115@cc.ic.ac.uk>
Source record: 183222

in article <1994Jul21.134358.6311@cc.ic.ac.uk>, I wrote:
:I've recieved email telling me that Eco has been released to PD by the
:programmer(s)

Could the person who sent me this email (Sorry, can't remember your name)
please send another copy of your message to either myself or Mickey Boyd
(boyd@math.fsu.edu) . I accidentally deleted your last message.

Thanks a lot,
-- Robert Mellish, F.O.G. --
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
-- and also the mrs joyful prize for rafia work. --

1188. Lightning Damaged ST. Please help

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 19:00:13 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Jul25.190013.20489@bradford.ac.uk>
Source record: 183227

Please can you help.

All of a sudden, when I came to use my modem, it was no longer sending any characters to the terminal. At first I blamed the modem, but after trying it on another ST, it was found that my ST is at fault.

The only thing which occurred between it working perfectly, and not, was a lightning storm near my home. This froze the ST on 2 occasions, but I thought this was the only problem.

The problem is that no characters are sent from the modem to my ST, but characters are sent perfectly the other way: e.g. I can type atdt# and it dials the number, producing all the correct sounds, but no chars are sent to the ST.

If anyone has experienced anything similar, and/or has a fix (??) please get in touch by Email.

Thanks.

--
||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\
/ | \ Disclaimer: All the above may or may not be true. (of course) \/\/
/ |For comprehensive contact details, finger sptaylor@muser.brad.ac.uk) /\
"Rules are for the obedience of the ignorant and the guidance of the wise." \

1189. Graphics cards for Medusa

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 19:04:13 UTC
From: alien@clinet.fi
Message-ID: <alien.775162959@clinet.fi>
Source record: 183226

To be good, better or ...

I'm not expecting, that nobody has actually tested CyReL Sunrise M16-1280 in Medusa (yet), but TT should be close enough to Medusa that possible problems and strong points can be located. Sunrise seems to be very powerful graphics card and Medusa is such a computer, which needs that power to be useful. For DTP, animation or retouching, all areas are important and now I really need information.

Sunrise M16-1280 cost a lot, so for that money it must be good or even excellent. What I need is Your opinion about this card, is it really worth it?

Risto Juvonen

Virtual Computer Finland Oy
Eerikinkatu 29 00180 HELSINKI FINLAND - EUROPE
Phone: +358-0-694 1469
Fax: +358-0-694 14693

1190. Re: Screensaver questions

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 19:37:37 UTC
From: hallvart@ifi.uio.no
Message-ID: <3114a1$t4t@hnoss.ifi.uio.no>
Source record: 183228

```
.............[ snip ] ........
> BTW, which version are you using? 1.39 is the latest.

I got hold of this version, but it's only in German. Is there an English updated
version around? Where?

Hallvard, Oslo, Norway
```

1191. Groups going to CAIN Atari Fun Fest 94 get map from me

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 20:00:30 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <3115ku$idb@usenet.INS.CWRU.Edu>
Source record: 183229
Cross-posted to: rec.games.video.atari,alt.games.lynx,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.classic,alt.games.video.classic,alt.atari.2600

If you are attending the CAIN Atari Fun Fest 94 in a group (four or more people) then please send me your name and address and I will send you a flyer about the show and a Cleveland Area map and information on how to get to the show exactly.

If you are a member of a user group and believe that your user group members may be interested in attending this show, please contact me and I'll arrange to send you flyers and a Cleveland area map.

Please only request this information if you will be able to give these flyers and maps away to people interested in the show BEFORE the show. There is no use having a bunch of flyers with nobody to give them to!

Thank you.

Len

1192. Atari support sought

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 20:31:49 UTC
From: dhomuth@ednet1.osl.or.gov
Message-ID: <1994Jul25.203149.23997@osl.or.gov>
Source record: 183230

This is posted on behalf of my brother, who has an Atari 800 and a 520ST.
He is looking for a facility that repairs the equipment, and which may
have a modem and software available.

If you know of such a facility, please reply by e-mail to the above
address, including name, address and phone/fax number. thank you.
--
He took his vorpal sword in hand.
Long time the manxome foe he sought.
Then rested he by the tum tum tree
And stood a while in thought. (dhomuth@ednet1.osl.or.gov)

1193. Re: Neodesk 4

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 21:13:46 UTC
From: daryl@piano.adept.ih.att.com
Message-ID: <DARYL.94Jul25161347@piano.adept.ih.att.com>
Source record: 183231

The good news, is that we are done. Right now all that is left is for me to finish the index to the manual, get it to the printer, and we ship. Since it only takes the printer 3-4 days to deliver, I figure we will be shipping by mid next week. Again, I'm very sorry for the delay, but I think that in the end you will be very happy with the results.

NeoDesk 4 incorporates many new features and capabilities which are not only new to the Atari, but unique among most other operating system. It is a great showpiece of how powerful the Atari is and how much fun it is to use (I'll stop now, as I hate sounding like an ad, especially over the internet ;-).

We are very committed to supporting the Atari and seriously plan to continue supporting it for years to come.

--Rick

Great news and a great response. I may upgrade and get geneva as well. Haven't decided yet.

I really hope Neo4 did not miss its market window. I am pretty disappointed with the current crop of personal computers and will not be replacing my Atari anytime soon.

A suggestion: make sure the upgrade policies are easy. I do NOT want to (snail) mail my old disks in if I am in your customer database.

Good luck.

Daryl Monge AT&T Bell Labs
EMAIL: daryl@adept.att.com VOICE: 708-713-4696
GEnie: D.MONGE
PAPER: Rm 2A-448 P.O. Box 3050, Naperville, Il 60566

1194. Storm 1.02 Zmodem Help

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 21:48:36 UTC
From: clark@ee.ualberta.ca
Message-ID: <311bvk$eo7@quartz.ucs.ualberta.ca>
Source record: 183232

Hi there.
I just recently downloaded stom and the patch files for
upgrading it to v1.02 (the latest?) and I CANNOT get
the Zmodem download to work at all. Either in Autostart
mode or manual start mode. All I get is Read Errors in the
Zmodem download data box.
Any Suggestions? Anyone else have this problem.
{torm looks like a damn fantastic term program...
clark

1195. Atari-Show in Elmshorn (near Hamburg)

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 22:48:56 UTC
From: ole@murphy.sh.sub.de
Message-ID: <H.ekBN.GIEnzt3&4Pg@murphy.sh.sub.de>
Source record: 183191

```
ATARI Happening in Elmshorn/North Germany
-----------------------------------------

Announcement Update 07/22/1994
------------------------------

Computer Club Elmshorn e.V.
ATARI ST/TT/FALCON group
Postfach 261
D-25302 Elmshorn
Germany
Tel. 04121/83298
FAX 04121/82016

This is the fourth english announcement for the 5th Elmshorner
Computertage from the Computer Club Elmshorn e.V. On 29th and 30th
october is a big systemindependent computer exhibition in Elmshorn.
Elmshorn is a city 30 km north of Hamburg. The ECT has 10000 visitors
on average.

The exhibition are organized by the CCE e.V. and the city of Elmshorn.
The CCE e.V. is one of the biggest german systemindependent computer
clubs.

More than 50% of the exhibitors are ATARI dealers, ATARI clubs, ATARI
software producers and ATARI freaks. It's no PC show, it's an ATARI
happening. It's the biggest ATARI exhibition in North Germany since
the ATARI CeBIT exhibition 1992 in Hannover.

Venue is the KGSE Elmshorn (Kooperative Gesamtschule Elmshorn), the
street called 'Hainholzer Damm'. You can easy reach Elmshorn by train
or motorway. We will put landmaps as IMG images next time in the
BBS.

Exhibition opening:
Saturday 29th october 2 - 6pm
Sunday 30th october 10am - 5pm
- no admission fee

- additional : - big cafeteria
- tombola (we hope, that we get a FALCON computer
for the tombola, please read our next
updates)
- separate product presentations

ATARI exhibitors on the happening Update: 22th july 94
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```

- CrazyBits, Berlin (PixArt,thermo sublimation color printer, FALCON's, ATARI hard-/software etc.)

- Betz Computer, ATARI dealer (Medusa T40, GE-SOFT Eagle TT, FALCON-Tower, ATARI hardware etc.)

- Layout Service Kiel, ATARI dealer (ATARI hard-/software, FFT, GAL-ED, FALCON, Jaguar etc.)

- Hinsch & Partner, ATARI dealer (ATARI game dealer, Jaguar, FALCON etc.)

- Computer & Service Kiel, ATARI dealer (ATARI hard-/software, (DTP, FALCON's, TT's etc.)

- VHF Computer, Schoenaich (Janus ATARI board for PC, Platon PCB etc.)

- Pagedown, Goettingen, ATARI dealer (Script 3.5, Purix Formula etc.)

- Jochen Merz Software, Duisburg, (Networks SMS2 realtime operating system)

- Columbus Soft, Darmstadt (Ergo Pro GFA BASIC developing system)

- Hahn's DTP, Elmshorn (Calamus SL DTP)

- Softwarehaus Alexander Heinrich, Kaiserslautern (Maxidat, Videotext)

- GALACTIC, Essen (Sampler, Harddiscrecording)

- Trifolium, Kassel (MIDI/Music applications)

- CD Vertrieb Bernd Lohrum (ATARI CD's)

- R.O.M. logicware (Papyrus, Speedo-GDOS 5.0 etc.)

- OMIKRON Software, Pforzheim (OM-BASIC, KSPREAD, Mortimer etc.)

- ByTech Gbr, Berlin

- we are negotiated with many other ATARI and software dealer, please read next updates

- Computer Club Elmshorn e.V./ATARI ST/TT/FALCON group (FALCON's, TT's, ST's with ATARI applications, demos, Cubase MIDI, ATARI programmers etc.)

- A.C.T. e.V. ATARI Computer Team, Bremen

- Computer Club86, 74004 Heilbronn

- we hope, that foreign ATARI clubs are in Elmshorn, too !

Additional, we plan a big meeting of ATARI mailbox users with a restaurant visit on saturday evening etc. Please, contact Ole Marienhagen for this meeting ideas.

```
* ********************************************************************
* This is the first update of our exhibitor list and the result of *
* the first advertising week for our 5th ECT. I've invited more than *
* 100 hundred ATARI dealers and software producers. *
* We will update this list every week ! *
********************************************************************

--------------------------------------------------------------------------
This is a message is for all european ATARI enthusiasts, especially for
our dutch, scandinavian, polish and british ATARI friends. Let's have a
big ATARI party and two nice days.

Jens Schulz
Manager of the ATARI ST/TT/FALCON group CCE e.V.
--------------------------------------------------------------------------

Foreign ATARI computer clubs or ATARI exhibitors are invited for this
great ATARI Happening, too.

- no cost for exhibitors (all free)
- CCE e.V. support exhibitors with tables/amperage
- advertising in the german ST computer magazine (12500 exhibition
catalogues 16-32 pages)

If you've questions about the exhibition, please contact Ole
Marienhagen by EMAIL (marienhagen@tu-harburg.d400.de)

If you will get an exhibition stand. please contact us immediately,
because many other ATARI and PC exhibitors will order exhibition
place, too. Please, use this registration form for an exhibition stand.

We will send back for the exhibition confirmation and exhibition stand
reservation.

Let's have a big european ATARI party.

--------------------------------------------------------------------------

Registration form for the 5th Elmshorner Computertage

--------------------------------------------------------------------------

Computer Club Elmshorn e.V.
Postfach 261
D-25302 Elmshorn
Germany

Registration for the 5th Elmshorner Computertage
on 29th/30th Oktober 1994
---------------------------------------------

ATARI-Club/Company : _____________________________________

Our address is:

Street : ___________________________________
```

ZIP-Code : _____ City : _____

Country : _____

Telephon: _____ FAX: _____

Please contact Mr./Mrs. : _____

Exhibition stand : Length in m : _____

Width in m : _____

We will show following computer systems : _____

_____

We will show following software products : _____

_____|

Date, City : _____ Signature : _____
Company stamp

Hint : The put up of the exhibition stand will begin saturday
29th october at 9am. The put up will be supported by the
CCE e.V. The exhibition stand is free of any charge. We
hope, that you've something for our great tombola. Don't
forget an insurance policy for your hardware equipment.

--
********** 5. Elmshorner Computertage vom 29.10.94 - 30.10.94 **********
* Veranstalter : Computer Club Elmshorn e.V., Postfach 261, 25302 Elmshorn, *
* Telefon: (49)4121 83298, Telefax: (49)4121 82016 *

Ole Marienhagen e-Mail : marienhagen@tu-harburg.d400.de
Tel.: (49)4121/92349 or ole@murphy.sh.sub.de
Fax : (49)4121/92302 or ole@murphy.sh.sub.org
If possible use the first e-Mail address.

Murphy's word is law.

1196. Re: Nethack 3.13 Question

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 22:53:03 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Jul25.225303.26286@abo.fi>
Source record: 183234

In <30v51u$k13@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:

> I have continued work on GEM NetHackm but I am working with the NH DevTeam,
> so I am keeping up-to-date with the NEXT version that they release. This
> means that I cannot release my own version. As soon as the DevTeams release
> another version, I will release a new GEM version. There are many new
> features in the current DevTeam version, but obviously, I'm not at liberty
> to reveal them. All I can reveal are the additions I've made to MY version,
> aside from the official ones. They are: Colour minimap and Macros. I've
> also added code to support many of the new ideas from the DevTeam.

Hi! And thanks for great NH 3.13d for GEM..!

No matter how great a game NetHack is - and how good your GEM conversion really is, too - there is one thing difficult to get rid of, unless one owns the fabulous Medusa T-40 computer with its 26 MIPS power...

That's slowliness... Under MultiTOS (or Geneva, too..) even a TT becomes painfully slow when things get "hot" in NH. That made me wonder, if there'd be something to be done to that?

First, is the current 3.13d version optimized for 68030? I think most serious NH for GEM players use either a TT, a Falcon, or some other accelerated Atari computer. That's because the game is almost unplayably slow in even a MSTE - and without decent 16 color graphics (640x400 =>), the result is poor, anyway. So, maybe it'd be wise to squeeze every bit of power from 68030/40 CPUs, as to make the game a bit faster..?

Second, as F-030 has the powerful DSP-56001 chip, it's really a shame it isn't used in most programs at all. I don't think supporting it is very easy - but I can't help wondering if DSP couldn't be used to do at least some of the heaviest calculations in NH ? The support could be modular, like is some graphics programs: when the program detects a computer using DSP, it'd load certain sub-routines - otherwise it'd load some others.

I doubt you (or anyone) have time to do that - but anyway, it's an idea. And I think, we Falcon owners would appreciate DSP-support a lot =-) !

Greetings,

Tommi.

1197. Re: A really odd question?

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 23:56:40 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CtIt6G.6I2@cix.compulink.co.uk>
Source record: 183235

> I was wondering, I have a fanciful imagination, if it is
>possible to connect several ST boards together to make a parrallel
>processing "like" unit. I had this thought after seeing so many
>ST's for sale. Would it be feasible? What modifications would
>have to be made to the OS? Could an OS be made so that each
>processor assumes a specific task?

I've often though about this for exactly the same reasons. Its definately possible, but not particularly worthwhile. You'd have to write extensions to the OS, and sort out some sort of highspeed link between them.

I've restricted my thoughts in this direction to networking my 2 STs with MiNT-Net. It looks hopeful, but MiNT-Net is still very much in the Alpha stages of development ;-)

Roland.

@CiX

1198. Re: Help With Data Base For STE??

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 23:56:42 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CtIt6I.6Is@cix.compulink.co.uk>
Source record: 183236

> I'm looking for a good data base when the user can define
>fields that is simple sorta like DB Master for the ST.
>I own this, but it won't run on a Mega STE. All help much
>appreciated!

I'm looking for a database too, for much the same reason - DB One won't work on my MSTE :-(

Thanks

Roland.

@CiX

1199. Re: Lex & Yacc

Newsgroup: comp.sys.atari.st
Date: 1994-07-25 23:56:45 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CtIt6L.6JG@cix.compulink.co.uk>
Source record: 183237

>Anybody know if I can get Lex and Yacc for the ST somewhere? seems unlikely
>but I thought I'd ask just in case...

GNU Flex and GNU Bison have both been ported. Berkley(?) Byacc - which is
closer to Yacc than Bison, has also been ported.

They must be available on some FTP site somewhere. The've been around the
PD Libraries in the UK for years.

:-)

Roland.

@CiX

1200. Wanted! Hard Disk

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 00:35:25 UTC
From: mcdower@tui.lincoln.ac.nz
Message-ID: <mcdower.3.2E345A4D@tui.lincoln.ac.nz>
Source record: 183239

One would like a relatively inexpensive hard disk for my UK spec
1040 STFM. Any size considered, from anywhere. Will pay shipping and
handling. Please e-mail me for proposals.

Cheers Richard

1201. Re: Storm 1.02 Zmodem Help

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 00:42:38 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <311m5u$kfg@msuinfo.cl.msu.edu>
Source record: 183238

In article <311bvk$eo7@quartz.ucs.ualberta.ca>, clark@ee.ualberta.ca
(Gregory D Clark) writes:
>
> Hi there.
> I just recently downloaded stom and the patch files for
> upgrading it to v1.02 (the latest?) and I CANNOT get
> the Zmodem download to work at all. Either in Autostart
> mode or manual start mode. All I get is Read Errors in the
> Zmodem download data box.

Zmodem does have bugs in it. I have the same problem, though since I
rarely have need for zmodem, I haven't figured out if it is just a
difference in settings between Storm and the file-server. Make sure you
also d-l'd the zmodem patch (you need Storm 1.00, patch->1.01, patch->1.02,
and the zmodem patch to 1.02). As far as I know, Alan will be getting back
to working on Storm sometime in the next month; he's been really busy
lately. Hopefully zmodem will be fixed then.

> clark

Regards,
Tom
hopper_t@msupa.pa.msu.edu

1202. Re: WANTED dump 1.62;2.6;3.6 WANTED AJAX H

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 00:47:03 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <311me7$jrr@golem.wcc.govt.nz>
Source record: 183241

In article <9407251516.AA04094@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:
>In comp.sys.atari.st.tech, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>>
>>Pleople like you really get up my Nose, you can't buy TOS 1.62 or 1.6,
>>so were is this chap to go, get Real if you can....
>
>-Hutch- @ Fair Dinkum Tech
>
>
>P.S.: I apologize for the cross-posting of this reply but I consider it an
>important issue (see comp.sys.atari.st.tech for the full text of messages).
>
>cc: permit$@genie.geis.com (Independent Association of Atari Developers)
>

Please get real Hutch, were do you take your Atari for service Their is none, and UK firms are selling Copies of TOS 1.4 that are not from Atari, and from what I have seen TOS 2.06 as well..

I will still state copies of Atari ROM's like 1.62 do not hurt any one, get some facts on what copyright is all about, I do think you just don't know..

Atari should replace all faulty copies of its Roms/DMA Shifter chips under are Sales acts, but does it, No !....

My fealings are that if the person has a legit copy of TOS 1.60 he has the right to get this replaced by any meens possible, this is not Breaking any so called supid USA copyright laws.....

So stop acting like God, you are not.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1203. Re: Storm 1.02 Zmodem Help

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 00:50:09 UTC
From: sammcgee@crl.com
Message-ID: <311mk1$kud@crl5.crl.com>
Source record: 183240

Gregory D Clark (clark@ee.ualberta.ca) wrote:

: Hi there.
: I just recently downloaded stom and the patch files for
: upgrading it to v1.02 (the latest?) and I CANNOT get
: the Zmodem download to work at all. Either in Autostart
: mode or manual start mode. All I get is Read Errors in the
: Zmodem download data box.
: Any Suggestions? Anyone else have this problem.
: {torm looks like a damn fantastic term program...
: clark

I have had the same problem with Storm's Zmodem and my Internet Unix server. Storm's Zmodem DOES work with GEnie, Codehead BBS, and another PC BBS I call. Now I use Ymodem-G for Internet stuff, it's just not automatic. From what I hear Storm's Zmodem works best on a Falcon and worst on a TT. ???? Otherwise, I like Storm too.

Sam

1204. Re: Nethack 3.13 Question

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 01:44:54 UTC
From: warwick@cs.uq.oz.au
Message-ID: <311pqm$kfh@uqcspe.cs.uq.oz.au>
Source record: 183243

Max.Denebian@f318.n105.z1.fidonet.org (Max Denebian) writes:

>The system I have is tos 4.4, with warp 9 and speedo, sam and the control
>panel, and outline fonts. Pretty basic.

>I have version 3.1 (as far as I can tell) and it runs perfect in
>256 hi res.

This may be one of my ports of version 3.1.1, which worked much better
on Falcons than the later 3.1.3. I have seen copies of version 3.1.1
on some German FTP sites.

Good news is that I strongly suspect I solved the slow-down problem
today (found bug), so when I release the next version (ie. when the
DevTeam release another version), all should be fixed. I'll also
distribute a GEM version of the recover program, so that even if it
crashes while you're playing, you can still recover your game and
continue!

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /
/ * <-- Computer Science Department, / WIT SPACE TO LET
_.-._/ University of Queensland, /
v Brisbane, Australia. /

1205. Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 01:44:54 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <311pqm$kft@golem.wcc.govt.nz>
Source record: 183244
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Just some of my thoughts, take them any way
you like...

People refer to Theft as egual to Piracy..!!!

My equations goes like this Software Authors/Programers
egual Pirates....

How come some one can produce a Article for sale (Software)
and find that there are no guarantee that it will work, its often
refered to as Sold as is...???

Also it is often stated you don't own the article at all (Software)
you are only leasing it..? my thouhts are I payed for it I own it, and I can do
what I like with it.

Also they claim that you can't alter it or touch it in any way,

Please Please can I trash your piece of Rubish software....!!

They also claim that if this Article does any damage that they are no liable,
so if it wipes you hard drive tough luck.!!

Plus to get this Article fixed if its faulty (Bugs) you have to Pay..!!

With Laws such as this you deserve to be ripted off, its called tit for tat..

Theft is Theft no matter how you look at it....

Posted to combat this allmighty God like attitude that some Programers/Authors
have..

So Programers/Authors Please take a look at yourselfs as others might look at
you....!!!

PLease note: these are just my fealings on the subject, no one has to take them
personally, but as they say, if the cap fits wear it....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1206. Falcon Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 03:59:55 UTC
From: develand@uoguelph.ca
Message-ID: <3121nr$cn4@nermal.cs.uoguelph.ca>
Source record: 183245

I am looking to buy an Atari Falcon computer. Any and all configs will be considered. Please leave me email.

Also if you know any dealers in Canada that sell them, let me know.

1207. FOR SALE: Atari ST/TT Software & Magazines : REDUCED

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 04:02:18 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <3121sa$l9c@canopus.cc.umanitoba.ca>
Source record: 183151
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
NOTE: All prices are suggested, feel free to make an offer, though I
will give first priority to those offering my asking prices.

=====================================================================
SOFTWARE
=====================================================================
Ancient Art of War in the Skies.$ 24.00 (xlent Microprose WWI strategy/sim)
Night Shift.....................$ 19.00 (cute fun Lucasfilm platform/action)
Hard Drivin.....................$ 11.00 (no docs)
Zork III........................$ 10.00
Firezone........................$ 9.00
Sherman M4......................$ 9.00
TV Sports Football..............$ 6.00

Michtron BBS....................$ 2.00 (classic bbs software, no box&docs)
DC Utilities v2.0d (latest).....$ 4.00 (no box)
DC Shower v1.0e (latest)........$ 4.00 (no box)

=====================================================================
BOOKS
=====================================================================
Atari ST Internals (Abacus) 455 pages...................$9
Atari ST Disk Drives Inside and Out (Abacus) 402 pages..$9
*** Both books for $14 + shipping !!!

=====================================================================
MAGAZINES
=====================================================================

The following magazines for $.50 each + shipping, or take ALL of them
for $5 + shipping!
::::::::::::::::::::::::::::::
Antic: 12/86, 7/88
ST Informer: 5/92, 6/92, 7/92
Analog: 9/89, 11/89
ST Log: 6/89
ST World: 9/89, 3/91
Compute's ST: 2/87 w/disk
Griffin Gazette: 12/88, 3/89 (Michtron softwares tips/hints newsletter)
ST Format: 12/90, 8/92 (UK) (disks may not be available)
Atari ST User: 12/90 (UK)
ST Action: 12/90 (UK) (disk may not be available)
ST World: quarter 4 1990 (UK)
::::::::::::::::::::::::::::::
```

STart:
winter 86, summer 88 (no disk for either)
10/88 (v3.3) - 7/89 (v3.12)
9/89 (v4.2) - 11/89 (v4.4)
1/90 (v4.6) - 6/90 (v4.11)
the above series has disk w/each mag
*** An excellent resource for a beginner/novice! ***
--- 21 issues total, 21 disks.....$23+shipping

*** Take all magazines listed above for $25 +shipping!

~~~~~~
All prices are suggested, feel free to make an offer, though I will
give first priority to those offering my asking prices. If you are
interested in any of the items, please reply via e-mail as soon as
possible. Questions are welcome. All prices are in US dollars.
Buyer pays shipping. Shipping costs are non-negotiable. Volume
discounts available.

--
<Trevor_Cordes@umanitoba.ca> $ Atari TT030 4+4MB/135 $ cds,tapes,comics,rpg,
3rd Year CompSci Honours $ SyQuest 88 & ZyXEL $ software,midi,videos,
University Of Manitoba, Canada $ *Still The Best* $ 4 SALE - E-Mail me...
$$
~~~~~~

1208. CAIN Atari Fest 94!

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 04:33:00 UTC
From: develand@uoguelph.ca
Message-ID: <3123ls$esk@nermal.cs.uoguelph.ca>
Source record: 183246

Ok if I go to this CAIN Atari Fest 94, will I be able to purchase a Falcon?? About how much would I expect to pay for one?

Thanx

Darren

1209. Re: Storm 1.02 Zmodem Help

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 04:45:58 UTC
From: clark@ee.ualberta.ca
Message-ID: <3124e6$j06@quartz.ucs.ualberta.ca>
Source record: 183247

Sam McGee (sammcgee@crl.com) wrote:
> Gregory D Clark (clark@ee.ualberta.ca) wrote:

> : Hi there.
> : I just recently downloaded stom and the patch files for
> : upgrading it to v1.02 (the latest?) and I CANNOT get
> : the Zmodem download to work at all. Either in Autostart
> : mode or manual start mode. All I get is Read Errors in the
> : Zmodem download data box.
> : Any Suggestions? Anyone else have this problem.
> : {torm looks like a damn fantastic term program...
> : clark

> I have had the same problem with Storm's Zmodem and my Internet Unix
> server. Storm's Zmodem DOES work with GEnie, Codehead BBS, and another
> PC BBS I call. Now I use Ymodem-G for Internet stuff, it's just not
> automatic. From what I hear Storm's Zmodem works best on a Falcon and
> worst on a TT. ???? Otherwise, I like Storm too.

> Sam

Hello again, thanks for the reply, I am glad to know I am
not the only person having the problem.
I have come up with a solution for the time being until the
problem with Zmodem is solved for this otherwise stunning terminal
program.
I have attached a Storm Basic string to Alt-Z that calls
Alan Hamiltons XYZ202b.TTP, downloads the zmodem file, and
returns to the program.
If you want to add this to your Alt-Z:
EXEC 0,"D:\COMM\STORM\SYSTEM\XYZ.TTP","D:\COMM\DOWNLOAD"
(rename the directory names for your set up), it should work
great. It is not automatic, or in the background like Storms
Zmodem should be, but hey, it works and it gives good
throughput.
I am going to try and contact Mr. Page and see if there is a
patch for this problem.
-clark

1210. Re: Megafile 30 for Sale!

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 05:57:31 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Jul26.025731.26053@dal1>
Source record: 183250

I agree 100% I'll look into my recent Canadian price lists for
Falcon HD's and get back to ya! I'm sure that I can do better on
a large drive for your War Bird!
In article <30sb8l$rlr@crl5.crl.com>, sammcgee@crl.com (Sam McGee) writes:
> stevedc@ac.dal.ca wrote:
> : > Do you really want _that_ $200 US for a 30 MB-harddisk ????
> : Actually, that's the going rate for a ST hard disk, I know I'm a
> : dealer! Don't even attempt to compare ST disks to the lowering
> : Dos supply of IDE disks, no comparison! A ICD host list in Canada
> : right now is $150!!!! That's just the controller, and the ICD
> : case w/supply, ICD ADSCSI Plus, ID etc is a whopping $295!!!
> : No disk!!! There it sorta sums things up! $300 CDN for a good
> : working Megafile 30!
>
> (all prices US)
> I'm in the market for another hard drive for my Falcon. There is an ad for a
> 340MB external SCSI hard drive for about $460. That's $1.35/MB vs
> $6.67/MB for the Megafile 30. There are two other factors: (at least two:)
>
> 1) ADSI -> SCSI interface for computers w/o SCSI ports
> 2) How much memory you can afford
>
> In regard to item two, I can find a 1GB HD for a super low $/MB but that
> is out of my dollar range. I believe a 30MB hard drive these days is too
> little, my 84MB internal and 30MB external are even full. I suggest
> spending some extra money an get a larger HD. The cheapest way out is to
> buy a used Atari compatible 30MB HD with a damaged disk (working
> interface, power supply etc.) and install an internal SCSI disk.
>
> Sam
>
> sammcgee@crl.com

1211. Re: Megafile 30 for Sale!

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 06:01:03 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Jul26.030103.26054@dal1>
Source record: 183153

AS I stated earlier, the Canadian list is $150!! I personally
sell them for $130. As for the Megafile, we are talking about
someone who does not even have a HD for their present ST system.
I agree that a person could do better buying new and a larger
disk at that, but our fellow Atari user is selling a Megafile.
In this part of the globe, $300 is the rough going rate!
In article <30spnm$65l@ionews.io.org>, diehl@io.org (Eric March) writes:
>> Do you really want _that_ $200 US for a 30 MB-harddisk ????
>> Actually, that's the going rate for a ST hard disk, I know I'm a
>> dealer! Don't even attempt to compare ST disks to the lowering
>> Dos supply of IDE disks, no comparison! A ICD host list in Canada
>> right now is $150!!!! That's just the controller, and the ICD
>> case w/supply, ICD ADSCSI Plus, ID etc is a whopping $295!!!
>> No disk!!! There it sorta sums things up! $300 CDN for a good
>> working Megafile 30!
>>
>
> However, the Megafile 30 is an RLL mechanism utilizing a 65MS Segate ST-238R
> drive. Hardly up-to-date technology. I cannibalized my old Megafile 30
> (which I bought for $200 CDN) to make myself a 250 meg setup, which only
> costed me $330 extra.
>
> And incidentally, you can get host adapters cheaper than $150.
>
> __________ ______ ______ ___________________________________
> ____<____ >/ __ // ____/ ___ Tail of ________ Eric March _____
> __________> // <_/ // <___ ___ The Comet ______ diehl@io.org _____
> __________<_/<_____/<_____/ ___ Productions ____ "ANSI? FANSI!" _____
>

1212. Re: Storm 1.02 Zmodem Help

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 06:18:58 UTC
From: Chris Gentry <cgentry@delphi.com>
Message-ID: <Jaywjgi.cgentry@delphi.com>
Source record: 183248

Gregory D Clark <clark@ee.ualberta.ca> writes:

> I just recently downloaded stom and the patch files for
> upgrading it to v1.02 (the latest?) and I CANNOT get
> the Zmodem download to work at all. Either in Autostart
> mode or manual start mode. All I get is Read Errors in the
> Zmodem download data box.

Did you load in the zmodem.emu in the File Transfer section under the Settings
drop down.

Or did you set a download path....

Those are the only things I colud think of. Hope that helps.

Chris

1213. Re: Storm 1.02 Zmodem Help

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 06:20:01 UTC
From: sammcgee@crl.com
Message-ID: <3129uh$se5@crl5.crl.com>
Source record: 183152

Gregory D Clark (clark@ee.ualberta.ca) wrote:
: Hello again, thanks for the reply, I am glad to know I am
: not the only person having the problem.
: I have come up with a solution for the time being until the
: problem with Zmodem is solved for this otherwise stunning terminal
: program.
: I have attached a Storm Basic string to Alt-Z that calls
: Alan Hamiltons XYZ202b.TTP, downloads the zmodem file, and
: returns to the program.
: If you want to add this to your Alt-Z:
: EXEC 0,"D:\COMM\STORM\SYSTEM\XYZ.TTP","D:\COMM\DOWNLOAD"
: (rename the directory names for your set up), it should work
: great. It is not automatic, or in the background like Storms
: Zmodem should be, but hey, it works and it gives good
: throughput.
: I am going to try and contact Mr. Page and see if there is a
: patch for this problem.
: -clark

Thanks for the tip, I'll give it try. I might as well since I regi$tered XYZ.TTP. Have you tried Ymodem-G? It seems just as fast as Zmodem and only requires a few mouse clicks. I love the background downloading. I'm totally amazed that I can do file maintenance (opening files, deleting files, etc.) while downloading!

In regard to contacting Alan Page, you'll have to go to the end of a very long line. :) Storm is an outstanding program that has been apparently abandoned for several months. Although given Alan's history I suspect he will return. BTW where did this rumor about returning in August come from? I haven't heard anything on GEnie.

Sam

sammcgee@crl.com
or
s.mcgee2@genie.geis.com

1214. Re: For Sale: Lots of Atari ST hardware & software

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 06:40:35 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <BY8Tror.johnhechtman@delphi.com>
Source record: 183249

I am interested in your copy of Dynacadd, is it still for sale?

1215. Re: TOS 2.06 upgrade gone awrey

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 08:15:05 UTC
From: vctec@westminster.ac.uk
Message-ID: <CtJG3D.9B6@westminster.ac.uk>
Source record: 183158

hopper_t@msupa.pa.msu.edu wrote:

: >Somewhere I read that the latest TOS version upgrade for an STE is TOS
: >2.05 not TOS 2.06. TOS 2.06 is for the regular ST's(NOT STe). Maybe
: >something got messed up? I have an STE, TOS 1.62 still.

: Yeah, I'd say you heard wrong. TOS 2.06 IS the latest version for STEs; I
: own a MegaSTE with it installed and it works perfect. TOS 2.06 fixes some
: bugs in TOS 2.05, among them the "mono shift" bug. It's possible that 520
: and 1040 STEs require TOS 1.62, but I doubt it.

I have a 1040 STE, with 4Mb Memory, and it came with TOS 1.06. I
upgraded to TOS 2.06, without any problems....(well, one really...had
to get a newer power supply), and have never looked back to 1.06, even
though I have a switcher.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

1216. Re: Rules Sheet for Starball?

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 08:22:58 UTC
From: oldcornd@cs.man.ac.uk
Message-ID: <312h52$gik@m1.cs.man.ac.uk>
Source record: 183154

In article <310g3n$g7q@sun4.bham.ac.uk>, gio@wcl-rs.bham.ac.uk (Giovanni Ciampa) writes:
|> Subject says it all really - is there a document that describes how the game
|> is played? Something of the form "To get X, shoot hole Y, then hit target Z".
|> I have a vague idea what's going on, but haven't quite figured it out totally
|> (which is odd as I usually pick up on pinball tactics quite quickly).
|>
|> Any help would be appreciated.

Somebody did put together a FAQ for it but I've done a hurried search of my
mailbox and I can't find his address.

|>
|> BTW - Has anyone got Starball to run under Gemini? I get the first screen and
|> then a message "Unrecoverable file error" when it tries to load the game. If I
|> quit Gemini I don't have this problem. Any ideas? I've an old STFM running TOS
|> 1.02 with 4meg.
|>
|> Be seeing you,
|>

Gemini? Pass. I was surprised it was as tolerant of strange accs and things as it is.
Now the hard-drive bug is fixed I think anyone who it still doesn't work for its
their fault (grin).

Dave

1217. Not exactly an ST enquiry, but...

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 08:32:43 UTC
From: bouronm@trout.ime.dec.com
Message-ID: <1994Jul26.083243.14035@peavax.mlo.dec.com>
Source record: 183156

Hi People,

This message is not exactly to do with the ST, but since this group is read by a great many folks from Germany, I thought I'd ask...

I'm taking a holiday in Germany at the beginning of September near Heidelberg. We plan to stop over near Koeln to break up the journey. Can any of you German folks recommend a chain of family hotels/motels to stay in overnight? I guess email responses would be best, unless everyone else on c.s.a.st is planning the same trip! ;-) Thanks in advance for any tips.

Tschuess,

[M][a][r][c]

** -------------------------- ** -------------------------- **
** Marc CR Bouron ** Digital Capital Markets. **
** +44 (0)895 208260 ** Harefield Place, The Drive, **
** Marc.Bouron@ime.mts.dec.com ** Uxbridge, Middlesex, **
** bouronm@trout.ime.dec.com ** UB10 8AQ. UK. **
** -------------------------- ** -------------------------- **

And for my next trick, I shall disappear in a puff of smo

1218. Re: Rules Sheet for Starball?

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 08:42:18 UTC
From: diehl@io.org
Message-ID: <312i9a$h8u@ionews.io.org>
Source record: 183161

I have written up a "Starball Hints and Tips" file. Here it is, printed
in its entirety (with help from Dave Oldcorn -- thanks Dave!) so
hopefully this will answer a number of questions asked.

(If anyone, especially you, Dave, has any changes or alterations or
erorrs to point out by all means please do. :-)

---------------------------------[Cut Here]---------------------------------
Starball Hints and Tips
Compiled by: Eric March
Revision 1.1, July 13th, 1994

Below are a list of all of the bonuses and the like that I have been able
to find in Starball. Some of these tips are also direct from the author
which I have specifically asked about.

Note: Lines starting with the # character denote new since last revision.

//
//// * Main Play Area * ////
//

==
== Spider Level (Bottom) ==
==

Objective
"""""""""
To get the ball into the spider's head to take you to to the Eggball
screen.

How to reach the objective
""""""""""""""""""""""""""
Each time you destroy all four of the coloured balls circling the
spider's body, they return as a new colour. Getting the ball into the
sink hole in the upper-left hand corner will cause something to happen,
depending on what colour the circling balls are.

Orange: First sink, bonus multiplier is increased.
Second sink, middle gate is opened for thirty seconds,
preventing the ball from being lost between the flippers

Light Gray: Middle gate is opened for thirty seconds. (see above)

Dark Gray: Bonus screen is highlighted. Get the ball into the spider's
head, and you will be taken to Eggball (See Below)

Bonuses
"""""""

* Getting the ball below "Jimmy Hill" (the mummified bust on the right side of the screen) will give you a 100,000 point "Jimmy Hill Chin Bonus"
* Getting the ball into "Jimmy Hill's" mouth while open will give you whatever bonus you have accumulated.
* Surrounding each of the outlanes in the Starship level (see below) are two pulsing balls. If you shoot your ball up one side and it goes right down the other, destroying both balls, you will recieve a 100,000 point skill shot bonus
* Shooting the left and right bumpers on either side of the flippers causes them to get brighter. It will take eight shots to cause them to explode, and this will activate the kickback for the outlane on that side of the table.

Tips
""""

* Get your kickbacks lit for both sides
* Getting the ball into the spider's head when the bonus screen is not lit will (seemingly at random) teleport the ball to the Slime level (see below)
* Use the light gray bonus to your advantage; when you suspect that the middle gate will open soon, and the circling balls are still light gray, try and shoot for the sink hole; it will keep the gate raised for another thirty seconds.
* The sink hole is most easily accessed by shooting the ball from your left flipper and bouncing it off of the right bumper.
* Getting the ball up into the Starship level is most easily done by shooting the ball off the right-hand flipper and bouncing it off of the left-hand bumper.

==========
== Starship Level (Middle) ==
==========

Objective
"""""""""
To build your starship.

How to reach the objective
""""""""""""""""""""""""""
Destroying all of the circling ships on this level will give you a piece of your starship. There are nine pieces of the starship that need to be built. Once the ship is built, the ball is shot into the entrance located at the bottom of the ship between the flippers. This will take you to the Invaderball bonus screen. (see below)

Bonuses
"""""""

* Shooting the lower-left sink hole will produce a random bonus, which
can be anything from 1,000 points to taking you to a randomly selected
bonus level.
* The upper-left sink-hole, normally shielded by an energy beam which is
destroyed by shooting it twice, docks you at a starbase. Each
successive dock gives you a new bonus:

Starbase 1: Gives you one more piece of your ship
Starbase 2: Adds 10,000 points to your bonus
Starbase 3: Bonus Held
Starbase 4: Destroys side guns
Starbase 5: Super Bumpers activated (Gives you 2000+ points every time
the ball hits a piece of your ship; different pieces of
your ship yeild a higher or lower point total)
Starbase 6: Completes your ship
Starbase 7: Increases bonus multiplier
Starbase 8: Gives you 100,000 point bonus
Starbase 9: Takes you straight into a random bonus screen

Starbases roll around to start at 1 after you reach the 9th.

Tips
"""""

* Do NOT shoot the top-right hand sink hole. If the side guns are not
destroyed, it gives them two more hit points. If they are destroyed,
it fixes them up with two hit points, and successive sinks will
increase their hit points again by two.
* Kill the side guns FIRST, as these have the ability to destroy a
piece of your ship should their missiles be allowed to hit it.
* Use the Super Bumpers bonus to your advantage; this can increase your
score very quickly.
* Destroy the side guns by hand first, because once you enter the bonus
screen, everything returns to normal and the guns reappear. THEN use
this bonus to kill them again.

==========
== Slime Level (Top) ==
==========

Objective
"""""""""
To destroy the monk figures circling around the female's face in the top
left of the screen.

How to reach the objective
""""""""""""""""""""""""""
Destroy the monk figures until the face in the centre of the screen
becomes completely messed up. This will cause two large creatures
to appear. Killing them both opens up the bonus screen in the top of
the female's head on the top right. Getting the ball in here will
take you to Arkanoidball (see below). (Thanks to David Oldcorn for
this one)

Bonuses
"""""""

* Shooting the rightmost sink hole produces a random bonus.
* Shooting the four coloured bumpers surrounding the slime changes that bumper's colour. A bonus is given when all four bumpers are the same colour:

Red : First sink, extra ball
Consecutive sinks (on same ball), 500,000 point "Big Bonus"
Blue : Increase bonus multiplier. (If multiplier is already at 9x, a 200,000 point "Big Bonus" is given)
Green: Energise Ball. While the ball is energized, all points (including your own bonus points) accumulated are multiplied by 4x. (Thanks to David Oldcorn for the answer to this one)

* Shooting the leftmost sink hole on the right hand side will shoot the ball into the area where the monk figures are circling.

Tips
""""

* This level has the most potential for racking up lots of points. Most of all, go for the coloured posts, as they yield the biggest bonuses.
* Get the energize, as this multiplies all points you recieve while the ball is energised by four (including your own bonus points). This can lead to lots of points.

//
//// * Bonus Screens * ////
//

==
== Eggball ==
==

Objective
"""""""""
Destroy all four quadrants of the egg, and any insects that emerge from them.

Tips
""""

* Destroy three quadrants, and then spend time destroying the insects. You will rack up more points this way.
* Losing the ball will give you half (?) the bonus you normally would have gotten if you completed your objective.

==
== Invaderball ==
==

Objective
"""""""""

Destroy all the aliens.

Tips
""""

* Just don't lose the ball.

==
== Arkanoidball ==
==

Objective
"""""""""
Eliminate all bricks.

Tips
""""

* Destroy all but one (or a few) of the bricks, and then spend the rest
of your time destroying the little creatures that roam about. This
will help you rack up more points.

==
== Llamaball ==
==

Objective
"""""""""
Kill everything that moves.

How To Get Here
"""""""""""""""
First, the "Secret BS Mode" must be enabled; this is achieved by
getting the ball back down the shoot lane once you've shot it out.
The easiest way to do this is when you're about to shoot the ball. Pull
back the plunger just far enough so that the top of the ball is nearly
touching the first band of light gray colouring, then let go. The ball
will travel up just to the opening, then back down again, enabling the
Secret BS mode.
Once this mode is enabled, you must then get the ball into the
rightmost sink hole in the Slime level (top), which is normally
designated the "Time Warp"; you will get a message telling you what to
do next, which is to get the ball into "Jimmy Hill's" Mouth. Once you've
done that, a Llama will appear on the bottom level. Kill the Llama and
you will be taken to Llamaball.

Tips
""""

* This is the "barking mad bonus screen" mentioned in the docs. It is in
two stages. After you kill the first set of creatures, you'll have to
contend with a second set.

```
==============================================================================
== General hints and tips ==
==============================================================================

* Every time you exit from a bonus screen, everything is returned to
normal. This means the side guns return and your kickbacks are no
longer on. It's best to plan things ahead before entering a bonus
screen so that you can set things up when you exit. Generally this
means insuring that the bumpers on the Spider level are as bright as
they can be so that one hit will activate your kickbacks, and dock at
at the first three starbases in the Starship level, reading yourself
for the fourth docking that will destroy the side guns.
* If you are running the game on a stock ST or STE (non-accellerated),
switching into 50FPS mode (Hitting the "/" key) actually has the
effect of slowing the game down. This is good for beginners if the
game runs too quickly.
* Hitting the HELP key allows you to set the difficulty (gravity) of the
game. This feature isn't documented for some reason. The default
mode is Normal.
* Escape during a game will quit that game. (A second escape is
required to confirm your choice) This also doesn't seem to be
documented.
* Pressing "(" and ")" on the numeric keypad has the effect of changing
the Hz mode (50/60Hz). Also undocumented.
# * Quitting the game and returning to desktop is achieved during gameplay
# by hitting escape, and then hitting SHIFT+ESCAPE twice. (Undocumented,
# and may not work on the Falcon)

------------------------------------------------------------------------
Thanks to David Oldcorn for helping out with some of the hints and tips.
And, of course, for making this completely fantastic game in the first
place.
------------------------------------------------------------------------
---------------------------------[Cut Here]---------------------------------
```

1219. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 08:49:29 UTC
From: diehl@io.org
Message-ID: <312imp$hdd@ionews.io.org>
Source record: 183162
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I think the point that you are missing is that what you are paying for is not the product itself -- not entirely, anyway. You are paying for the time it took the author to develop the software. You are paying for the distributors and the store that helped bring it to you. (In the case of shareware, most of the time, it is simply a matter of paying for the author's time to develop such a product)

To call software developers pirates simply by the idea that they sell or request a donation for their software is a ludicrous assertion. I develop software. Why shouldn't I be at least in some way compensated for my efforts? I spent ten months working on FANSI. Am I to give it out free of charge and expect nothing in return? To say that those ten months were spent working hours each day on this program while still holding down a day job for nothing? If this is your position, then why? It seems hardly fair that you should get a program that you use and you find worthwhile for absolutely nothing if the programmer expects or requests some form of payment for it if you keep it and use it. If you don't like the program, don't pay for it. But to make the assertion that paying for a peice of software is the equivalent of contributing to your idea of piracy is just plain wrong no matter how you look at it.

```
__________ ______ ______ ___________________________________
____<____ >/ __ // ____/ ___ Tail of ________ Eric March _____
__________> // <_/ // <___ ___ The Comet ______ diehl@io.org _____
__________<_/<_____/<_____/ ___ Productions ____ "ANSI? FANSI!" _____
```

1220. Re: COMA

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 08:56:23 UTC
From: error@stack.urc.tue.nl
Message-ID: <312j3n$dt2@tuegate.tue.nl>
Source record: 183157
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>Coma has a built in Text editor, so there should be no need for a use of a
>wordprocessor....

But there is a need if I want to FAX documents with ppictures. It would
be so easy if I could finish a report at home and fax it to my professor
so he could find it on his desk in the morning.

>Also COMA 220 has the FTP option, yes you can now get files and faxes from a
>remote site, plus it support voice, none of those other programs come any were
>near it.....

I need a Zyxel for these special functions. Right?

>So get the Coma 220 demo and find out about all these new things...

I will of course, but I do need at least a Speedo driver.

Erlend.
--

1221. STOS FTP SITE? I know there is one!

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 09:15:56 UTC
From: levi@eskimo.com
Message-ID: <CtJJ2o.IHI@eskimo.com>
Source record: 183168

Can someone please tell the address for the ftp site in europe that has
all the STOS support please!!!!

I know there is one, but I lost the address!!!

Thanks!!!!

1222. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 09:16:36 UTC
From: steve-j@teleport.com
Message-ID: <312k9k$pp6@kelly.teleport.com>
Source record: 183163
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <311pqm$kft@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@kosmos.wcc.govt.nz> wrote:

>[idiotic nonsense deleted]

I hope you don't wonder why most people think you're a jerk,
Roger!

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

1223. Stz Magazine

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 09:33:23 UTC
From: larserik@oslonett.no
Message-ID: <312l93$b8p@hasle.oslonett.no>
Source record: 183159

How do I subcribe to STZ-magazin ?

Lars-Erik 0sterud Phone: +47 67131571 Fax & ABK-BBS: +47 67132659
Atari Developer Pager: +47 96634222 Email: larserik@oslonett.no
SysOp ABK-BBS

1224. Fax-Soft (w. ZyX)

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 09:37:37 UTC
From: dennis.mcguire@scpcug.com
Message-ID: <940728011207199@scpcug.com>
Source record: 183075

RS> P.S. There are no demos of Straight Fax 2.1 and from what I have been
RS> readingits no longer being supported, as the Author found a hacked
RS> copy on a USA BBS,
RS> and saw no point in supporting Atari any more, but that could have
RS> changed bynow...

Not true. Charles Smeton is still supporting STraight Fax. Get the facts
before you speculate.
--- FreeMail 1.09
* Origin: Tim's BBS * Erie, PA * 814-825-1731 * (1:2601/566)

1225. UK: Accelerators

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 10:31:58 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <312omu$qde@infa.central.susx.ac.uk>
Source record: 183165

I quite fancy boosting up the speed of my STe 'cos let's face it, multitasking does kill the machine!

1. Is there a noticable and WORTHWHILE increase in speed on going from 8 to 16MHz? If so, where can i get such an accelerator and for how much?

2. Would it be worth my while to cut the crap and just get either a T28 or T36 (or other) and run a turbocharged system? 180 pounds sterling seems a lot to do this though, as my ST is really just a hobby - my thesis will have to be written on a Mac (sin, sin, sin...) for compatibility reasons.

Currently, i just potter around on my system, dabbling with Calamus S and only use the ST with multitasking software.

Steven Constantine.
(KAPS3@central.sussx.ac.uk)

1226. Graphics Cards

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 10:33:07 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <312op3$qdg@infa.central.susx.ac.uk>
Source record: 183166

Can anyone tell me what real benefit these things offer a lowly ST user such as myself?

Cheers.

Steven Constantine.
(KAPS3@central.susx.ac.uk)

1227. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 10:40:01 UTC
From: stchip@delphi.com
Message-ID: <RK4Tjap.stchip@delphi.com>
Source record: 183160

Don't look now Roger but your stupidity is showing.
A crook is a crook is a crook.

Jon O:}

1228. Gnu GCC 2.58

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 10:47:43 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <312pkf$qhu@infa.central.susx.ac.uk>
Source record: 183167

I need help.

I have a 4Mb STe with HD.

I managed to get GCC set up and running under gulam after a very long tussle with environmental variable after environmental variable (i'm not used to using software like this involving expanses of libray files etc).

I got the thing to compile software ok, even under MultiTOS.

I then converted to geneva and found i couldn't get gulam to work in a window. I therefore set the mtask FLAG to single tasking (also added an ENV_VARIABLE .CPX to XControl) and now am unable to compile - i get the error message can't find GNUEXEC=d:\gnu\gcc\gnuexec (or something along those lines). i.e. there's something afoot in my GEM.CNF file that now bugs GCC.

Right, can someone please tell me the complete set of files to get, where to put them and tell me what 'libraries' they are, as i want to wipe the folder and start again.

Thanks in advance.

Steven.

1229. RE: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 11:19:26 UTC
From: wsen@skyfox.usask.ca
Message-ID: <26JUL94.11192672@skyfox.usask.ca>
Source record: 183192
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hey, if you are going to pay for the licence to use the software, you have to abid by the law. If you don't like it, DON'T buy the stuff!!!! Think of all the starving software authors who are cheated out of $$$ because some one stole(copied) it!!!! If you think that these programmers are getting heavy-handed, they HAVE TO! It never used to be like this...be then the pirates came....

If you wish to E-mail me, mention"For Wade Lahoda" in the title.
--Wade Lahoda

1230. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 11:35:15 UTC
From: millsp@govonca.gov.on.ca
Message-ID: <1994Jul26.113515.19357@govonca.gov.on.ca>
Source record: 183169
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <311pqm$kft@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:

First, I program in my spare time and also make my living with
computers--partly by programming. If I try to make money from that
effort, I believe there are two reasonable results:
A person likes what I've done and buys it, or
A person doesn't like it and ignores it.
The other two possibilities are unfair...that is, a person should not
use the results of my labour without paying AND I should not be able to
make someone pay for something they don't find usable. So, in a sense,
I think you're perfectly right that there's shold be a "tit for tat".
But by both sides acting reasonable rather than both sides acting like
criminals.

>People refer to Theft as egual to Piracy..!!!
...which isn't a really good equation, but at least counters some of the
cute, romantic connotations of the word pirate.

>How come some one can produce a Article for sale (Software)
>and find that there are no guarantee that it will work, its often
>refered to as Sold as is...???
Agreed. Most licensing agreements read as if they were written by
weasels. Unfortunately, I suspect that people with a nasty habit of
bringing law suits for ANYTHING have driven companies to hire lawyers
who create these "cover your ass" idiocies.
Most programmers I know would be ashamed to act that way...it would be
like disowning one of your children to give up all responsibility for
something you created.

>Also it is often stated you don't own the article at all (Software)
>you are only leasing it..? my thouhts are I payed for it I own it, and I can do
>what I like with it.
No more than a hotel room you rent. The conditions of the lease are
part of the product. Once again, if you have problems with any part of
the product (including the conditions), you get to ignore the product
entirely. If enough people feel likewise, the company goes broke...or
maybe changes a bad licensing policy.
Software consumers have made pretty good progress afainst hardware copy
protection by saying, "We ARE paying you and in return you're pissing us
off," to manufacturers.

> Please Please can I trash your piece of Rubish software....!!
Absolutely! If it's rubbish, don't buy it...but don't FRIGGIN' use it
either!

>With Laws such as this you deserve to be ripted off, its called tit for tat..
No, it's called wanting to rationalize being a cheap, greedy thief.

1231. Re: UK: Accelerators

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 12:24:25 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <312v9p$pe1@msuinfo.cl.msu.edu>
Source record: 183170

In article <312omu$qde@infa.central.susx.ac.uk>, kaps3@central.susx.ac.uk
(Steven Constantine) writes:
>I quite fancy boosting up the speed of my STe 'cos let's face it,
>multitasking does kill the machine!
>
>1. Is there a noticable and WORTHWHILE increase in speed on going from 8
>to 16MHz? If so, where can i get such an accelerator and for how much?

On my single tasking MSTE, most opperations (screen redraws and the like)
speed up by roughly a factor of 2. This is definitely noticable. For
Calamus, this means that you'll get a great deal more out of it in less
time. However, I would guess that for multitasking you would really need
something quite a bit faster. If you can afford it, go for the T36!

>Steven Constantine.
>(KAPS3@central.sussx.ac.uk)

Tom
hopper_t@msupa.pa.msu.edu

1232. Re: Starball question

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 12:26:38 UTC
From: cordes@ac.dal.ca
Message-ID: <1994Jul26.092638.26060@dal1>
Source record: 183176

In article <1994Jul25.102917.23192@solaris.rz.tu-clausthal.de>,
incp@miraculix.rz.tu-clausthal.de (Christian Perle) writes:
> thomas.marx@kfunigraz.ac.at wrote:
> : Can I use this program with my monochrome, or is it only for color monitors?
> Sorry, you can only use Starball with color monitors or TV.
>
> bye,
> Chris

Does anyone know how to get StarBall working on a Mega 4 with TOS 1.02? I get
4 bombs when the main program starts to load. TIA.

John

1233. Re: Electronic Arts making games for Jaguar?

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 12:31:45 UTC
From: moran@bnr.ca
Message-ID: <312vnh$jg1@bmerha64.bnr.ca>
Source record: 183171
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.advocacy

David Cowan (davidc@vissci.demon.co.uk) wrote:
> In article <30vapm$49n@sol.ccs.deakin.edu.au>
> hamo@deakin.edu.au "Jason Hamilton" writes:
[deleted]
> > P.S. DPaint ST was written by Artistech Developments, a bunch of
> > guys who were staunch Atari supporters, not by EA.

> Yeah, I know - they also went on to write Brilliance on the Amiga -
> much better than DPaint, and felt incredibly like DPaint ST (Except
> it had all the options that DPaint ST and Amiga should have had.

I'm surprised they haven't done a Falcon version of Brilliance -
the machines have quite similar capabilities and a port should
be pretty simple.

Gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

1234. Re: Neodesk 4

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 13:04:34 UTC
From: rflashma@mtholyoke.edu
Message-ID: <3131l2$dfi@mudraker.mtholyoke.edu>
Source record: 183172

55000-Daryl Monge(ih1439)392 (daryl@piano.adept.ih.att.com) wrote:

> A suggestion: make sure the upgrade policies are easy. I do NOT want to
> (snail) mail my old disks in if I am in your customer database.

I'm sorry to say, we do have to require this. Mostly due to the large number of users who have sold their software used. This is required to "keep the honest people honest".

In the past when we've attempted to offer upgrades without requiring the master disk, months later we have seen someone else come and try to upgrade the original person's older version disks. In other words, we have two requests for upgrades off the same serial number! I really hate to tell the person who bought the older version that he can't upgrade (most used software buyers are innocent victims after all). So, we require the older version disks back, that way we can be sure that the person upgrading DOES still have that product and we can make sure that it does not (accidentally or intentionally) end up is someone else's hand.

I hope this long rambling letter made some sense...

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

1235. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 13:28:24 UTC
From: rflashma@mtholyoke.edu
Message-ID: <31331o$dfi@mudraker.mtholyoke.edu>
Source record: 183173
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:

> How come some one can produce a Article for sale (Software)
> and find that there are no guarantee that it will work, its often
> refered to as Sold as is...???

You are not paying for what the software is promised to do, but for what it does now. This difference is important, or we would find ourselves sued for every bug or limitation that someone ran into. Trust me, this has happened in the past to other developers.

> Also it is often stated you don't own the article at all (Software)
> you are only leasing it..? my thouhts are I payed for it I own it,
> and I can do what I like with it.

Do what with it? Make your own copies and sell them? See? It is important that the developer retain clear ownership of the product. If not, someone might try to do something that isn't protected by copyright (or not protected as well). BTW, you are not leasing it, you are licensing its use.

> Also they claim that you can't alter it or touch it in any way.

If you wrote a program. Would you want someone to go in and modify its code? And if they did, and then it erased someone's hard disk, would you want them to sue you (over a change you didn't even do)? See how these problems can get aggravated. Again, this exact example HAS happened. A database company had its program modified by a consultant. The database then damaged expensive records, and the end user sued the pants off the database company. They (the database company) are not in business any more.

> They also claim that if this Article does any damage that they are no liable,
> so if it wipes you hard drive tough luck.!!

See above. Most developers (especially Atari developers) are pretty poor. Just the legal costs for a lawsuit (even if they didn't lose it) would bankrupt us. These DISCLAIMERS are necessary to prevent these problems. Of course, this never really happens (at least I haven't heard of it happening), but you never know. If someone is too lazy to back up their hard disk, then drags the drive to the trashcan by accident, should they be able to sue us?

> Plus to get this Article fixed if its faulty (Bugs) you have to Pay..!!

Again, this is a defence mechanism. We have never charged someone to fix a bug they ran into (all the free patches we've uploaded to online

services prove this). But, if this wasn't in there, someone could sue a developer and demand that they fix a bug for free. In some cases that might be unrealistic (where fixing the bug will take so many resources, that it would bankrupt the developer).

> With Laws such as this you deserve to be ripted off, its called tit for tat..

Tit for tat? Doesn't that infer that we would first get something before we were ripped off? The truth is that we usually get nothing. In the Atari market, a best selling product can, at best, hope to sell to 10% of the current Atari market. Does that mean that the other 90% don't use that product? Take a guess. Find out how many people use UIS, QuickST, or NVDI and then ask them all if they bought it. I'm not blaming piracy for the current Atari market (I never have), but it is something that does affect us developers directly. Trust me, I never was able to buy that lovely house I always wanted.

> Theft is Theft no matter how you look at it....

For once, I completely agree with you.

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

1236. Fax Software Recommendations ???

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 13:33:40 UTC
From: mafarrin@byron.apana.org.au
Message-ID: <3133c7$9f0@hack.byron.apana.org.au>
Source record: 182987

I've only recently purchased a 14400 baud fax-modem and would occasionally like to use it for fax reception and transmission. Is there any PD/Shareware available which will work on a 4Mb STE (no hard drive)?

Any suggestions appreciated,

___ __ ______
___\ Mat Farrington _\ e4mafarr@aelmg.adelaide.edu.au _____
____\ Elec.Eng/Comp.Sc Student _\ mafarrin@byron.apana.org.au ____
_____\ APANA User & MIDI Musician _\ mat@student.adelaide.edu.au ___

1237. Re: UK: Accelerators

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 14:30:08 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3136lg$9tg@percy.cs.bham.ac.uk>
Source record: 183179

hopper_t@msupa.pa.msu.edu writes:
>In article <312omu$qde@infa.central.susx.ac.uk>, kaps3@central.susx.ac.uk
>(Steven Constantine) writes:
>>I quite fancy boosting up the speed of my STe 'cos let's face it,
>>multitasking does kill the machine!
>>
>>1. Is there a noticable and WORTHWHILE increase in speed on going from 8
>>to 16MHz? If so, where can i get such an accelerator and for how much?
>
>On my single tasking MSTE, most opperations (screen redraws and the like)
>speed up by roughly a factor of 2. This is definitely noticable. For
>Calamus, this means that you'll get a great deal more out of it in less
>time. However, I would guess that for multitasking you would really need
>something quite a bit faster. If you can afford it, go for the T36!
>

There's not much difference cost-wise between some 16MHz accelerators
and the T28. Ring System Solutions on 081 693 3355, they used to do a
bundle of T28/T36 with NVDI, which went like greased lightning.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1238. Re: Graphics Cards

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 14:33:02 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3136qu$9va@percy.cs.bham.ac.uk>
Source record: 183180

kaps3@central.susx.ac.uk (Steven Constantine) writes:
>Can anyone tell me what real benefit these things offer a lowly ST user
>such as myself?

Better graphics?

A second box on your desk (the ST doesn't have much internal space for
extra boards). Maybe you could stand your monitor on it :-)

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1239. Re: UK: Accelerators

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 14:40:46 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CtJy3z.E2z@cix.compulink.co.uk>
Source record: 183182

In message <312omu$qde@infa.central.susx.ac.uk>, kaps3@central.susx.ac.uk said:
>
>I quite fancy boosting up the speed of my STe 'cos let's face it,
>multitasking does kill the machine!
>
>1. Is there a noticable and WORTHWHILE increase in speed on going from 8
>to 16MHz? If so, where can i get such an accelerator and for how much?

Yes, the improvement is about 70% overall with ADSpeed or similar boards.

>2. Would it be worth my while to cut the crap and just get either a T28
>or T36 (or other) and run a turbocharged system? 180 pounds sterling
>seems a lot to do this though, as my ST is really just a hobby - my
>thesis will have to be written on a Mac (sin, sin, sin...) for
>compatibility reasons.

The T36 is probably too expensive, I recomend the T28 which gives almost
x3 increase in speed, especially if you also get NVDI.

Ofir ogal@cix.compulink.co.uk

1240. Re: NEEDED: prg. to change UNIX->ST

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 15:01:02 UTC
From: djs@jet.uk
Message-ID: <1994Jul26.150102.13863@jet.uk>
Source record: 183181

In <30uiuv$l6a@news.ysu.edu> ab164@yfn.ysu.edu (tom lamparty) writes:

>>I need a program or accessory that will convert end-of-lines in text files

>>from the UNIX standard to MSDOS/Atari ST standards.

> You might take a look at the Shareware editor Everest 3.3 It offers
>the conversion you are looking for, and a lot more. I still have to send in
The port of Emacs that I use also handles both formats; it saves in the
same format as it read the file in the first place, whichever that might
be. You can force conversion with "toggle-dos-mode".
--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1241. PIRACY! Was: Re: WANTED dump 1.62;2.6;3.6 WANTED AJAX H

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 15:13:22 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9407261428.AA04226@ilmen.lanl.gov>
Source record: 183183

In article jrr@golem.wcc.govt.nz, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>
>Please get real Hutch, were do you take your Atari for service Their is none,

While I will be the first to admit there is not an Atari dealer or repair center on every street corner, that's a far cry from saying there is NO place to have your machine repaired or purchase legitimate TOS ROMs.

>and UK firms are selling Copies of TOS 1.4 that are not from Atari, and from
>what I have seen TOS 2.06 as well..

If there are, in fact, UK firms selling unlicensed copies of Atari TOS ROMs, then they are doing so illegally... and that's not just by U.S. laws!

>I will still state copies of Atari ROM's like 1.62 do not hurt any one, get
>some facts on what copyright is all about, I do think you just don't know..

Actually, I tend to agree with you, in part... I don't believe that illegal sales of old Atari TOS ROMs will bankrupt Atari (they are quite capable of doing that on their own). But that does not make it right. Theft is theft.

And excuse me, but I think I _do_ know a little bit about copyrights, trademarks, patents, licensing and the international protection of the same. Like the man says, "Been there, done that, bought the t-shirt."

>My fealings are that if the person has a legit copy of TOS 1.60 he has the
>right to get this replaced by any meens possible, this is not Breaking any so
>called supid USA copyright laws.....

Ah, but the original poster wanted copies of other TOS versions as well.

>So stop acting like God, you are not.....

I would never presume to do so. I'm just one of a growing number of Atari users who has recognized the real damage that software piracy (in any form) can do. While I obviously can't stop it, I can at least try to educate others in hopes that more users will agree not to tolerate it anymore.

You make your own choices in life, Roger. But you have to live with them, too.

-Hutch- @ Fair Dinkum Tech

1242. Re: Gnu GCC 2.58

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 15:14:00 UTC
From: vctec@westminster.ac.uk
Message-ID: <CtJzHL.At7@westminster.ac.uk>
Source record: 183184

Steven Constantine (kaps3@central.susx.ac.uk) wrote:
: I need help.

: I have a 4Mb STe with HD.

: I managed to get GCC set up and running under gulam after a very long
: tussle with environmental variable after environmental variable (i'm not
: used to using software like this involving expanses of libray files
: etc).

: I got the thing to compile software ok, even under MultiTOS.

: I then converted to geneva and found i couldn't get gulam to work in a
: window. I therefore set the mtask FLAG to single tasking (also added an
: ENV_VARIABLE .CPX to XControl) and now am unable to compile - i get the
: error message can't find GNUEXEC=d:\gnu\gcc\gnuexec (or something along
: those lines). i.e. there's something afoot in my GEM.CNF file that now
: bugs GCC.

: Right, can someone please tell me the complete set of files to get,
: where to put them and tell me what 'libraries' they are, as i want to
: wipe the folder and start again.

: Thanks in advance.

: Steven.

Tell us all!

Post the reply here...please.....

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

1243. Quickest/Simplest way to add Memory to a 1040stfm

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 15:26:32 UTC
From: raver909@telerama.lm.com
Message-ID: <3139v8$f7o@epicycle.lm.com>
Source record: 183188

Ok, I find my self wanting to get more memory for my 1 meg un-expanded
Atari 1040 STf. I live in the US and I would appreciate any information
about products availible here that can help me add memory.
I would also like to know if there is a FAQ for this and where I can ftp
it from.
Joe

--

1244. Wanted in OZ!

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 15:36:38 UTC
From: schokmrp@ac.wfu.edu
Message-ID: <313ai6$l33@eis.wfunet.wfu.edu>
Source record: 183186

Does anyone in Australia (preferably Perth) have a 520ST power supply they'd like to sell (must be capable of providing enough power for a 4Mb ST). Also a power supply for a Master floppy drive would be a must. Failing this does anybody have a few tips on using PC power supplies to power Ataris?

Thanks

Rick

--

Rick Schokman | "The same thing we do every
Olin Physical Laboratory, Wake Forest | night, Pinky. Try to take over
E-mail: schokmrp@ac.wfunet.wfu.edu | the World!!!"
rick@kb.phy.wfu.edu |
rick@planck.phy.wfu.edu | The Brain
Phone: (910) 759-4957 |

1245. Tex (LaTEX)

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 15:37:17 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <313ajd$1gg@infa.central.susx.ac.uk>
Source record: 183187

What does it do, what files do i need, where can i get them, how much space do they need, will 4Mb be enough.

Steven.

1246. Re: Storm 1.02 Zmodem Help

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 15:44:26 UTC
From: mbmccabe@bronze.coil.com
Message-ID: <313b0q$2es@bronze.coil.com>
Source record: 183189

I still have yet to encounter a single problem with Storm's Zmodem
-- and I use it a lot! I recommend trying to get a new set of original
1.0's and patches and try again. I know my first attempt wasn't successful.

--
"The reasonable man adapts himself to the world; the unreasonable one
persists in trying to adapt the world to himself. Therefore all progress
depends on the unreasonable man." -- George Bernard Shaw
-=-=-=-=- Matt McCabe -=-=-=-=-=-=-=- mbmccabe@bronze.coil.com -=-=-=-=-

1247. Re: Megafile 30 for Sale!

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 15:44:50 UTC
From: i1101202@ws.rz.tu-bs.de
Message-ID: <1994Jul26.154450.19045@ibr.cs.tu-bs.de>
Source record: 183185

In article <1994Jul24.155521.22435@seas.smu.edu>, nicole@seas.smu.edu (Nicole Martin) writes:
>Can anyone post or point to information on how to upgrade/cannibalize
>a Megafile30 into a more-memory scsi? How much of the Megafile is
>useful in this regard, and what outside stuff would one need?
>Thanks
>John Trimble
>nicole@seas.smu.edu

The Megafile30 contains a ACSI to ST506 adaptor. You might connect another ST506 (this is a "old" hard disk bus) hard drive to the adaptor, there is a second drive connector on it. Then you will have to tell HDX what kind of harddisk you inserted. (if i remember right, you will have to use an alien hard disk driver, because ahdi does not support the second drive).
If you want to upgrade your Megafile with a SCSI drive you might use the old case, but you will have to remove the old drive and the adaptor and replace it by an SCSI host adaptor.

Ciao,
Till

****
```
____________
/ ______ /| Till Harbaum
/ /| / / | Madamenweg 10
/ / |___/ / / 38118 Braunschweig, Germany
/ / / / / /
/ / / / / / e-mail: T.Harbaum@tu-bs.de
/ / / / / / p-radio: dg5lat@dk0mav.deu.eu
/_ / /_ / /_ /
(_) (_) (_)
```
****

1248. CALAMUS .CRG file format

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 15:52:54 UTC
From: bhanses@VNET.IBM.COM
Message-ID: <19940726.065929.94@almaden.ibm.com>
Source record: 183177

CALAMUS has a so called 'raster grafik file format' extension '.CRG'.
Has someone information about the layout of such a file? I would like
to convert a couple of this file to other formats.

Thanks, Bernd Hanses

1249. Fidonet Mailer Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 15:53:03 UTC
From: davecook@cougar.multiline.com.au
Message-ID: <313bgv$qu1@cougar.multiline.com.au>
Source record: 183109

Hi,

Does anyone know where I can find a fidonet mailer and reader
that is compatible with the Falcon.

I have looked on several Internet sites, but am unsure what
filename I should be looking for :)

Any help is much appreciated.

Thanks,
Dave (davecook@cougar.multiline.com.au)

1250. Re: Storm 1.02 Zmodem Help

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 15:57:08 UTC
From: ejacobso@cln.etc.bc.ca
Message-ID: <1994Jul26.155708.16927@news.etc.bc.ca>
Source record: 183190

In a previous article, clark@ee.ualberta.ca (Gregory D Clark) says:

>
> Hi there.
> I just recently downloaded stom and the patch files for
> upgrading it to v1.02 (the latest?) and I CANNOT get
> the Zmodem download to work at all. Either in Autostart
> mode or manual start mode. All I get is Read Errors in the
> Zmodem download data box.
> Any Suggestions? Anyone else have this problem.
> {torm looks like a damn fantastic term program...
> clark
>
>

You're very right, STORM is a damn fantastic term program. I use it all the time. I don't seem to be having the problems that you are having, I can download just fine using all the protocols but I can't upload using any of them (I think it may my be host system). Mabye you should try changing some of the setting in the ZMODEM File Transfer Settings. One more thing, if you don't have enough memory ZMODEM won't work.
I hope this of some help! :-) :-) :-)
Loren Kirkby

1251. What is GULAM ?

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 17:28:30 UTC
From: oyakea@rebecca.its.rpi.edu
Message-ID: <313h3u$ddo@usenet.rpi.edu>
Source record: 183193

What is Gulam ? And how can I make GCC run under my Falcon ?

Amalaye Oyake

1252. Re: Falcon Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 17:36:11 UTC
From: atwareck@novice.uwaterloo.ca
Message-ID: <CtK68C.36v@watserv2.uwaterloo.ca>
Source record: 183194

In article <3121nr$cn4@nermal.cs.uoguelph.ca>,
Darren Eveland <develand@uoguelph.ca> wrote:
>Also if you know any dealers in Canada that sell them, let me know.

Try Scarborough Computers in Scarborough, ON

Art

--
Art Twarecki
Atwareck@Novice.UWaterloo.Ca

1253. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 18:44:04 UTC
From: a1624091@athena.rrz.uni-koeln.de
Message-ID: <313lhkINN3c7g@rs1.rrz.Uni-Koeln.DE>
Source record: 183195
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Phil Mills (millsp@govonca.gov.on.ca) wrote:
: In <311pqm$kft@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.)
writes:

: >With Laws such as this you deserve to be ripted off, its called tit for tat..
: No, it's called wanting to rationalize being a cheap, greedy thief.

Please please... can we cool down a bit? I can certainly see why many
folks are provoked by Roger's posting. His stuff strikes me as being
one-sided and lacking any ideas how to tackle the problem (e.g. alternative
systems of software distribution, such as the FSF's concept). OTOH,
his posting leaves me with the impression of being written by someone
who has been seriously bothered by some problems that simply do exist
with the current system of commercial software distribution. Calling
someone who is frustrated and probably annoyed by these problems a
"thief", a "jerk", or stating he shows "stupidity" is missing the real
point and won't do any good. It's merely a step towards a full-fledged,
pointless flame war.

Greetinx, Jan
--
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

1254. Re: Gnu GCC 2.58

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 19:04:01 UTC
From: Timothy Wilson <wilsont@rahul.net>
Message-ID: <CtKAAp.DqG@rahul.net>
Source record: 183115

In <CtJzHL.At7@westminster.ac.uk> vctec@westminster.ac.uk (Denesh Bhabuta) writes:

>Steven Constantine (kaps3@central.susx.ac.uk) wrote:
>: I managed to get GCC set up and running under gulam after a very long
>: tussle with environmental variable after environmental variable (i'm not
>: used to using software like this involving expanses of libray files
>: etc).
>: error message can't find GNUEXEC=d:\gnu\gcc\gnuexec (or something along
>: those lines). i.e. there's something afoot in my GEM.CNF file that now
>: bugs GCC.

>: Right, can someone please tell me the complete set of files to get,
>: where to put them and tell me what 'libraries' they are, as i want to
>: wipe the folder and start again.

>Tell us all!

>Post the reply here...please.....

First problem. gulam. gulam was only a beta, and is flakey on higher
TOS versions. watch out for it. it also isn't a multitasking program.

for a real shell, get the MiNT targeted TCSH.

as for gcc you need binutils, gcc, pml, gemlib, includes, and be sure to
follow the docs exactly ('/' vs '\' slashes, etc)

--
Timothy Wilson --- wilsont@rahul.net --- Sillicon Valley
Atari Explorer Online: Internet Editor --- GEnie: AEO.8
>Dark Oak Software<-~+Entertainment and Applications programming in C
^^^^^^^^^^^^^^^^^^+~->TOS, Unix, MS-DOS, and Jaguar.

1255. Re: Tex (LaTEX)

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 19:05:53 UTC
From: a1624091@athena.rrz.uni-koeln.de
Message-ID: <313mqhINN3c7g@rs1.rrz.Uni-Koeln.DE>
Source record: 183197

Steven Constantine (kaps3@central.susx.ac.uk) wrote:

: What does it do,

All that you'd expect a TeX system to do. It converts TeX documents
(texts containing formatting instructions from a powerful typesetting
command language) into typeset documents that you can then view on
your screen or print out.

: what files do i need,

Try CS-TeX. It comes on 8 disks that are collected into 8 archive files.
One of the disks has an installation program that installs a ready-to-use
TeX system for yor. All you have to do is play diskjockey.
There's another TeX system called Lindner-TeX (or similar), I have never
seen it in use, so I cannot comment.

: where can i get them,

They are on many Atari ftp sites. Check src.doc.ic.ac.uk, look for a
directory called something like Tex/Cstex in the atari area
(packages/atari/umich on s.d.i.a.u). The 8 files mentioned above should
sit there. I don't know their names, but you'll know when you see them ;-) .

: how much space do they need,

Well, 8 disks * 720K makes a total of 5.8 MB. You'll need another 2 MB
or so to hold your texts and your processed data. I'd say 6 MB should
suffice to install and check out the system, more is probably necessary
for any serious work.

: will 4Mb be enough.

If you mean RAM, yes, if you mean HD space, no (see above).

Greetinx, Jan
--
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

1256. Re: Stalker 3.0 scrollback buffer

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 19:25:28 UTC
From: ben@sound.demon.co.uk
Message-ID: <260794202528.gem4l@sound.demon.co.uk>
Source record: 183065

In article <30oi0u$sbb@percy.cs.bham.ac.uk>,
Chris Ridd <C.J.Ridd@cs.bham.ac.uk> wrote:

>Just compare a Falcon and a TT running side-by-side. I did, and bought
>the TT.
>
>Try the back of ST Applications, there are (very) occasionally TTs for
>sale there.

Thanks, I'll keep my eyes open. Do you know what sort of price we're
talking about, just for a basic 2 meg with no HD job?
Oh, and does the TT take standard 72(?) pin 32 bit Simms for the fast
TT-RAM? I guess the memory that comes with it when you buy it new
is just normal ST-RAM?

--
|)
|)en
* GEM-News * Troutman's Fourth Postulate: Interchangeable tapes won't.

1257. Multitasking (yep - again !)

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 19:54:14 UTC
From: martin@kitome.demon.co.uk
Message-ID: <775252454snz@kitome.demon.co.uk>
Source record: 183110

Hi all,

Now I've got my Mega STe upto a full 4 Mbytes of memory (are the Marpet boards available for STe's yet BTW ?) I'm interested in getting a multitasking, or task switching at least, system running. I thought about MiNT, but after a rather unsuccesful attempt with the distrib. kit a while ago, gave up on that - mind you, being able to access WWW using Lynx via demon might yet tempt me ... . Other than that though, current opinion seems to be split between Magic/Ease and Geneva/Neodesk 4. Anyone want to post opinions on useability/compatibility etc. ? (mail perfectly acceptable if this has been discussed to death already and I missed it!)

Also, do either of the above systems support extended file systems like Minix under MiNT?

Later,

Martin
--

Martin Kite
Hiding at home on: martin@kitome.demon.co.uk
Daytime contacts at: mkite@lincoln.gpsemi.com

1258. Freeze Dried Term

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 20:29:31 UTC
From: mboldt@news.kn.PacBell.COM
Message-ID: <313rnb$s0f@ohlone.kn.PacBell.COM>
Source record: 183198

Whats the latest word on a new release? All i need is one feature to be
added... VT100!

--

```
_____________________________________________________________________________
Marco Boldt |"Time stand still -- I'm not looking back |
mboldt@kn.pacbell.com| But I want to look around me now |
| See more of the people and the places that| H H . !
/ | surround me now | H H !
/ * / Starfall | | HHH I !
* * | Freeze this moment a little bit longer | H H I !
| Make each sensation a little bit stronger | H H I .
---------------------| Experience slips away..." |
:) =) :) =) :) =) :) | -Rush |
=) :) =) :) =) :) =) | Lizards are cool.... :) :) :) :) :) :) :) |
-----------------------------------------------------------------------------
```

1259. Soft/hardware still for sale...

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 20:32:58 UTC
From: matzy@butthead.demon.co.uk
Message-ID: <775254778snz@butthead.demon.co.uk>
Source record: 183020

```
==========================================================================
The following Atari ST items are for sale as quickly as possible
This an update to a previous post which has now had all sold items removed
==========================================================================

I recommend personal collection (or delivery if in Leicester) for some of
the hardware items such as the computers, printer or harddisk etc. although
I am willing to send items by post as long as you pay the postage. Any
Items sent by post will only be released once a cheque has been cleared, if
you pay by cash or postal order however I will send them straight away.

==========================================================================
```

Atari 520 STE, 4Mb Ram, hardware switchable 38400/19200
serial port, clock cartridge ..... £ 170.00

Atari 520 STFM, 1Mb Ram, hardware overscan board ..... £ 70.00

Quantum PD210S 210Mb Harddisk, includes case with power
supply and slot for floppy drive B, ICD ADSCSI controller .. £ 250.00
If you would like the harddisk supplied with approx 150Mb of
assorted PD/Shareware please add £20 to the price.

Philips Mk1 CM8833 colour monitor ..... £ 110.00

Atari SM124 Mono monitor ..... £ 70.00

Star LC24-10 24pin Printer, includes printer stand & good
quality printer lead ..... £ 60.00

Xtra-RAM Deluxe. Allows STF/m's to be upgraded to 4Mb by
using SIMMS. Complete with 1Mb (4 x 256k SIMMS) ..... £ 25.00

Z-Ram 2.5Mb/4Mb upgrade board for STF/m's. Unpopulated.
Upgrade to 2.5Mb with 16 x 1 Megabit chips, or upgrade
to 4Mb RAM with 32 x 1 Megabit chips. Unopened package. .... £ 15.00

Games
=====
F29 Retaliator ..... £ 2.00
Carrier Command ..... £ 2.00
Sim City ..... £ 2.00
Sleeping Gods Lie ..... £ 2.00
Frenetic ..... £ 2.00
Xenon 2 - Megablast ..... £ 2.00
Driller ..... £ 2.00
Robocop ..... £ 2.00

Robocop 2 ..... £ 2.00
Castle Master & The Crypt ..... £ 2.00
R-Type ..... £ 2.00
Hard Drivin' ..... £ 2.00
Trivial Pursuit. Genus Edition ..... £ 2.00
Trivial Pursuit. New Beginning ..... £ 2.00
Night Breed ..... £ 2.00
Treasure Island Dizzy ..... £ 2.00
Blood Money ..... £ 2.00

Compilations
============
Demons & Drivers
Ghouls 'n' Ghosts
Turbo Outrun ..... £ 3.00
Champions
Jahangir Khan Squash
Manchester United
Boxing Manager ..... £ 4.00
Virtual Reality
Resoloution 101
Thunderstrike
Weird Dreams
Virus
The Sentinel ..... £ 4.00
Light Force
Voyager
IK+
Bio Challenge
R-Type ..... £ 4.00

Various
=======
STOS Maestro (Software Only) ..... £ 2.00
Degas Elite ..... £ 2.00
Canvas ..... £ 2.00

ST-Format Magazines
==========
Issues 19 - 35, 37, 38
most with coverdisks ..... 0.50p each

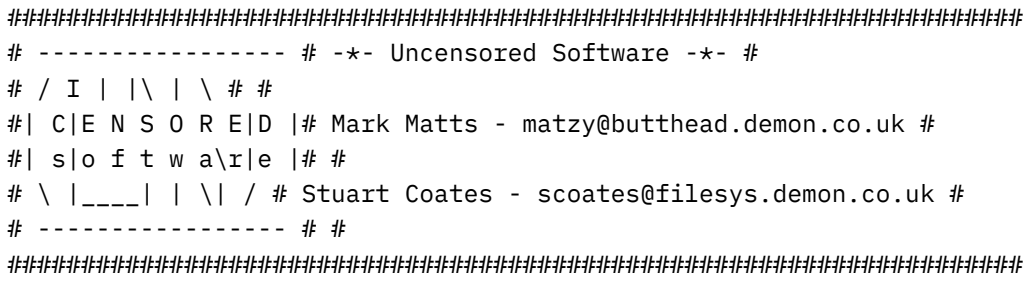
ST-User Magazines
==========
Aug 89, Sep 89, Oct 89, Nov 89, Dec 89, Jan 90, Feb 90,
Mar 90, Apr 90, May 90, Jun 90, Issues 53 to 79, 83, 84.
most with coverdisks ..... 0.50p each (£15.00 for all)

==========

Contact: Mark Matts: matzy@butthead.demon.co.uk

Once the computer has been sold I will no longer have access to internet
so please EMail me on scoates@filesys.demon.co.uk and Stuart will forward
any mail onto me.

Mark Matts (matzy@butthead.demon.co.uk)



1260. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 20:39:09 UTC
From: millsp@govonca.gov.on.ca
Message-ID: <1994Jul26.203909.1178@govonca.gov.on.ca>
Source record: 183199
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <26JUL94.11192672@skyfox.usask.ca> wsen@skyfox.usask.ca writes:

> Hey, if you are going to pay for the licence to use the software, you have
>to abid by the law. If you don't like it, DON'T buy the stuff!!!! Think
>of all the starving software authors who are cheated out of $$$ because
>some one stole(copied) it!!!!
I agree with the position you present in the first two sentences above,
but not in the logic of the third. *Mostly*, the people who steal
software wouldn't buy it anyway...they're too cheap.

The companies that claim they're losing a mint to piracy are just
pulling numbers out of thin air to make a big case and impress the law
makers/enforcers. Even if they could shut down every one of the warez
dweebz, it wouldn't add a cent to their profits. (On the other hand,
focussing on corporate-level theft *might* get them a few extra
dollars...but not those in the Atari software business.)

1261. Atari-Show in Elmshorn (near Hamburg)

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 20:48:54 UTC
From: ole@murphy.sh.sub.de
Message-ID: <H.ekBN.YnMNtesGGXI@murphy.sh.sub.de>
Source record: 183138

```
ATARI Happening in Elmshorn/North Germany
-----------------------------------------

Announcement Update 07/26/1994
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Computer Club Elmshorn e.V.
ATARI ST/TT/FALCON group
Postfach 261
D-25302 Elmshorn
Germany
Tel. 04121/83298
FAX 04121/82016

This is the fourth english announcement for the 5th Elmshorner
Computertage from the Computer Club Elmshorn e.V. On 29th and 30th
october is a big systemindependent computer exhibition in Elmshorn.
Elmshorn is a city 30 km north of Hamburg. The ECT has 10000 visitors
on average.

The exhibition are organized by the CCE e.V. and the city of Elmshorn.
The CCE e.V. is one of the biggest german systemindependent computer
clubs.

More than 50% of the exhibitors are ATARI dealers, ATARI clubs, ATARI
software producers and ATARI freaks. It's no PC show, it's an ATARI
happening. It's the biggest ATARI exhibition in North Germany since
the ATARI CeBIT exhibition 1992 in Hannover.

Venue is the KGSE Elmshorn (Kooperative Gesamtschule Elmshorn), the
street called 'Hainholzer Damm'. You can easy reach Elmshorn by train
or motorway. We will put landmaps as IMG images next time in the
BBS.

Exhibition opening:
Saturday 29th october 2 - 6pm
Sunday 30th october 10am - 5pm
- no admission fee

- additional : - big cafeteria
- tombola (we hope, that we get a FALCON computer
for the tombola, please read our next
updates)
- separate product presentations

ATARI exhibitors on the happening Update: 26th july 94
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- CrazyBits, Berlin (PixArt,thermo sublimation color printer, FALCON's, ATARI hard-/software etc.)

- Betz Computer, ATARI dealer (Medusa T40, GE-SOFT Eagle TT, FALCON-Tower, ATARI hardware etc.)

- Layout Service Kiel, ATARI dealer (ATARI hard-/software, FFT, GAL-ED, FALCON, Jaguar etc.)

- Hinsch & Partner, ATARI dealer (ATARI game dealer, Jaguar, FALCON etc.)

- Computer & Service Kiel, ATARI dealer (ATARI hard-/software, (DTP, FALCON's, TT's etc.)

- VHF Computer, Schoenaich (Janus ATARI board for PC, Platon PCB etc.)

- Pagedown, Goettingen, ATARI dealer (Script 3.5, Purix Formula etc.)

- Jochen Merz Software, Duisburg, (Networks SMS2 realtime operating system)

- Columbus Soft, Darmstadt (Ergo Pro GFA BASIC developing system)

- Hahn's DTP, Elmshorn (Calamus SL DTP)

- Softwarehaus Alexander Heinrich, Kaiserslautern (Maxidat, Videotext)

- GALACTIC, Essen (Sampler, Harddiscrecording)

- Trifolium, Kassel (MIDI/Music applications)

- CD Vertrieb Bernd Lohrum (ATARI CD's)

- R.O.M. logicware (Papyrus, Speedo-GDOS 5.0 etc.)

- OMIKRON Software, Pforzheim (OM-BASIC, KSPREAD, Mortimer etc.)

- ByTech GbR, Berlin (OFF-AXIS plotting soft for measured values)

- Behne & Behne, Wunstorf (NVDI)

- SciLab, Hamburg (Xact graphics presentation soft)

- we are negotiated with many other ATARI and software dealer, please read next updates

- Computer Club Elmshorn e.V./ATARI ST/TT/FALCON group (FALCON's, TT's, ST's with ATARI applications, demos, Cubase MIDI, ATARI programmers etc.)

- A.C.T. e.V. ATARI Computer Team, Bremen

- Computer Club86, 74004 Heilbronn

- we hope, that foreign ATARI clubs are in Elmshorn, too !

Additional, we plan a big meeting of ATARI mailbox users with a restaurant visit on saturday evening etc. Please, contact Ole Marienhagen for this meeting ideas.

```
* ********************************************************************
* This is the first update of our exhibitor list and the result of *
* the first advertising week for our 5th ECT. I've invited more than *
* 100 hundred ATARI dealers and software producers. *
* We will update this list every week ! *
**********************************************************************
```

This is a message is for all european ATARI enthusiasts, especially for our dutch, scandinavian, polish and british ATARI friends. Let's have a big ATARI party and two nice days.

Jens Schulz
Manager of the ATARI ST/TT/FALCON group CCE e.V.

Foreign ATARI computer clubs or ATARI exhibitors are invited for this great ATARI Happening, too.

- no cost for exhibitors (all free)
- CCE e.V. support exhibitors with tables/amperage
- advertising in the german ST computer magazine (12500 exhibition catalogues 16-32 pages)

If you've questions about the exhibition, please contact Ole Marienhagen by EMAIL (marienhagen@tu-harburg.d400.de)

If you will get an exhibition stand. please contact us immediately, because many other ATARI and PC exhibitors will order exhibition place, too. Please, use this registration form for an exhibition stand.

We will send back for the exhibition confirmation and exhibition stand reservation.

Let's have a big european ATARI party.

Registration form for the 5th Elmshorner Computertage

Computer Club Elmshorn e.V.
Postfach 261
D-25302 Elmshorn
Germany

Registration for the 5th Elmshorner Computertage
on 29th/30th Oktober 1994

ATARI-Club/Company : _____

Our address is:

Street : _____

ZIP-Code : _____ City : _____

Country : _____

Telephon: _____ FAX: _____

Please contact Mr./Mrs. : _____

Exhibition stand : Length in m : _____

Width in m : _____

We will show following computer systems : _____

_____

We will show following software products : _____

_____|

Date, City : _____ Signature : _____
Company stamp

Hint : The put up of the exhibition stand will begin saturday
29th october at 9am. The put up will be supported by the
CCE e.V. The exhibition stand is free of any charge. We
hope, that you've something for our great tombola. Don't
forget an insurance policy for your hardware equipment.

--
********** 5. Elmshorner Computertage vom 29.10.94 - 30.10.94 **********
* Veranstalter : Computer Club Elmshorn e.V., Postfach 261, 25302 Elmshorn, *
* Telefon: (49)4121 83298, Telefax: (49)4121 82016 *

Ole Marienhagen e-Mail : marienhagen@tu-harburg.d400.de
Tel.: (49)4121/92349 or ole@murphy.sh.sub.de
Fax : (49)4121/92302 or ole@murphy.sh.sub.org
If possible use the first e-Mail address.

Murphy's word is law.

1262. Argh! Adspeed upgrade woes...

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 20:54:55 UTC
From: mattk@netcom.com
Message-ID: <mattkCtKFFK.11K@netcom.com>
Source record: 183200

Hi all...here's a quick story so far....

I put in an Adspeed into my 1040STF rev D board. I had to fix a few bad traces, but it seems to work fine... My system has a XtraRam Deluxe with 4 megs in it and the tos 2.06 upgrade by Ted Rossin.

Here's the weird part...ANY time I try to use it with my hard drive, which is a Quantum LPS540S and a AdSCSI Plus, I get bombs, system resets, etc. Basically, it doesn't work. But, when it is off, and I am using the floppy, the system works. I've been usin Storm for over a half hour today (here I am now!) with no problems.

I'm calling ICD on Wednesday, and talking to my dealer today. I just wanted to know if anyone else had problems with this setup.

Bye for now,
Matt <mattk@netcom.com>

1263. RE: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 21:21:14 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EG1VDIVK@ttgk.textlitho.nl>
Source record: 183101
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <26JUL94.11192672@skyfox.usask.ca> wsen@skyfox.usask.ca wrote :

> Hey, if you are going to pay for the licence to use the software, you have
>to abid by the law. If you don't like it, DON'T buy the stuff!!!! Think
>of all the starving software authors who are cheated out of $$$ because
>some one stole(copied) it!!!! If you think that these programmers are getting
>heavy-handed, they HAVE TO! It never used to be like this...be then the
>pirates came....
>

Those programmers could of course do something REAL for living... I never expected to become very rich from MY programming efforts... Fact is that by programming for Atari computers you will never earn a decent income (anymore)... Too bad but fact is fact.

The whole system is wrong. If I buy a bread toaster for say $25, I open the package at home (not allowed in the store because of immediate agreement with the rules and regulations on the outside..) only to find out that I need a separate cable and a plug to connect it (referring to crippleware) You can get it to work when you send the maker of the product an extra $10 or so...
That stinks, no one would buy such a product.

I bought a set of CD-UTILS ($50) for my SCSI CD-ROM player only to find out that it also wouldn't read all CD-ROM titles. Ok you can get an update for $?? and also no guarantee... I recently bought a CD-ROM player for my PC and with it came a nice little driver which hasn't got any problems reading whatever CD-ROM disc, the cost of this Mitsumi player was: $75 !!!!! Ok, ok, it's single speed but my SCSI drive for the TT cost me $300 !! Atari computers just aren't any fun anymore, everything for it is expensive (graphic cards, harddrives, memory expansions, you name it)

I'm not interested in putting my whole salary into my TT !! So I admit I sometimes also 'try' software... Here in Holland it is almost impossible to go and look for decent software for the Atari, for a PC you can get everything on every streetcorner. I don't like PC's, I don't like VHS videos either but fact is THEY make the rules.

Gert

--

-- --
Atari TT-Point
-- --

1264. Information wanted

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 22:34:27 UTC
From: tony@triode.apana.org.au
Message-ID: <31431j$n1t@triode.apana.org.au>
Source record: 183102

I need a little help from an German guys on the net.

I'll set the scene a little first.

I'm a programmer in Australia and around the start of the year I finished a product for the STE/TT/Falcon called Art For Kids, it is quite an extensive 'fun art' program with lots of sound effects etc. I was contacted by a Wolfgang Meinberg of Nautillus computer who was interested in publishing the product in Europe and the UK. We had a lot of discussion via Email on Compuserve and I gave him the rights to the product. He was publishing the game under another company name, Wizard.

Since I sent him complete versions of the product and manual etc. he has been out of conact and I beleive he has ripped me off. What I'd like is any information you guys may have regarding either comapany or the fellow himself. The address and phone numbers I have are as follows:

Wizard
Apostel-Paulus-Strasse 1
10823 Berlin
Tel 030 787 5821
Fax ''''''''''20

I'd really appreciate it if anyone can help, I get no response when I call either number. It's as though he has moved and taken my program with him. If anyone has seen the program advertised or for sale anywhere I'd also be interested in hearing that.

I could really use the help, thanks

Tony Barker
Moving Pixels

1265. Re: UK: Accelerators

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 23:14:11 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CtKLvo.E63@cix.compulink.co.uk>
Source record: 183103

>1. Is there a noticable and WORTHWHILE increase in speed on going from 8
>to 16MHz? If so, where can i get such an accelerator and for how much?

Yes.

>2. Would it be worth my while to cut the crap and just get either a T28
>or T36 (or other) and run a turbocharged system? 180 pounds sterling

Yes. Two years ago I bought a MSTE to replace my aging STM. This was an
upgrade from 8 to 16Mhz. The speed increase soon wears off though, and
now my MSTE is barely adeqaute for MiNT/MTOS work, while my STM is
pathetically slow. I'm aiming for a PAK/3 (32Mhz 68030) upgrade, but as this
is going to cost over 400ukp, I'm still pondering (in both senses ;-)

:-)

Roland.

@CiX

1266. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 23:39:34 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EG2ADIUQ@dksoft.ping.dk>
Source record: 183124

In <311pqm$kft@golem.wcc.govt.nz> Roger Sheppard. wrote :

>PLease note: these are just my fealings on the subject, no one has to take them
>personally, but as they say, if the cap fits wear it....
>

I have to admit, that i totally agree with you.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

1267. Re: What is GULAM ?

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 23:41:10 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CtKn4M.FB2@cix.compulink.co.uk>
Source record: 183107

> What is Gulam ? And how can I make GCC run under my Falcon ?

Gulam is an ancient (1987) program which gives you many of the basic facilites of the Unix csh shell. It has all the standard shell utilites built in, and was very popular for running C compilers.

Its obsolete nowadays, as people tend to go for heavy duty Unix like setups (based on MiNT and MinixFS), or combination systems like Lattice. However for people short of RAM and/or diskspace - who can live with Gulam's incompatibilities (not very MiNT friendly), then Gulam is still very good.

Long time ago I wrote an install guide (~20K) for GCC 2.01 and Gulam. Its a bit 'micky mouse' and out of date, but I'll happily mail it to anybody, or post it if anybody wants it.

:-)

Roland.

@CiX

1268. Fax Software Recommendations ???

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 23:45:52 UTC
From: mat@smug.student.adelaide.edu.au
Message-ID: <31477g$9vs@quandong.itd.adelaide.edu.au>
Source record: 183105

I recently bought a 14400 baud fax-modem. Could anyone recommend some PD/Shareware for sending and receiving the occasional fax? I use a 4Mb STE (no hard disk though).

Thanks in advance,

___ __ ______
___\ Mat Farrington _\ e4mafarr@aelmg.adelaide.edu.au _____
____\ Elec.Eng/Comp.Sc Student _\ mafarrin@byron.apana.org.au ____
_____\ APANA User & MIDI Musician _\ mat@student.adelaide.edu.au ___

1269. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 23:50:04 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EG2ADIUT@dksoft.ping.dk>
Source record: 183125

In <312imp$hdd@ionews.io.org> Eric March wrote :

>To call software developers pirates simply by the idea that they sell or
>request a donation for their software is a ludicrous assertion. I
>develop software. Why shouldn't I be at least in some way compensated
>for my efforts? I spent ten months working on FANSI. Am I to give it
>out free of charge and expect nothing in return? To say that those ten
>months were spent working hours each day on this program while still
>holding down a day job for nothing? If this is your position, then why?
>It seems hardly fair that you should get a program that you use and you
>find worthwhile for absolutely nothing if the programmer expects or
>requests some form of payment for it if you keep it and use it. If you
>don't like the program, don't pay for it. But to make the assertion that
>paying for a peice of software is the equivalent of contributing to your
>idea of piracy is just plain wrong no matter how you look at it.
>

The problem is, if you buy a peace of software which doesn't work they way
it was suppose to. Whats there to do ? now you'r stuck with a program you
have paid for, but it doesn't work. Often you can't get a refund, cause the
dealer/author will not know if you just got it to crack it.

Second, you can get a software which do some damage on your equipment, (like
lose some data on your harddrive), just because of some stupid bug in the
program.. Who gona pay for this ? again it's the custumor who only took
the time/chance to support it.

My idea is, everything should be released as shareware, so the publich can
test it before paying anything. I know you did release FANSI as a demo
version. But what about those funktions which has been limited for registred
user only. How am i going to tell if they'll work. I can only assume it'll
work, and if it doesn't, it's just bad luck.
There is allways a chance with Pd and shareware products, but there shouldn't
be with commercial programs. Unfortunatly i have seen this.

Programmers who do software which are working should be paid for their job.
But can we, as custumors, demand the programmers software beeing tested 100%
before released ? Often the question is no.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

1270. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-26 23:56:38 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EG2ADIUW@dksoft.ping.dk>
Source record: 183128
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1994Jul26.113515.19357@govonca.gov.on.ca> Phil Mills wrote :

>No more than a hotel room you rent. The conditions of the lease are
>part of the product. Once again, if you have problems with any part of
>the product (including the conditions), you get to ignore the product
>entirely. If enough people feel likewise, the company goes broke...or
>maybe changes a bad licensing policy.

When you rent or lease anything, there's obligations stated for the authors.
But speaking about software, there's no obligations for the author what so
ever.

And how can you ignore a peace of software you'r not able to test ?

>> Please Please can I trash your piece of Rubish software....!!
>Absolutely! If it's rubbish, don't buy it...but don't FRIGGIN' use it
>either!

Ofcouse, if you use something, pay for it. But thats mostly shareware products
you can say this about. What about commercial products ?

Greets
Kim

--

-- --
UPoint News-Signature
-- --

1271. Re: Connecting Jaguar to Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 00:28:43 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <3149nr$hbo@charm.magnus.acs.ohio-state.edu>
Source record: 183106

> STeve here from STeve's Atari SALES!. To answer you question, there is
>no plans to use a Falcon030 as a development platform for the Jaguar. Either
>a High-End 486 system or Atari's own TT030 will work (as you already know).

BEEP! Wrong answer. Yes there is a Falcon dev system for the jag. Some
of us use them.

Dan

1272. Re: ibm binary download on atari

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 00:49:32 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <p60wzms.ari2550@delphi.com>
Source record: 183104

I've done FTP file downloading on an IBM for some time. If no fancy options are used, PC-ZIP files should be read correctly by ST-ZIP on the Atari.

The problem could be due to the fact that you've un-zipped the archive on the mainframe or didn't set the proper flags to tell the mainframe to send a binary rather than a text file, etc.

Try directly downloading the ZIPped file to your ST...

1273. Atari ST hardware for sale

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 00:56:22 UTC
From: ninja@Deakin.Edu.Au
Message-ID: <314bbm$823@sol.ccs.deakin.edu.au>
Source record: 183108

I have the following set-up for sale:

Atari 520STFM computer.
Atari SC1224 colour monitor.
Epson LX400 printer.
CASE 1212D 1200 baud modem with error-correction.

I will accept the best offer.

Paul
ninja@deakin.edu.au

Disclaimer:
Opinions stated are those of my own and in no way reflect
those of Deakin University (even if they are correct! ;^)).

--

Paul
ninja@eros.ccs.deakin.edu.au

1274. what's sms2?

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 02:35:52 UTC
From: shall@oregon.uoregon.edu
Message-ID: <314h68$k8t@pith.uoregon.edu>
Source record: 183113

Saw an article in ST Format, I believel, that showed the Furst ltd. product SMS2 that seems great. Hope you've seen it. What do you know/think/speculate?

1275. Hard drive subsystem for sale

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 03:55:00 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <CtKyvo.tKp@yuma.ACNS.ColoState.EDU>
Source record: 183116

A complete hard drive subsystem ready for ST to plug and go for sale:
ICD SCSI host adapter with clock
metal case with ~100 Watt power supply and fan
external SCSI connector for daisy chain more SCSI drives (the ICD card has
one DMA out port too for other DMA device.)
Adaptec 4070 RLL - SCSI converter with two XT2190 hard drive gives ~480MB
storage space and used only 1 SCSI ID.
ALL in good working condition, drives currently partitioned as 4 with ~120MB
each and two of them in Spectre format with Mac system on it.
Asking $400 plus shipping for the whole thing.
Reply by Email to sytang@lamar.colostate.edu

1276. Kermit

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 04:00:27 UTC
From: ab164@yfn.ysu.edu
Message-ID: <314m4r$6j2@news.ysu.edu>
Source record: 183114

I have Gem-Kermit Accessory which is at present the only way
that I can upload anything to my Internet Gateway (yfn)Youngstown
Freenet. The problem is that the thing was written back in 87 by
Bernhard Nebbel and made into an ACC by Ron Jeppson. It doesn't do
windows and max block size is 94bytes. This reallt defeats the
purpose of a 14.4k bps modem. REALLY dead slow, the only thing going
fast is the send and receive lights on my modem. Does any one know
of a newer, faster version of kermit that doesn't require my to
become a UNIX guru to use it! In other words, I need some kind of
shell program at the least and an Accessory that I can use with
TEDDYTerm2 like this one would be great. I think I'll as Mark Matts
if he can add Kermit support in the next Teddyterm also, just in case!
To bad mainframes don't know jekyll protocol! ;^)
Tom Lamparty (ab164@yfn.ysu.edu)

--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

1277. Re: Megafile 30 for Sale!

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 04:55:58 UTC
From: daveh@netcom.com
Message-ID: <davehCtL1pA.GJ1@netcom.com>
Source record: 183117

$200 for a Megafile 30! Gosh maybe I should put the old RLL stuff back in my Megafile and sell that I would even let it go for $150 and thats a 60meg unit.

Dave.

1278. Re: MIDI-Com

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 05:12:53 UTC
From: h8dk022@stan.xx.swin.OZ.AU
Message-ID: <314qclINNa6i@edna.cc.swin.edu.au>
Source record: 183119

Hi Eveyone!

Just a note to all my friends out there, this seemed the easiest way to get a message out, so I apologise for all thos who don't know me ....

I'M BACK!

Got a new address,

h8ip021@stan.xx.swin.oz.au

so if the mail to karlm@mel.dbce.csiro.au is bouncing or just not getting replied, send it me here!

Later,

Karl (Meyland.)

P.S. MUG UK - Get in touch soon dude!

Sdd
k□\>S>hM□'Mhlw,

1279. MEGA STE-4 for sale

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 05:30:31 UTC
From: qual@perth.DIALix.oz.au
Message-ID: <314rdnmaa1@perth.dialix.oz.au>
Source record: 183120

For Sale;

ATARI MEGA STE 4,
4 MB RAM, 40Mb HD, HD 1.44 MB Floppy (not yet set up for HD)
TOS and Keyboard in German (you may have to change the TOS if you dont
speak German)

includes English and German Manuals, plenty of Disks (empty and full)
incl. Lic. Software.

Has build in IBM 286 Hardware emulation (runs MS-WINDOWS 3.1 just fine)

AUD $ 1000.00 o.n.o.

Please email wolf@perth.DIALix.oz.au

1280. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 05:33:43 UTC
From: dburns@world.std.com
Message-ID: <CtL3G8.2HH@world.std.com>
Source record: 183118
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hey Rick. Quit wasting your time trying to educate this guy, and finish
that index for NeoDesk 4. . .

. . . ooops! Nevermind. Just kidding. ;^)

Dave Burns
Lowell, MA

1281. Re: what's sms2?

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 07:52:13 UTC
From: rdzidlic@faui07d.informatik.uni-erlangen.de
Message-ID: <3153nd$pvj@faui07d.informatik.uni-erlangen.de>
Source record: 183122
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

shall@oregon.uoregon.edu (Stanley Wayne Hall) writes:

>Saw an article in ST Format, I believel, that showed the Furst ltd. product
>SMS2 that seems great. Hope you've seen it. What do you know/think/speculate?

it is closely related to QDOS, sinclair QLs operating system.
It seems now that they will offer it for a wide variety of
machines, expanded QLs, ATARIs, QXL(68040 card for PC) and
may be other 68k based computers.

The system is very fast multitasking and offers a GUI which
evolved on QDOS and is quite capable but also a bit difficult
to program.

Other software available is a PD ansi c compiler, lots of ported
unix/gnu texttools and probably most modern QDOS software.

Bye
Richard

1282. Re: Tex (LaTEX)

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 07:59:36 UTC
From: bouronm@trout.ime.dec.com
Message-ID: <1994Jul27.075936.12329@peavax.mlo.dec.com>
Source record: 183123

In article <313mqhINN3c7g@rs1.rrz.Uni-Koeln.DE>, a1624091@athena.rrz.uni-koeln.de (Jan T. Kim) writes:
|> Steven Constantine (kaps3@central.susx.ac.uk) wrote:
|> [... stuff deleted ...]
|> : how much space do they need,
|>
|> Well, 8 disks * 720K makes a total of 5.8 MB. You'll need another 2 MB
|> or so to hold your texts and your processed data. I'd say 6 MB should
|> suffice to install and check out the system, more is probably necessary
|> for any serious work.

I installed CS-TeX onto an 8 or 10Mb partition. It's now full! Once you start using it, you'll need to be generating fonts - the installation only comes with the most often used fonts. To be comfortable, I would devote nearer 12 or 16Mb of HD to TeX.

Cheers,

[M][a][r][c]

** -------------------------- ** -------------------------- **
** Marc CR Bouron ** Digital Capital Markets. **
** +44 (0)895 208260 ** Harefield Place, The Drive, **
** Marc.Bouron@ime.mts.dec.com ** Uxbridge, Middlesex, **
** bouronm@trout.ime.dec.com ** UB10 8AQ. UK. **
** -------------------------- ** -------------------------- **

And for my next trick, I shall disappear in a puff of smo

1283. atari-future products?

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 08:32:57 UTC
From: stroh@dev01.ubavie.gv.at
Message-ID: <314vah$okv@infosrv.edvz.univie.ac.at>
Source record: 183121

Can anyone out there give me a hint, which developments might be expected from Atari in the next few years?

As I was told, they just produce the Falcon, so I am afraid that I have to change my system platform once my Mega ST has some failures as I do not like the all-in-the-keyboard design of the falcon.

My Mega ST4 works pretty good, the performance is enough for me and the programs are nice.

I am only afraid, that software developers stop developing for the Atari platform if Atari stops to produce

Regards

Reinhard

1284. Re: Comp's Nodesk

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 08:51:34 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <31576m$n3j@percy.cs.bham.ac.uk>
Source record: 183126
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Iain.Laskey@barclays.co.uk writes:
>In article <310bbg$crk@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.)
writes:
>|> **** NODESK ****
>|>
>|>
>|> Does any one know any thing about the Compo's Nodesk,
>|> that I read about in ST-Review Dec, 93..
>If you mean Neodesk, I thought every ST user had it? It's almost as much of a
>must-have as NVDI, especially on older machines.
>Currently at V3 with V4 any day now (say Compo UK who distribute Neodesk over
>here).

No, "Nodesk" appeared in an ST Review article on Compo, a while back.
It appeared in a photo of one of the developers' desktops.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1285. Re: what's sms2?

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 09:00:27 UTC
From: roklein@wilbur.zdv.Uni-Mainz.DE
Message-ID: <3157nb$3er@bambi.zdv.uni-mainz.de>
Source record: 183127
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

In <3153nd$pvj@faui07d.informatik.uni-erlangen.de>,
Richard Zidlicky (rdzidlic@faui07d.informatik.uni-erlangen.de) wrote:
: shall@oregon.uoregon.edu (Stanley Wayne Hall) writes:

: >Saw an article in ST Format, I believel, that showed the Furst ltd. product
: >SMS2 that seems great. Hope you've seen it. What do you know/think/speculate?

: it is closely related to QDOS, sinclair QLs operating system.
: It seems now that they will offer it for a wide variety of
: machines, expanded QLs, ATARIs, QXL(68040 card for PC) and
: may be other 68k based computers.

no, no, no!
SMS2 is only for the Atari Computers (plug in ROM), the other thing around
is SMSQ, running on QL GC, QL SGC, QXL, QVME, ATARI (according to latest
Merz info).

: The system is very fast multitasking and offers a GUI which
: evolved on QDOS and is quite capable but also a bit difficult
: to program.

That"s right, but I think programming is easier than to program OS/2
or Windowz.

: Other software available is a PD ansi c compiler, lots of ported
: unix/gnu texttools and probably most modern QDOS software.

Since I heard of SMSQ I have my doubts, if all this will run under SMS2,
but I don't know anything :-(
But nNO doubt, that ALL of Merz products WILL run under SMS2.

(shit, another thread about SMS2, must again resubscribe to comp.sys.atari)
greetings,
Robert
--
Robert H. Klein email: RoKlein@MzdmzA.ZDV.Uni-Mainz.DE
papermail: Bluecherstrasse 24, D-56349 Kaub, Germany

1286. Re: Rules Sheet for Starball?

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 09:08:25 UTC
From: oldcornd@cs.man.ac.uk
Message-ID: <315869$4ae@m1.cs.man.ac.uk>
Source record: 183129

Well I actually read through the rules sheet and I am surprised. Not least by the fact that I obviously forgot to include the updated README file that had difficultly level, abort and other instructions in it. I think that covered everything pretty comprehensively except nobody's figured out how to get the 'BS bonus' (and when we say BS we ain't talkin bonus screen). And I'm not telling either.

Dave

1287. Re: Storm 1.02 Zmodem Help

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 10:10:26 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <315bqi$alk@golem.wcc.govt.nz>
Source record: 183131

In article <mattkCtKHLI.54q@netcom.com>, mattk@netcom.com (Matt Koundakjian) writes:
>Hi all...
>
>My solution to the Storm/Zmodem problem is the program at the end of this
>message...I'm putting it up with the message I sent to a user who wanted
>it. Hopefully, it will answer any questions you have. Also, there's a
>good chance that it will work with most any .TTP file transfer system
>(assuming the parameters are the same)...you have to do a bit of editing
>to the Basic program to get it to work on your system....
>
>Bye for now,
>Matt Koundakjian <mattk@netcom.com>
>
>---

I do sugest that you cange this to work for a far better Zmodem program, the
XYZ thing is way way out of date....

Michael Zieglers GSZRZ is far better, has support for the extended
command line and a few other things...

GSZRZ228 a full working early version is on many FTP sites, and note its not
a TTP but a full Gem program.....

I do have a registered later version 4.7, but the great thing about this
software is that you can update it by calling a German BBS....

From the owner of a Unregistered Real Atari computer, not just a Copy...!!!!

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1288. Screenblasters

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 10:54:00 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <315ec8$gjj@infa.central.susx.ac.uk>
Source record: 183130

Are there any available for the STe 'cos I want more resolution?!

Steven.
(kaps3@central.susx.ac.uk)

1289. Re: atari-future products?

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 11:17:36 UTC
From: vctec@westminster.ac.uk
Message-ID: <CtLJ7I.IuG@westminster.ac.uk>
Source record: 183132

stroh@dev01.ubavie.gv.at wrote:
: Can anyone out there give me a hint, which developments might be
: expected from Atari in the next few years?

: As I was told, they just produce the Falcon, so I am afraid that I have
: to change my system platform once my Mega ST has some failures as I do
: not like the all-in-the-keyboard design of the falcon.

: My Mega ST4 works pretty good, the performance is enough for me and the
: programs are nice.

: I am only afraid, that software developers stop developing for the Atari
: platform if Atari stops to produce

As far as I can gather.....Atari are putting all their efforts into the Jaguar, to make it a success, before returning to computers. There is already talk of a Jaguar based computer....I don't know if this is true...but you know how rumours spread.

If you do not like the all-in-one Falcon system...you may opt for one of the many tower/seperate case and keyboard kits available. These are not too harsh on the pocket. If you want to do some hard work, then you may also build one yourself, by buying a PC tower.

Software developers will not, IMHO, stop developing for the Atari platform, as long as there are people who own the computer, and there is a huge PD market out there. Some of the best progs I've seen on the ST have been from the PD sector.

Haven't you heard of the Atari compatible computers? The Medusa...and I think, the Eagle? These are by companies that like the Atari, but are not Atari. Powerful machines.

For people changing platforms...there are ST Cards available.

IBM stopped producing PC's a long time ago...years ago.....software developers have not stopped developing for that platform, have they. The PC market thrives on the compatibles.

Anyway, have no fear for a few years at least......Atari is here to stay as long as the users are there. If you want to move onto another platform, then wait a few years, when, hopefully, parallel computing will break into the home computing market....who knows...maybe Atari will already have jumped onto the bandwaggon.

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--

Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

1290. Re: Kermit

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 11:21:55 UTC
From: vctec@westminster.ac.uk
Message-ID: <CtLJEp.J37@westminster.ac.uk>
Source record: 183133

tom lamparty (ab164@yfn.ysu.edu) wrote:

: I have Gem-Kermit Accessory which is at present the only way
: that I can upload anything to my Internet Gateway (yfn)Youngstown
: Freenet. The problem is that the thing was written back in 87 by
: Bernhard Nebbel and made into an ACC by Ron Jeppson. It doesn't do
: windows and max block size is 94bytes. This reallt defeats the
: purpose of a 14.4k bps modem. REALLY dead slow, the only thing going
: fast is the send and receive lights on my modem. Does any one know
: of a newer, faster version of kermit that doesn't require my to
: become a UNIX guru to use it! In other words, I need some kind of
: shell program at the least and an Accessory that I can use with
: TEDDYTerm2 like this one would be great. I think I'll as Mark Matts
: if he can add Kermit support in the next Teddyterm also, just in case!

Sorry to bring bad news...but Mark Matts is selling all his computer
equipment, cos he needs the money. I don't think that he will be
programming for a long time....unless he keeps his computer, which I
doubt, or until he is able to buy another one.

I'm sure, we can all help him a bit. 8)
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

1291. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 11:35:45 UTC
From: millsp@govonca.gov.on.ca
Message-ID: <1994Jul27.113545.25295@govonca.gov.on.ca>
Source record: 183134
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <313lhkINN3c7g@rs1.rrz.Uni-Koeln.DE> a1624091@athena.rrz.uni-koeln.de (Jan T. Kim) writes:

>Phil Mills (millsp@govonca.gov.on.ca) wrote:
>: In <311pqm$kft@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:

>: >With Laws such as this you deserve to be ripted off, its called tit for tat..
>: No, it's called wanting to rationalize being a cheap, greedy thief.

>Please please... can we cool down a bit?
If you read (and understood) the majority of what I wrote instead of just grabbing the last few lines out of context, you may notice that I too agreed with a number of Roger's points.

When I say that, "you deserve to be ripted [sic] off," is a rationalization of theft, I don't consider it an insult particularly. If being ripped off isn't another phrase *meaning* theft, what is it? ...and dreaming up nobel-sounding excuses for screwing others always has seemed to me less honorable than the screwing itself.

1292. Re: Tex (LaTEX)

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 12:19:10 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1994Jul27.121910.8257@ibr.cs.tu-bs.de>
Source record: 183137

Marc CR Bouron (bouronm@trout.ime.dec.com) wrote:
: In article <313mqhINN3c7g@rs1.rrz.Uni-Koeln.DE>, a1624091@athena.rrz.uni-koeln.de (Jan T. Kim) writes:
: |> Steven Constantine (kaps3@central.susx.ac.uk) wrote:
: |> [... stuff deleted ...]
: |> : how much space do they need,
: |>
: |> Well, 8 disks * 720K makes a total of 5.8 MB. You'll need another 2 MB
: |> or so to hold your texts and your processed data. I'd say 6 MB should
: |> suffice to install and check out the system, more is probably necessary
: |> for any serious work.

: I installed CS-TeX onto an 8 or 10Mb partition. It's now full! Once you start
: using it, you'll need to be generating fonts - the installation only comes with
: the most often used fonts. To be comfortable, I would devote nearer 12 or 16Mb
: of HD to TeX.

: Cheers,

And when you use MiNT you may hava a look at Lindner-TeX.
It supports long filenames on Minix-FS.

And you may want to use DVI_2.12 as a DVI-Viewer / printer to
print in landscape mode, with multiple pages on on sheet and some
nice little features, including font-libraries that save some
disk space.
And DVI is able to use printer fonts to preview your files
=> you need only on set of fonts :-)

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

1293. Re: atari-future products?

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 12:20:06 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <315jdm$j26@charm.magnus.acs.ohio-state.edu>
Source record: 183135

i.e. Falcon all in one case...

This can be fixed at a small cost with (almost?) any of the keyboard replacement systems for the ST. The Falcon keyboard is pretty much just an STe keyboard with grey caps, maybe a litle nicer than STe. So if this is the only hangup just figure another $100 U.S. onto the price (with the lead value of the dollar that should be about 2 pounds ;) In the U.S. that would get you a new Mega STe keyboard and the adaptor, so I'm certain that there is an option in your country for about the same.

Dan Ackerman
ackerman.29@osu.edu

1294. Re: What is GULAM ?

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 12:20:53 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1994Jul27.122053.8369@ibr.cs.tu-bs.de>
Source record: 183136

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: > What is Gulam ? And how can I make GCC run under my Falcon ?

: Gulam is an ancient (1987) program which gives you many of the basic
: facilites of the Unix csh shell. It has all the standard shell utilites
: built in, and was very popular for running C compilers.

: Its obsolete nowadays, as people tend to go for heavy duty Unix like setups
: (based on MiNT and MinixFS), or combination systems like Lattice. However
: for people short of RAM and/or diskspace - who can live with Gulam's
: incompatibilities (not very MiNT friendly), then Gulam is still very good.

Even then I would prefer the Mupfel from Gemini1.9999.

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

1295. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 12:56:32 UTC
From: millsp@govonca.gov.on.ca
Message-ID: <1994Jul27.125632.29983@govonca.gov.on.ca>
Source record: 183139

In <Up-EG2ADIUT@dksoft.ping.dk> Kim@dksoft.ping.dk (Kim Andersen) writes:

>Programmers who do software which are working should be paid for their job.
>But can we, as custumors, demand the programmers software beeing tested 100%
>before released ? Often the question is no.
You're quite right and it's unfortunate. But does it justify stealing?
Do cars always work 100% correctly when they're purchased? Do
dealers/manufacturers correct all the faults for free? (Hint: Ralph
Nader, Unsafe at Any Speed)

Should we steal cars from dealers' lots and "check them out" until we
find the perfect one that doesn't exhibit some "bug" after a week of
driving? (Note: Yes, I know there are differences between stealing
software and stealing material goods...but, here, I'm just talking about
whether there's justification for the act.)

There are *LOTS* of problems with the software industry, but those
problems aren't the reason for theft; criminals who want to steal are
the reason for theft.

1296. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 13:08:44 UTC
From: millsp@govonca.gov.on.ca
Message-ID: <1994Jul27.130844.1223@govonca.gov.on.ca>
Source record: 183140
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <Up-EG2ADIUW@dksoft.ping.dk> Kim@dksoft.ping.dk (Kim Andersen) writes:

>When you rent or lease anything, there's obligations stated for the authors.
>But speaking about software, there's no obligations for the author what so
>ever.
Like I said, the conditions are part of the product. If you don't like
the conditions, don't buy the product. (As an example, Borland came out
years ago with a better-than-average licensing policy. I bought some of
their products rather than their competitors' products mostly because of
it. Early this year, Borland brought out a remarkably stupid licensing
policy for one of their compilers; CompuServe users flamed it to cinders
and Borland backed off.)

>And how can you ignore a peace of software you'r not able to test ?
By letting it sit on the seller's shelf?

>Ofcouse, if you use something, pay for it. But thats mostly shareware products
>you can say this about. What about commercial products ?
Demo versions, magazine reviews, the Internet, friends and co-workers,
in-store demonstrations.... I certainly realize that there's not as
much information for those of us in the Atari world, but we knew that
going in, right?

1297. MPEG viewer for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 13:52:06 UTC
From: h54118@sakura.kudpc.kyoto-u.ac.jp
Message-ID: <h54118.775317126@sakura>
Source record: 183144

Dear everybody;

I'm looking for a MPEG viewer for the Falcon -
I think there's such a thing, but where?

Many thanks in advance,

Christian Goltz

1298. Re: WANTED dump 1.62;2.6;3.6 WANTED AJAX H

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 13:58:20 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CtLqt9.n1z@cix.compulink.co.uk>
Source record: 183146

In message <311me7$jrr@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz said:
>
>Please get real Hutch, were do you take your Atari for service Their is none,
>and UK firms are selling Copies of TOS 1.4 that are not from Atari, and from
>what I have seen TOS 2.06 as well..

It's funny how people in New Zealand know more about the UK then someone
living in London. Which companies are you talking about?

Ofir ogal@cix.compulink.co.uk

1299. Re: Neodesk 4

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 13:58:23 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CtLqtC.n38@cix.compulink.co.uk>
Source record: 183147

In message <30v641$7ki@mudraker.mtholyoke.edu>, rflashma@mtholyoke.edu said:
>
>NeoDesk 4 incorporates many new features and capabilities which are not

Is it MagiC compatible?

Ofir ogal@cix.compulink.co.uk

1300. Re: Rules Sheet for Starball?

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 14:06:59 UTC
From: f93mael@dd.chalmers.se
Message-ID: <315pm3$bq5@smaug.dd.chalmers.se>
Source record: 183142

You can also find various .FAQ for different
pinballgames in:

ftp.rahul.net:/pub/sigma/pinball

or

http://www.lysator.liu.se

I think the FAQ for silverball is under construction,
however not ready , yet.
--
. . _. | ._
/ \/ \ / | -|- |. f93mael@dd.chalmers.se
_/ __|__|/ _/ Chalmers University of technology, Sweden.

1301. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 14:22:15 UTC
From: pjensen@csi.compuserve.com
Message-ID: <315qin$bls@mhaai.inhouse.compuserve.com>
Source record: 183145

With regard to the copying of ST ROMs: I have much less sympathy for the copyright rights of Atari than for those of third-party developers. Why?

1. The ROMs have all had bugs of one sort or another. This is not surprising; nearly all software has bugs. However,

2. It is physically harder to install upgraded ROMs than to install upgraded disk-based software, so one would prefer another method than total replacement. However,

3. The ROMs are written in an inexcusably fascist style, making it severely impractical to patch them via RAM. (My main point, in case you couldn't tell.)

Anyone writing a ROM-based operating system, unless they have a divinely-granted privilege of writing only bug-free code, should make liberal use of jump vectors in known memory locations, so that subroutines found to be bugged can be replaced in a reasonable fashion. (And, while I'm flaming, they should NOT, on the 68000, waste the word-addressable memory range from 0000-7FFF on stuff that doesn't need to be there, especially when their C compiler is too brain-dead to generate the word-absolute addressing mode...)

I am a fairly happy used of Tos 1.0 and 1.2, but only because I have been able to craft a fix for the inexcusably awful FAT-scanning code; and I could only do that because I can install the code on the Rwabs vector. I don't know what the issues are vis-a-vis 1.60 vs 1.62, so I can't speak to the specifics of this case.

Phil Jensen : editor, assembler, debugger, shell, comms: in 45K!
pjensen@csi.compuserve.com : long live the 68000 family!

1302. comp.sys.atari.reviews

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 15:06:43 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <315t63$kdo@infa.central.susx.ac.uk>
Source record: 183149

Why don't we have such topic - we've got games too.

1303. Re: Starball, ARGH!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 15:09:49 UTC
From: dpj@delphi.com
Message-ID: <BM5yb09.dpj@delphi.com>
Source record: 183141

Dave,

Please, if you have a version that _might_ fix this problem, make it
available. I love the game and my donation is on the way to you;
but that evil little bug can be very disappointing!!

-Dana

1304. Re: atari-future products?

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 15:13:52 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <315tjg$bk@percy.cs.bham.ac.uk>
Source record: 183150

vctec@westminster.ac.uk (Denesh Bhabuta) writes:
>stroh@dev01.ubavie.gv.at wrote:
>: Can anyone out there give me a hint, which developments might be
>: expected from Atari in the next few years?
>As far as I can gather.....Atari are putting all their efforts into the
>Jaguar, to make it a success, before returning to computers. There is
>already talk of a Jaguar based computer....I don't know if this is
>true...but you know how rumours spread.

I have also heard a rumour from 'high up' in Atari UK about new
machines. Note the plural.

Also, Atari have licensed the Falcon design to one of the music
companies, so there is (or will be?) growth there.

The future isn't exactly rosy, but there *is* good hardware out there,
with more to come (although maybe not from Atari).

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1305. STReport Jaguar Photo contest

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 15:20:14 UTC
From: dpj@delphi.com
Message-ID: <JM6wzu2.dpj@delphi.com>
Source record: 183143

lt

```
-/-STR-/-STR-/-STR-/-STR-/-STR-/-STR-/-STR-/-STR-/-STR-/-STR-/-STR-/-STR-/-STR-/-
* *
J The STReport "Promote the Jaguar" Photo Contest J
A Win a Jaguar tee-shirt _and_ A
G An Official In-Store Atari Jaguar Banner!!! G
* *
J ____ ____ ___ ____ ___ __ / J
A / / / / ` / / / / / / / ` / A
G / /---/ / __ /___/ / / / /__ / / G
* \ / / / / / / \\\ / / / / / / *
J \/ / / /___/ / \\\ /___/ /___ /___ \__/ * J
A \\\ A
G \\\ G
* *
-/-STR-/-STR-/-STR-/-STR-/-STR-/-STR-/-STR-/-STR-/-STR-/-STR-/-STR-/-STR-/-STR-/-
```

What would you do to promote the Jaguar? Do you have an idea that could be expressed on film? STReport wants to see it. And, we're ready to reward the person (or group) with the best idea, in picture format.

That's right, just send us a photograph of how you would promote the Jaguar! You'll also need to send us your name and address, of course.

1st Prize will be an official Atari Jaguar tee-shirt AND an official in-store promotional Jaguar banner!

2nd prize will be a Jaguar tee-shirt (identical to the one above).

3rd prize will be a "JAG RULES!" rubber stamp which is normally available exclusively from Artisan Software!

Photographs will be judged and prizes will be awarded by the Atari/Jaguar editor of STReport, Dana Jacobson.

All photographs must be received by September 20, 1994. The winners will be announced in STReport online magazine, in the issue scheduled to be released on Friday, September 23, 1994.

To be eligible, please submit a clear photograph (color preferred) of your idea. Also include your name and address with the photo! All photographs submitted will become the property of STReport; they will not be returned to you. Contest is valid in the United States and Canada only. Employees of Atari Corporation and staff members of STReport or Amiga Report are not elegible to win. This contest is void where prohibited by law.

Send your photograph, your name and address to:

Jaguar Photo Contest
STReport Online Magazine
1121 Saratoga Street
East Boston, MA 02128-1225
USA

Again, 1st prize includes a Jaguar tee-shirt and a Jaguar banner! The tee-shirt is 100% cotton. It's a black crew-neck shirt with the Atari Jaguar name on the chest. On the back is the famous Jaguar logo. The banner is the same as you've seen at your favorite Jaguar dealer. What? You haven't seen one? Well, it measures 4 feet wide and 2 feet tall! The Jaguar logo consists of those piercing yellow Jaguar eyes above the dark red Jaguar, claw marks and all! These banners are collector's items which are almost impossible to get anywhere! Rumor has it that this one may have been discovered in a rare cache somewhere in the bowels of Sunnyvale. And it can be all yours! Show it off proudly on the wall of your room or fly it out your window! All of your friends will want one, but only you will have one. It's awesome! JAG RULES!

The 2nd prize consists of the Jaguar tee-shirt, as described above. The 3rd prize is the official "JAG RULES!" rubber stamp! Use a bright red ink pad (not included) for a vivid 2.25" by 1.5" image of JAG RULES in the impact of the Jaguar logo type style. Use it as an economical way to advertise your enthusiasm of the Atari Jaguar. Stamp your letters and your envelopes. Stamp your arm as a tattoo. Stamp your money. Stamp school notebooks and post-its. Writing a letter to your favorite software company? Stamp it! Sending a birthday card to your best friend? Stamp it! Dropping a postcard to your brother at school? Stamp it! Let everyone know you're a Jaguar gamer. After all, in the empire of high technology entertainment systems, JAG RULES!

For an example of the JAG RULES logo, call the CATscan BBS. Dial 209/239-1552. Download file: JAGRULES.ZIP. File is ZIP'd and requires PKUNZIP to decompress. Or, call your favorite online service to find it!

Need a tip to help you start thinking of some ideas? Drop us a line in E-Mail to either DPJ on Delphi, 71051,3327 on Compuserve, D.JACOBSON2 on GEnie, or Internet mail at dpj@delphi.com. Or, call us at Toad Hall BBS at (617)567-8642 and leave a private message to Dana Jacobson.

Are you still here? Grab that camera and start taking some pictures! One of them may just be the winner!

Credits: STReport and its staff would like to thank Atari Corporation for its generous donation of the banner and tee-shirts.

==========
Tradenames herein are trademarks or registered trademarks of their owning companies.

Permission hereby granted to re-post this contest text, in its entirety, anywhere that you feel it would be appropriate - your favorite BBS,

user group newsletter, magazine, etc. Please spread the word!

1306. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 15:25:50 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9407271440.AA04375@ilmen.lanl.gov>
Source record: 183148

In article 1178@govonca.gov.on.ca, millsp@govonca.gov.on.ca (Phil Mills) writes:
>
> *Mostly*, the people who steal software wouldn't buy it anyway...they're
>too cheap.

Or just basically dishonest in the first place. But there is another group of people who would really prefer to do the 'right' thing but when faced with the temptation of free software they find it hard to resist. So they frequently accept the pirated software and use it under the rationalization that they will probably buy a legit copy sometime soon anyway. More often than not, that time never comes, however. It's _this_ group of users that make up the majority of lost revenue in potential sales.

>The companies that claim they're losing a mint to piracy are just
>pulling numbers out of thin air to make a big case and impress the law
>makers/enforcers.

I won't dispute that some outfits make far too big a deal out of this and their statistics are likely questionable. But by and large, there _is_ no enforcement of the law. Education seems to me to be the best tactic.

>Even if they could shut down every one of the warez dweebz, it wouldn't add
>a cent to their profits.

I disagree. Those 'warez' have the tendency of eventually floating down to the average-usually-honest-man-on-the-street who WOULD buy the software if it were not available illegally.

>(On the other hand, focussing on corporate-level theft *might* get them a
>few extra dollars...but not those in the Atari software business.)

Sad, but true. <sigh>

-Hutch- @ Fair Dinkum Tech

1307. Re: New demos on a.a.u.e

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 15:32:02 UTC
From: 895822ja@cent.gla.ac.uk
Message-ID: <895822ja.775323122@cent.gla.ac.uk>
Source record: 183051

boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

>Also, I stuck a working copy of State of the Art, and cleverly managed to
>delete State of the Art II in the process :-).

Which "State of the Art"? The Amiga one or the earlier Wild Boys ST demos?

--
-- { Opinions are mine, etc., etc..}
| Michael James <895822ja@udcf.gla.ac.uk>|- ||| <- Cliched, but easy
--| ||| to draw!!
-- _/ | _ < F A L C O N 0 3 0 >

1308. ST/STE Games For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 15:40:44 UTC
From: malay@stars.reston.paramax.com
Message-ID: <CtLvJw.2FH@bart.stars.reston.paramax.com>
Source record: 183052

```
ST/STE Games For Sale
---------------------

* Artura - Arcadia
* Blood Money - Psygnosis
* Chuck Rock - Core Design
* Continental Circus - 16 Blitz
* Dragon's Lair - ReadySoft
* F-15 Strike Eagle II - Microprose
* EPIC - Ocean
* The Killing Game Show - Psygnosis
* The Killing Cloud - Mirrorsoft
* Leasure Suit Larry 3x (Triple Pack) - Sierra
* RoboCop 3 - Ocean
* RoboCop 2 - Ocean
* R-Type - The Hit Squad
* TechnoCop
* Toobin' - Domark
* Utopia: The Creation of a Nation - Gremlin
* Zany Golf - Electronic Arts

All software items include docs, boxes and original disks.
Make a reasonable offer which includes shipping.

Bob Malay
--
**************************************************
* *
* Robert M. Malay Unisys Corporation *
* Government Systems Group *
* 12010 Sunrise Valley Drive *
* Reston, VA 22091 *
* *
* malay@stars.reston.paramax.com *
* 703.620.7750 *
* *
**************************************************
```

1309. Re: atari-future products?

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 16:16:14 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9407271530.AA04393@ilmen.lanl.gov>
Source record: 183053

In article okv@infosrv.edvz.univie.ac.at, stroh@dev01.ubavie.gv.at () writes:
>Can anyone out there give me a hint, which developments might be
>expected from Atari in the next few years?

As most folks will tell you, the future of Atari lies solely with the Jaguar game system. Atari has 'put all their eggs in one basket,' so to speak, and the success of failure of the Jaguar will tell the tale. That's just IMHO, of course, but I think it's also the majority opinion.

Some believe that very successful Jaguar sales will eventually lead to new and improved desktop computers from Atari. I, for one, am not that optimistic, judging from 'inside' information and public announcements and innuendos from Atari themselves at various stockholders meetings.

But be that as it may, if the Jaguar fails miserably, you can bet that Atari as we know it will likely collapse as well. It seems a cruel twist of fate to me that I should buy a GAME system to help insure the continued existence of a great desktop computer! It's a cruel world, indeed. :)

>I am only afraid, that software developers stop developing for the Atari
>platform if Atari stops to produce

By and large, this is _already_ the case. Software developers must also eat (albeit grudgingly) and many have found greener pastures elsewhere. It's rather like a chicken-and-the-egg dilemna... no hardware=no software and vice-versa as well.

But hey, even if Atari Corporation folds that does NOT mean the end of Atari computing! We can still enjoy these great machines for a long time to come. The 8-bitters have been without any real support for years but they still have a lot of fun, regardless. I reckon we could too. :)

-Hutch- @ Fair Dinkum Tech

1310. Re: New demos on a.a.u.e

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 17:16:15 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <3164ov$7f6@mailer.fsu.edu>
Source record: 183062

Michael James (895822ja@cent.gla.ac.uk) wrote:
> boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>
> >Also, I stuck a working copy of State of the Art, and cleverly managed to
> >delete State of the Art II in the process :-).
>
> Which "State of the Art"? The Amiga one or the earlier Wild Boys ST demos?

The Wild Boys one. It is the second State of the Art, not the first.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1311. Re: Fidonet Mailer Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 17:17:56 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940727Z171756.803dbrewood@nest.demon.co.uk>
Source record: 183064

In article <313bgv$qu1@cougar.multiline.com.au>
davecook@cougar.multiline.com.au "Dave Cook" writes:

> Does anyone know where I can find a fidonet mailer and reader
> that is compatible with the Falcon.

Dave, the only one I know of is Semper 0.71 from Jan Kriestan I can route
email to him if you wish to apply to be a beta tester?

--


```
==========================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
==========================================================================
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
==========================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
==========================================================================
```

1312. Atari stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 18:38:19 UTC
From: rshuster@netaxs.com
Message-ID: <3169ir$m7h@netaxs.com>
Source record: 183055

I still have few Atari items left for sale - make me an offer.

Atari SF314 DS 3 1/2" floppy drive - mint condition, only used by me for Spectre GCR use for a very short time - in the box with all materials, etc.

EABrown Multisync switch box - I used this with an NEC Multisync II. Get low, medium, and high resolution on one monitor.

My wife works at a Catholic Home for Boys where they have two Atari ST systems that they are thinking of selling. One is a Mega 4 ST with an IBM emulator board built-in (not sure which one), ICD host adapter, and SC1224 color monitor, along with associated sw. They want to keep the hard drive. The other system is a 520 ST with an SM124 monochrome monitor and I believe one external drive (homebrew TEAC mechanism in a PC case.) Anyone interested? Reply via Email or voice since I rarely visit this group. Thanx - Bob Shuster - Copywerks/Musikwerks - 215-927-4928 (Philadelphia)

1313. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 18:58:57 UTC
From: larserik@oslonett.no
Message-ID: <316aph$pd0@hasle.oslonett.no>
Source record: 183067

In message #55, pjensen@csi.compuserve.co writes:

> 2. It is physically harder to install upgraded ROMs than to install
> upgraded
> disk-based software, so one would prefer another method than total

NOt 100% true, I (and many with me) use far less time (and less trouble)
changing two ROM's in a MEGA STE than installing from 237627638 disks :-)

Lars-Erik 0sterud Phone: +47 67131571 Fax & ABK-BBS: +47 67132659
Atari Developer Pager: +47 96634222 Email: larserik@oslonett.no
SysOp ABK-BBS

1314. Atari's finances and future of computer operations

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 19:12:37 UTC
From: ritz@ritz.mordor.com
Message-ID: <CtM5D1.6Ft@ritz.mordor.com>
Source record: 183058

Hehe, I just got my hands on the 1993 Atari annual report and thought
I'd share the "wealth" of information with the people who have been
blindly trusting in Atari to "keep hope alive". The following shows
how a sufficiently incompetent group of managers can successfully
run a profitable corporation into the ground. To wit:

Brief Financial Summary
Figures in US$ thousands
1991 1992 1993 3 year change
---- ---- ---- -------------
Net sales 257,992 127,340 28,805 -88.4%
Operating expenses 276,675 206,348 76,304 -72.4%
Operating Income(loss) (18,683) (79,008) (47,499) -154.2%
Net Income(loss) 25,619 (73,615) (48,866) -290.7%
Shareholder Equity 125,529 50,583 4,354 -96.5%
Advertising Expense 20,129 11,325 3,282 -83.7%
Research & Development 15,333 9,171 4,876 -68.2%

Here's an interesting tidbit from the back of the report:

Amounts receivable from related parties and underwrites, promoters
and employees other than related parties (people who owe Atari money)

Year ended 12/31/93

Name,title Current Balance Non-current
---------- -------------- -----------
August Liguori, Chief Financial Officer $76,000 0
Richard Miller, VP - Technology $145,000 0
Alwin Stumpf, ??? $217,000 $143,000 (!)

And now, for all the cheerleaders who said I was crazy when I said several
years ago that Atari was not competitive in the computer market and should
refocus their resources on what they were "good" at (consumer electronics).
Here are some relevant quotes from the report:

P.6 Since introduction in the first quarter of 1993, the Company has
shipped small quantities of this product [Atari Falcon]. The
company does not expect sales of this product to be material in
the future.

P.7 The Company's ability to compete, within its industries, depends,
in large measure, on its ability to adapt to the rapid technological
changes, including hardware system, related software, and peripheral
products. In this regard, the Company is committed to an ongoing
program of research and development, focused primarily on the Jaguar
product line. [my comment: looks like Atari computer owners are SOL.]

P.10 No assurance can be given that the Company will have the financial and other resources or the ability to maintain the technological knowledge and innovation necessary to continue successful competition in these [personal computer] markets. [SOL]

P.13 In 1993, substantially all research and development expenses related to the Jaguar product line. [SOL]

The capper:

P.13 Due to intense competition from larger competitors and shrinking margins in computer products, the Company **decided** [emphasis mine] to exit this line of products and to refocus itself as an interactive media entertainment company. [last nail in the coffin]

[Note: This is rather striking since 67% of 1993 sales were computer products and only 13% was attributed to Jaguar sales.]

Happy reading!

Regards,

Chris

P.S. I wonder if the Tramiels' net worth also declined by 96.5%? Not.

--
Christopher Mauritz | Ask me about public access unix
ritz@mordor.com | and interactive internet services.
Mordor International BBS | BBS: (201)433-7343,(212)843-3451
Jersey City, NJ | FAX: (201)433-4222

1315. Re: Freeze Dried Term

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 19:18:18 UTC
From: Gordie Meyer <biblinski@delphi.com>
Message-ID: <JY2wj26.biblinski@delphi.com>
Source record: 183054

To the best of our knowledge, (and we were the ones who were going to distribute/register future version of FzDT...) FzDT appears to be a dead program. We haven't heard anything from Aaron in several months. Apparently, his other programming job pays so well that he can't justify spending time to work on FzDT (which doesn't hold the same financial potential).

--Gordie Meyer
ATARI UNITED! SoftWareHouse - NA rep for the Octalyser!

1316. NEED HARD DRIVE!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 19:38:35 UTC
From: baronea@iia.org
Message-ID: <316d3r$tu@ankh.iia.org>
Source record: 183056

Is anyone interested in trading an Atari ST Hard drive (40MB) for a 40MB Macintosh Hard Drive? Or know of any way to connect a MAC HD to an ST?

Please respond via E-Mail to (baronea@iia.org)

1317. Megamax gone!?

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 20:28:19 UTC
From: gregk@nskernel.tandem.com
Message-ID: <CtM8vA.HMK@tandem.com>
Source record: 183057

Hi,

I just tried to contact Megamax (writers of LaserC) and the person who received my call said that they have gone out of business. Does anyone know when this happened? Was their software handed over to anyone (or the public domain)?

Cheers, Greg.

Greg Kilfoyle
Tandem Computers Inc.
California, U.S.A..
e-mail: gregk@nskernel.tandem.com

1318. ANSITerm 1.91 Features

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 21:18:08 UTC
From: millert@grad.csee.usf.edu
Message-ID: <316iug$407@mother.usf.edu>
Source record: 183059

ANSITerm 1.91 UPDATE
What's new to ANSITerm.

This text file describes what features have been added in ANSITerm 1.91, which is the upgrade to ANSITerm 1.90. You may distribute this features-list freely. The information below is taken directly from the documentation for ANSITerm, and is therefore instructional, as well as descriptive.

Note: Some features like Break, Hang-up, Connect-Log, and a few others that access RS-232 control lines do not work properly on the Falcon, but everything else does.

ANSITerm 1.91 is the REGISTERED version of ANSITerm, and the registration fee is $15. Mailing address given at the end of this document.

AUTO-LOGON MACROS

The autodialer macros (F1-F3) have been modified to allow you to program ANSITerm to automatically log on to a BBS. Three special characters can be inserted into the macro (by pressing the corresponding function key):
F10 - One second pause (not new to ANSITerm)
F9 - Marker
F8 - Link

When there are no Markers (F9) in a dialer macro, ANSITerm treats it like normal, but if an F9 appears as the first character, then when ANSITerm comes to that macro it will search for the string between that marker and the next marker it finds. It will then respond by transmitting what follows the second
marker.

For example, if the login prompt of a BBS were "Enter user name: ", and you wanted ANSITerm to respond with "Timothy Miller<CR>", then the macro would be entered as "<F9>Enter user name: <F9>Timothy Miller<CR>", where <F9> means to press the F9 key and <CR> means to press the ENTER key (not RETURN).

When you first connect, ANSITerm starts with the first of the three dialer macros (F1-F3) it finds that has an F9 as the first character. As it finds and responds to each one, it goes to the next IN ORDER from F1 to F3, then stops looking.

If there is a "look for" string in a dialer macro and you press that function key to transmit the macro, all characters between the markers will be skipped. In the above example, pressing F1 (if that it where you put the macro) would cause it to send only "Timothy Miller<CR>".

The number of the string that is being searched for will be displayed in place of the decimal point in 'ANSITerm 1.91' in the upper right corner of your screen. I don't know how much ANSITerm is slowed down by the search, and I have given no provision to stop the search. If you find that, after ANSITerm has logged in for you, the decimal point does not reappear, then you know that you did not setup the auto-logon macros correctly.

LINKED MACROS

ANSITerm also now has the ability to link macros together so that they transmit as one long macro. Linking actually inserts one macro into the calling macro so that the calling macro continues where it left off after the one it called is finished. To link, you would press the F8 key, followed by one of the following characters:

1 to 9 - Shift-F1 to Shift-F9 macros (respectively)
A - Shift-F10 macro
X, Y, Z - F1, F2, and F3 dialer macros (respectively)

As an example, one might have a multi-line message tag that they like to append to messages on a BBS. Here is an example of such a tag:

------------- Timothy Miller
------ Two Worlds Publishing
-- Processor Direct Magazine

This macro could be entered as:

(into Shift-F6), "------------- Timothy Miller<CR><F8>7"
(into Shift-F7), "------ Two Worlds Publishing<CR><F8>8"
(into Shift-F8), "-- Processor Direct Magazine<CR>"

There are other things that one could to, such as putting a commonly used handle into, say, Shift-F9, and then placing <F8>9 into all of your auto-logon macros that would need to send that handle.

Some notes: Link and One second pause only work for TRANSMITTING. You cannot link a macro into the "look for" portion of an auto-logon macro. Also, one sure way to crash ANSITerm is to link a macro to itself, whether directly, or in a loop with others. This can cause serious problems.

FAST SCROLL

If you use a high-speed modem, you may have noticed that ANSITerm scrolls a bit slowly (compared to an MS-DOS based terminal program). In my never-ending desire to improve ANSITerm's speed, I have developed a novel TRICK to make ANSITerm scroll many times faster, as long as the top and bottom margins are at their normal positions (lines 1 and 24). You will notice, however, that due to the trick, a copy of the menu bar will flicker faintly on the line just below its normal position while scrolling. This is a small price to pay for such a drastic improvement in speed.
If you don't like the flicker, this option can be turned on and off from the Optn menu.

CONNECT TIME

ANSITerm can now log your calls for you. When you click on the Bufr menu, you will see "Connect Time" at the bottom. When you click on this, you will see |Off|File|Buffer|. These will allow you to:

Off - Turn off call logging
File - Put connect and disconnect notices into a file
Buffer - Append all connect and disconnect messages to the capture buffer

BREAK SIGNAL

Pressing Alternate-B will now transmit a BREAK signal.

END OF LINE WRAP
A minor modification has been made to ANSITerm to make it more compatible with UNIX. Originally, when the cursor was at column 80 and another character was received, the character would be placed in column 80, and the cursor would jump down to the next line. In this version of ANSITerm, the character is placed in column 80, but the cursor stays there unless another character is received. Then the character will be placed in column 1 and the cursor in column 2. In most cases, this is not noticable, and it has essentially no effect on how text is displayed on the screen, but the change allows you to use the VI editor properly without having to have end of line wrap turned off, since many UNIX programs require that you have end of line wrap turned on.

WHERE YOU CAN CONTACT ME
The GEnie address given in the documentation for ANSITerm 1.90 is no longer valid. You can now reach me at the following addresses:

P-DIRECT2 - GEnie
millert@grad.csee.usf.edu - Internet

US Mail:
Timothy Miller
Two Worlds Publishing
7519 Winging Way Drive
Tampa, FL 33615-1519

For anyone who wants a copy of ANSITerm 1.91, they can send me a registration fee at the above mailing address after their 30 day trial period for ANSITerm 1.90 or earlier.

1319. Re: STOS FTP SITE? I know there is one!

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 22:17:04 UTC
From: okoskimi@cc.Helsinki.FI
Message-ID: <316md0$edn@kruuna.Helsinki.FI>
Source record: 183078

In <CtJJ2o.IHI@eskimo.com> levi@eskimo.com (Levi Sebastian) writes:

>Can someone please tell the address for the ftp site in europe that has
>all the STOS support please!!!!

I have only ever heard of one site. It is at ftp.uni-kl.de in the
directory /pub/atari/programming/STOS

Oskari Koskimies okoskimi@kruuna.helsinki.fi

At the source of every error which is blamed on the computer you will
find at least two human errors, including the error of blaming it on
the computer.

1320. WANTED: Lattice C 5.6

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 22:23:17 UTC
From: gcd@efn.org
Message-ID: <CtME6u.2st@efn.org>
Source record: 183061

Hello, I'm looking for a used copy of Lattice C 5.6 for sale
or perhaps trade. Can anyone out there help me with this?

Thanx!

1321. Can't do graphics with GDOS loaded

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 22:51:27 UTC
From: sharpes@c-17igp.wpafb.af.mil
Message-ID: <1994Jul27.225127.16130@afit.af.mil>
Source record: 183082

I've got a 1040ST (bought in 1987) upgraded to 2 meg RAM and TOS 1.04.
When I run GDOS I can't get my data plotting routine to show the plot on
the monitor. The plotting software is from Timeworks DataManager and
SwiftCalc.

Apart from rebooting without GDOS, any tips?

thanks

Dan

1322. Re: Comp's Nodesk

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 22:56:39 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <316on7$hvs@golem.wcc.govt.nz>
Source record: 183060
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <310jbs$smp@bognor.barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
>In article <310bbg$crk@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.)
writes:
>|> **** NODESK ****
>|>
>|>
>|> Does any one know any thing about the Compo's Nodesk,
>|> that I read about in ST-Review Dec, 93..
>If you mean Neodesk, I thought every ST user had it? It's almost as much of a
>must-have as NVDI, especially on older machines.
>Currently at V3 with V4 any day now (say Compo UK who distribute Neodesk over
>here).

No I do meen Nodesk not Neodesk, Nodesk is a German Product sold by Compo,
ge the mag a read....

>|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |

Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

P.S From a real person, not a Copy ! GEnie - r.sheppard5

1323. Re: Multitasking (yep - again !)

Newsgroup: comp.sys.atari.st
Date: 1994-07-27 23:30:04 UTC
From: aw@zaphot.abg.sub.org
Message-ID: <EG2XDAVS1-UP@zaphot.abg.sub.org>
Source record: 182978

In <775252454snz@kitome.demon.co.uk> Martin Kite wrote :

>Hi all,
>
>Now I've got my Mega STe upto a full 4 Mbytes of memory (are the Marpet
>boards available for STe's yet BTW ?) I'm interested in getting a multitasking,
>or task switching at least, system running. I thought about MiNT, but after

I use MagiC 2.00 (the new name for Mag!X) on my 4MB STe. There will also
be a new version for the Falcon within the next months. It is not as
"unix-like" as MiNT (and it still does not offer signal-handling and
extended file-structure of MiNT) - but i think for a slow 68000-machine
MagiC is the best choice. You will notice, that MagiC is faster than a
single-tasking-TOS and really _much_ faster than MiNT or MultiTOS!

MagiC is a _full_ replacement of the TOS - including BIOS, XBIOS,
GEMDOS and AES, VDI based on the KAOS-TOS (do you remember ... ?).
(MiNT is only a replacement for the GEMDOS and it's very dependend of
your build-in TOS). This means there are many bugs of older TOS-version
fixed (serial port handling etc.).

You will get pre-emptive multitasking for TOS-programs and also for
GEM-applications. You will get most of the extensions of the
MultiTOS-AES (64 GEM-windows, windows can be handled in background etc.).
You can configure the time-slices for task-switching, you can also use
cooperative task-switching and you can start programs in "single-mode",
where all other tasks will be "frozen". You can use MagiCDesk, Ease or
Gemini as desktop program.

I didn't have any problems with any program - there are just some old
GEM-applications and games :) wich have to be used in "single-mode" ...
... but they also work fine.

I hope this helps you ...

--
Arno Welzel (aw@zaphot.abg.sub.org)
PGP public key available on request

1324. Re: Atari's finances and future of computer operations

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 00:01:49 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <316she$aog@acmex.gatech.edu>
Source record: 183063

In article <CtM5D1.6Ft@ritz.mordor.com> ritz@ritz.mordor.com (Chris Mauritz) writes:

>P.7 The Company's ability to compete, within its industries, depends,
> in large measure, on its ability to adapt to the rapid technological
> changes, including hardware system, related software, and peripheral
> products. In this regard, the Company is committed to an ongoing
> program of research and development, focused primarily on the Jaguar
> product line. [my comment: looks like Atari computer owners are SOL.]

Why would Atari computer _owners_ be SOL? Perhaps _buyers_, but not owners. The minute Atari made this decision, my MSTE stopped running - NOT! Anyway, be proud of yourself for taking the time to compose a bandwidth wasteful post stating the obvious, stating what has publically said by Atari officials for months, and something 99.9% of anybody with a least interest in Atari computers has know for quite a while.
--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

1325. Shareware/Free GUI tools

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 00:36:31 UTC
From: phillip@asterix.gaul.csd.uwo.ca
Message-ID: <316uif$dl4@falcon.ccs.uwo.ca>
Source record: 183066

Are there any shareware/free GUI tools for the Atari/ST?
If so where can I find them?

1326. Re: Freeze Dried Term

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 01:05:21 UTC
From: julian@loose.apana.org.au
Message-ID: <31708h$3t1@loose.apana.org.au>
Source record: 183068

Marco Boldt (mboldt@news.kn.PacBell.COM) wrote:
: Whats the latest word on a new release? All I need is one feature to be
: added... VT100!

I couldn't agree more. I recently asked what comms prog to use for the
Internet and received heaps of answers. I wasted hours and hours getting
and trying lots of them. Freeze Dried kills them all except for no VT100.
Let's hope the new version arrives soon.
Regards....Julian.
julian@loose.apana.org.au

1327. Re: Atari's finances and future of computer operations

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 01:13:55 UTC
From: troyc@bnr.ca
Message-ID: <3170oj$qv0@bmerha64.bnr.ca>
Source record: 183005

In article <CtM5D1.6Ft@ritz.mordor.com>,
Chris Mauritz <ritz@ritz.mordor.com> wrote:

[All information deleted]

>
>--
>Christopher Mauritz | Ask me about public access unix
>ritz@mordor.com | and interactive internet services.
>Mordor International BBS | BBS: (201)433-7343,(212)843-3451
>Jersey City, NJ | FAX: (201)433-4222

Just when you think Chris has fallen off the face of the earth, he pops
back up with his cheerful pep-talks.

Troy Carpenter
Bell-Northern Research
Atlanta, Georgia
troyc@bnr.ca

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

1328. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 01:44:24 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EG3CDEUQ@dksoft.ping.dk>
Source record: 183072

In <31331o$dfi@mudraker.mtholyoke.edu> Rick Flashman wrote :

>You are not paying for what the software is promised to do, but for what
>it does now. This difference is important, or we would find ourselves
>sued for every bug or limitation that someone ran into. Trust me, this
>has happened in the past to other developers.

Which means, when i buy a peace of software which contains bug's, i pay for
the bug's as well ? What kind of rubbish is that.

If you go out and buy a new car, and find it not working as it's suppose
to, will you pay for it ? I guess not, or at least you'll demand the dealer
fixing the problem, without having to pay for updates, right.
This goes for almost everything, except software.

>If you wrote a program. Would you want someone to go in and modify its
>code? And if they did, and then it erased someone's hard disk, would you
>want them to sue you (over a change you didn't even do)? See how these
>problems can get aggravated. Again, this exact example HAS happened. A
>database company had its program modified by a consultant. The database
>then damaged expensive records, and the end user sued the pants off the
>database company. They (the database company) are not in business any
>more.

If the company asked the consultant to modify the software, then it's the
company responsible too see it done correctly.

>See above. Most developers (especially Atari developers) are pretty poor.
>Just the legal costs for a lawsuit (even if they didn't lose it) would
>bankrupt us. These DISCLAIMERS are necessary to prevent these problems.
>Of course, this never really happens (at least I haven't heard of it
>happening), but you never know. If someone is too lazy to back up their
>hard disk, then drags the drive to the trashcan by accident, should they
>be able to sue us?

I don't think this issue is about illegal copies or piracy. It's more about
the question of developing software which isn't working, and asking money for
this.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

1329. SuperCharger

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 02:06:08 UTC
From: jperez@uhunix.uhcc.Hawaii.Edu
Message-ID: <CtMoI9.66M@news.Hawaii.Edu>
Source record: 183069

I just picked up a SuperCharger (the External PC emulator for the ST) and
I was wondering what version of software was the latest release. I have
1.4 at present. Anybody?

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio -- Lynx - Jaguar - 400 - 800

1330. Disk Mag - Nova

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 02:39:17 UTC
From: ch866@cleveland.Freenet.Edu
Message-ID: <3175ol$549@usenet.INS.CWRU.Edu>
Source record: 183011

I am looking for a UK Disk Magazine called Nova which tailors to
Star Trek series. Is there anyone or anywhere I can get a copy?
Thanks. Mail or FTP... please rep. by e-mail.

--
ch866@Cleveland.Freenet.Edu or usr1322a@tso.uc.edu
-Would you like the pasta or the noodles?
-The marinarra or the red sauce?

1331. Are there English DOCs for Okami-Shell?

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 02:57:50 UTC
From: frank@theshack.demon.co.uk
Message-ID: <775364270snz@theshack.demon.co.uk>
Source record: 183019

Can anyone tell me if there has been an English translation of the DOCs
for the Okami shell, or does anyone have any hints/tips?

Replies via email please, I often miss huge chunks of this newsgroup :-(

Thanks...

--
_____...
__|_____...
|
| Expunged forth from the keyboard of
| Frank Charlton <frank@theshack.demon.co.uk>
| .
| Freelance Atari ST Journalist .
. ST Format Columnist .
. Co-SysOp of Ad.Lib BBS |
..._____|
..._____|

1332. Re: Neodesk 4

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 03:32:55 UTC
From: rflashma@mtholyoke.edu
Message-ID: <3178t7$job@mudraker.mtholyoke.edu>
Source record: 183076

Ofir Gal (ogal@cix.compulink.co.uk) wrote:

> Is it MagiC compatible?

Yes.

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

1333. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 03:39:30 UTC
From: rflashma@mtholyoke.edu
Message-ID: <31799i$job@mudraker.mtholyoke.edu>
Source record: 183071
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Phil Mills (millsp@govonca.gov.on.ca) wrote:
> The companies that claim they're losing a mint to piracy are just
> pulling numbers out of thin air to make a big case and impress the law
> makers/enforcers. Even if they could shut down every one of the warez
> dweebz, it wouldn't add a cent to their profits. (On the other hand,
> focussing on corporate-level theft *might* get them a few extra
> dollars...but not those in the Atari software business.)

If I only had back all the dollars that "non-legal" owners have chewed up
over the years when they call us (usually on our 1-800 line) tring to get
free technical support for something they did not buy...

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

1334. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 03:44:43 UTC
From: rflashma@mtholyoke.edu
Message-ID: <3179jb$job@mudraker.mtholyoke.edu>
Source record: 183070

Kim Andersen (Kim@dksoft.ping.dk) wrote:
> The problem is, if you buy a peace of software which doesn't work they way
> it was suppose to. Whats there to do ? now you'r stuck with a program you
> have paid for, but it doesn't work. Often you can't get a refund, cause the
> dealer/author will not know if you just got it to crack it.

That's why you buy from a reputable developer and/or dealer. We've always
stood behind every product we sold, even if that cost us more money than
the customer paid in the first place.

> Second, you can get a software which do some damage on your equipment, (like
> lose some data on your harddrive), just because of some stupid bug in the
> program.. Who gona pay for this ? again it's the custumor who only took
> the time/chance to support it.

See above.

> My idea is, everything should be released as shareware, so the publich can
> test it before paying anything. I know you did release FANSI as a demo
> version. But what about those funktions which has been limited for registred
> user only. How am i going to tell if they'll work. I can only assume it'll
> work, and if it doesn't, it's just bad luck.

Problem is that most people don't register shareware. A simple fact, but
it creates a very harsh reality.

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

1335. WANTED: Hi-res Atari B&W Monitor (1040STE)

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 04:20:41 UTC
From: muzzle@cs.uq.oz.au
Message-ID: <317bmq$g7@uqcspe.cs.uq.oz.au>
Source record: 183073
Cross-posted to: aus.ads.wanted,aus.ads.forsale.computers,uq.wanted,aus.computers,comp.sys.atari.st

Hi there

A friend of mine is still looking for a hi-res B&W monitor for his 1040STE.

All reasonable offers considered!

Call: Martin on (07) 357-7194 (after hours)

or reply to this mail.

Murray
--
-- Murray Chapman Zheenl Punczna --
-- muzzle@cs.uq.oz.au zhmmyr@pf.hd.bm.nh --
-- University of Queensland Havirefvgl bs Dhrrafynaq --
-- Brisbane, Australia Oevfonar, Nhfgenyvn --

1336. Freeze Dried VT100

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 06:14:48 UTC
From: skenyon@iia.org
Message-ID: <317ico$7c3@ankh.iia.org>
Source record: 183074

I have the Demo of Freeze Dried Terminal which I like. However it is pretty useless for logging onto VT100 machines. Does anyone know if there is a patch to do VT100 on FZT???

Or maybe a ZMODEM program for use with Interlink.

Shane Kenyon
skenyon@ios.com

1337. Re: Starball, ARGH!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 08:15:35 UTC
From: oldcornd@cs.man.ac.uk
Message-ID: <317pf7$j3c@m1.cs.man.ac.uk>
Source record: 183034

In article <BM5yb09.dpj@delphi.com>, dpj@delphi.com writes:
|> Dave,
|>
|> Please, if you have a version that _might_ fix this problem, make it
|> available. I love the game and my donation is on the way to you;
|> but that evil little bug can be very disappointing!!
|>
|> -Dana

New version should be available in a week or so. The Invaderball bug might be fixed, and certainly all the hard drive problems are, and there will be the option to plug in extra sampled FX on STe TT and Falcon.

Dave

1338. Re: Starball question

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 08:17:31 UTC
From: oldcornd@cs.man.ac.uk
Message-ID: <317pir$j3c@m1.cs.man.ac.uk>
Source record: 183035

In article <1994Jul26.092638.26060@dal1>, cordes@ac.dal.ca (John Cordes) writes:
|>
|> Does anyone know how to get StarBall working on a Mega 4 with TOS 1.02? I get
|> 4 bombs when the main program starts to load. TIA.
|>
|> John

If you're running it from a hard drive that might be the problem. If not try holding ALT and CTRL as soon as you double click on it. Try it from a clean floppy with ALT and CTRL held down, that should make it work on just about everything.

Dave

1339. Re: Neodesk 4

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 08:26:41 UTC
From: djs@jet.uk
Message-ID: <1994Jul28.082641.6931@jet.uk>
Source record: 183077

In <CtLqtC.n38@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>>NeoDesk 4...

>Is it MagiC compatible?
Is MagiC compatible with NeoDesk? IF the latter corresponds to published programming guides and API, and if it works with MultiTOS and TOS, then any problems with MagiC must be MagiC's fault. MagiC should emulate the standard API.
--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

1340. Re: Megamax gone!?

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 08:30:44 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <317qbk$b74@bognor.barclays.co.uk>
Source record: 182928

```
In article <CtM8vA.HMK@tandem.com>, gregk@nskernel.tandem.com (kilfoyle_greg) writes:
|> Hi,
|>
|> I just tried to contact Megamax (writers of LaserC) and the person who received
|> my call said that they have gone out of business. Does anyone know when this
|> happened? Was their software handed over to anyone (or the public domain)?
I thought MEgamax went belly up several years ago. I don't think anyone bought
the rights to the C compiler.

--
+-------------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------+
```

1341. Re: what's sms2?

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 10:12:29 UTC
From: rdzidlic@cip.informatik.uni-erlangen.de
Message-ID: <3180adEa90@uni-erlangen.de>
Source record: 183091
Cross-posted to: comp.sys.atari.st,comp.sys.sinclair

roklein@wilbur.zdv.Uni-Mainz.DE (Robert Klein) writes:

>In <3153nd$pvj@faui07d.informatik.uni-erlangen.de>,
>Richard Zidlicky (rdzidlic@faui07d.informatik.uni-erlangen.de) wrote:
>: shall@oregon.uoregon.edu (Stanley Wayne Hall) writes:

>: >Saw an article in ST Format, I believel, that showed the Furst ltd. product
>: >SMS2 that seems great. Hope you've seen it. What do you know/think/speculate?

>: it is closely related to QDOS, sinclair QLs operating system.
>: It seems now that they will offer it for a wide variety of
>: machines, expanded QLs, ATARIs, QXL(68040 card for PC) and
>: may be other 68k based computers.

>no, no, no!
>SMS2 is only for the Atari Computers (plug in ROM), the other thing around
>is SMSQ, running on QL GC, QL SGC, QXL, QVME, ATARI (according to latest
>Merz info).

What I deduced from their latest info in the QUASAR is that they
want to merge SMSQ and SMS2 to one system. This is suposedly more
QDOS compatible then plain SMS2 and should be the (almost) the same
for GC,SGC,QXL, ATARI and potentially any 68k machine.

#+speculation-on
I believe SMS2 won't be sold separately any more
#-speculation-off

>: The system is very fast multitasking and offers a GUI which
>: evolved on QDOS and is quite capable but also a bit difficult
>: to program.

>That"s right, but I think programming is easier than to program OS/2
>or Windowz.

>: Other software available is a PD ansi c compiler, lots of ported
>: unix/gnu texttools and probably most modern QDOS software.

>Since I heard of SMSQ I have my doubts, if all this will run under SMS2,
>but I don't know anything :-(
>But nNO doubt, that ALL of Merz products WILL run under SMS2.

Bye
Richard

1342. Transputer Addon

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 10:31:24 UTC
From: P.J.Groves@bristol.ac.uk
Message-ID: <8938.9407281030@mail.bris.ac.uk>
Source record: 183079

Did Atari ever release their transputer addon for the ST series. I believe they were talking about it 3 years ago. It had a target price of 600 pounds sterling and could be fitted with up to 4 transputers.

1343. Re: Transputer Addon

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 10:37:55 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <3181q3$b74@bognor.barclays.co.uk>
Source record: 182929

The released in limited numbers the full blown Transputer Workstationm, ATW, Abaq whatever it was finally called. Kuma(?) also released a one transputer box that could be attached to the ST and programmed. I don't believe the Kuma device is still available though.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

1344. Re: MPEG viewer for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 10:43:31 UTC
From: steve-j@teleport.com
Message-ID: <31824j$jo8@elaine.teleport.com>
Source record: 183080

In article <h54118.775317126@sakura>,
Christian_Goltz <h54118@sakura.kudpc.kyoto-u.ac.jp> wrote:

>I'm looking for a MPEG viewer for the Falcon -
>I think there's such a thing, but where?

Yes, there is MPEGPLAY.TTP available on atari.archive.umich.edu
in, I would THINK, the atari/Falcon/Graphics directory. It doesn't
use the DSP, so it only gets about 1fps using the 16MHz 68030.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

1345. Re: Transputer Addon

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 10:47:07 UTC
From: steve-j@teleport.com
Message-ID: <3182bb$jqj@elaine.teleport.com>
Source record: 183081
Body handling: HTML body converted to readable text

In article <8938.9407281030@mail.bris.ac.uk>,
PJ. Groves wrote:

>Did Atari ever release their transputer addon for the ST series. I
>believe they were talking about it 3 years ago. It had a target price of
>600 pounds sterling and could be fitted with up to 4 transputers.

No. Although I believe Atari U.K. did some 'preliminary' R&D on
the STT, I think they gave up on it fairly quickly.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

1346. Re: Vroom and Formula One

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 11:03:48 UTC
From: csterpin@vub.ac.be
Message-ID: <3183ak$hjv@rc1.vub.ac.be>
Source record: 183083

Kim Andersen (Kim@dksoft.ping.dk) wrote:
: In <CsyGyq.20q@freenet.carleton.ca> Stephen Mulrine wrote :

: >Well, I'd go along with that much. F1 is almost tediously realistic.
: >Vroom, on the other hand, is blisteringly fast and has the null modem head-
: >to-head option. It has a lot less depth than F1 but is much more fun to
: >play.
: >
: >Stephen
: >

: I'll not say i disagree, cause i dont. But F1 is beeing played right now
: via network. Well, what we do is to set up an tournement and then after
: one has driven, then we make a backup of the save game, and send it to the
: next in the row, (pretty funny). F1 on the Falcon is very fast, and runs
: smoothly. I have yet to try Vroom on my Falcon, but as you said, it's fast
: as well.

: Greets
: Kim

Is vroom working on Falcon ?, I have try but no results...
If you can run Vroom on your Falcon, tell me how to do..

Cster

1347. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 11:28:35 UTC
From: millsp@govonca.gov.on.ca
Message-ID: <1994Jul28.112835.9030@govonca.gov.on.ca>
Source record: 183084
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <31799i$job@mudraker.mtholyoke.edu> rflashma@mtholyoke.edu (Rick Flashman) writes:

>If I only had back all the dollars that "non-legal" owners have chewed up
>over the years when they call us (usually on our 1-800 line) tring to get
>free technical support for something they did not buy...
A point I hadn't considered....

To be more specific then, when companies, and groups such as SPA,
publish statements such as, "We estimate that there are [x*100000]
pirated copies of product [Y] in the world, each with a retail value of
$499.95. Therefore we've lost [x*100000*499.95] dollars of revenue to
piracy," the lack of logic annoys me. Something in the back of my mind
says, "these weasels are trying to make a case for royalties on blank
diskettes!"

I can always hope that their code makes more sense than their press
announcements.

1348. 1040 STE - UK - 100 Pounds!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 11:39:00 UTC
From: adamg@compnews.co.uk
Message-ID: <3185ckINNfcm@cardamom.compnews.co.uk>
Source record: 183085

```
For Sale in the UK:

Atari 520 STE, upgraded to 1040 k
- Stereo Sound, 4096 colours, Blitter etc.
+ Two disk drawers, about 150 disks - games, apps,
blank discs, Joysticks, adaptor, books.

100 (Yes, I said ONE HUNDRED!!!) pounds for a quick sale!
+ delivery.

email adamg@compnews.co.uk if you're interested...

--
O=============================================================O
| Adam Greenwood, IS-Eng, PA Data Design Page: 0941 116885 |
| email adamg@compnews.co.uk Tel: (0532) 344511 x2219 |
O=======================================O=====================O
| "Good morning Mr Tyler, going... down?" | These Opinions are |
| - Aerosmith - | mine, all mine, |
| 'Love in an Elevator' | Muahaha!!! |
O=======================================O=====================O
```

1349. SC1435 AS NEW! - UK - 100 Pounds!!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 11:46:23 UTC
From: adamg@compnews.co.uk
Message-ID: <3185qfINNfcm@cardamom.compnews.co.uk>
Source record: 183003

For Sale in the UK:

Atari SC1435 Colour Monitor, hardly used, boxed with manual
and leads.

100 (Yes, I said ONE HUNDRED!!!) pounds for a quick sale!
+ delivery.

email adamg@compnews.co.uk if you're interested...

--
O==O
| Adam Greenwood, IS-Eng, PA Data Design Page: 0941 116885 |
| email adamg@compnews.co.uk Tel: (0532) 344511 x2219 |
O=======================================O====================O
"Good morning Mr Tyler, going... down?"	These Opinions are
- Aerosmith -	mine, all mine,
'Love in an Elevator'	Muahaha!!!
O=======================================O====================O

1350. 120-D Printer - UK - 40 Pounds!!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 11:49:32 UTC
From: adamg@compnews.co.uk
Message-ID: <31860clNNfcm@cardamom.compnews.co.uk>
Source record: 183004

```
For Sale in the UK:

Citizen 120D 9-pin printer, plus paper & spare ribbons,
boxed with manual and ST lead, works perfectly.

40 (Yes, I said FORTY!!!) pounds for a quick sale!
+ delivery.

email adamg@compnews.co.uk if you're interested...

--
O=============================================================O
| Adam Greenwood, IS-Eng, PA Data Design Page: 0941 116885 |
| email adamg@compnews.co.uk Tel: (0532) 344511 x2219 |
O=======================================O=====================O
| "Good morning Mr Tyler, going... down?" | These Opinions are |
| - Aerosmith - | mine, all mine, |
| 'Love in an Elevator' | Muahaha!!! |
O=======================================O=====================O
```

1351. Sampler & Digitiser - UK - 40 Pounds!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 11:53:04 UTC
From: adamg@compnews.co.uk
Message-ID: <318670INNfcm@cardamom.compnews.co.uk>
Source record: 183086

For Sale in the UK:

For the Atari-ST:

Stero Replay Sound Sampler, excellent sampler, boxed with s/w and
manual.

Vidi-ST Video Digitser - superb graphics from video, easy
to use.

40 pounds for both!!!!!!!! Or make me an offer on either.
+ delivery.

email adamg@compnews.co.uk if you're interested...

--
O===O
| Adam Greenwood, IS-Eng, PA Data Design Page: 0941 116885 |
| email adamg@compnews.co.uk Tel: (0532) 344511 x2219 |
O=======================================O=====================O
"Good morning Mr Tyler, going... down?"	These Opinions are
- Aerosmith -	mine, all mine,
'Love in an Elevator'	Muahaha!!!
O=======================================O=====================O

1352. Copyright Laws...!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 11:56:45 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3186dt$plm@golem.wcc.govt.nz>
Source record: 183087
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

A few Points I would like to mention about Copyright and the Laws in New Zealand...

Some of the USA shrinkrap software Licence agreements can no be enforced here in N.Z, they are just no Legal...

A person that has a Legal copy of TOS 1.6 is entitled to a full working copy (TOS 1.62) with out the Bugs, by any means possible, that does mean getting a copy of these ROMs, on this point the Law is on his side..

This person should not have to buy ROMS at all, also TOS 2.06 ROMs have problems with a lot of Software, to suggest that this person has to get the Software upgraded, get real, most of these software houses no longer exist, how do I update my Copy of Script...?

Also to suggest that you can't alter Copyrighted software, gee look at all the patch programs for TOS, like KAOS TOS 1.4, did Atari shut them down, no, as it does not have a case....

A friend of mine a few years back brought a copy from the USA the Atari Wordperfect, as it was much cheaper than here, some time later he heard about a update and send his warranty card back to Wordperfect, some months later he received a letter from the agents here, asking some $600nz for New Zealand registration, this was more than he paid for it in the first place, he asked the agents here what he would be getting for his $600, they could not tell him...

Since then Wordperfect Corp has instructed there agent here to have every imported copy of Wordperfect to be confiscated by customs here, as they hold the Copyrights.....

The same has happened to Apple computer imports, the import agent holds the Copyrights...

The Problems with all this is that most USA PC software is some 5 times the USA Price, this is also correct for the new Power Macs..

Current exchange rate = 1.66 times the USA $

A person time time back wrote a article in a New Zealand Mag and refered the software importer/agents as Pirates here, as there high prices = theft...

One of the Big problems here is schools, they copy any thing they can get, if a school has 10 PC computers in can't afford to get 10

copies of ther software, they just don't have the money, and the government here does not help at all...

Please Please don't get me wrong I have more brought pieces of software then most of you on this net, I wonder how many of you that has a illegal copy of some piece of software...

Own up those that have illegal copies of UIS III..

And NOTE: I have been asked for copies of Neodesk many time, even last week..

As the Bible states, those with out sin can cast the first stone...

So why not try and be honest with your self ...!!

From a owner a a Rwal Atari computer, nou one of those Copies that I keep hearing about....

Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

P.S From a real person, not a Copy ! GEnie - r.sheppard5

1353. Re: atari-future products?

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 12:06:21 UTC
From: ma2ljg@midge.bath.ac.uk
Message-ID: <CtnGAo.Bsu@midge.bath.ac.uk>
Source record: 183089

In the referenced article, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>I have also heard a rumour from 'high up' in Atari UK about new
>machines. Note the plural.
>
Are we taliking about the TT clones we already know about or something
new? How reliable is this rumour , ie how many people have been between
the start of the rumour and when you recieved it?

>Also, Atari have licensed the Falcon design to one of the music
>companies, so there is (or will be?) growth there.
>

Are the any facts here , or just more speculation?

>The future isn't exactly rosy, but there *is* good hardware out there,
>with more to come (although maybe not from Atari).

Lets hope so .

Les

1354. Re: Neodesk 4

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 12:49:49 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3189hd$g2u@percy.cs.bham.ac.uk>
Source record: 183010

djs@jet.uk (David Stevenson) writes:
>In <CtLqtC.n38@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>
>>>NeoDesk 4...
>
>>Is it MagiC compatible?
>Is MagiC compatible with NeoDesk? IF the latter corresponds to published
>programming guides and API, and if it works with MultiTOS and TOS, then any
>problems with MagiC must be MagiC's fault. MagiC should emulate the
>standard API.

Unfortunately, I understand that current MagiC versions are not too
good in this respect, although the authors are apparently working to
make it better. For me, this is one good reason not to run MagiC.

Can any MagiC users post any programming experience? Like, how do you
check for certain things like available AES functions.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1355. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 12:50:26 UTC
From: rflashma@mtholyoke.edu
Message-ID: <3189ii$lg4@mudraker.mtholyoke.edu>
Source record: 183008

Kim Andersen (Kim@dksoft.ping.dk) wrote:

> Which means, when i buy a peace of software which contains bug's, i pay for
> the bug's as well ? What kind of rubbish is that.

You make it sound like bug's are intentional. If you buy a book and the
author has a confusing and grammatically incorrect sentence in page 232,
do you demand that the author fix the sentence and send you a new book?
This, again, goes into the whole issue about buying software from a
reputable developer. As our users know, we've gove out of our way to fix
any and all bugs in our software and making these available through
downloadable patches.

> If you go out and buy a new car, and find it not working as it's suppose
> to, will you pay for it ? I guess not, or at least you'll demand the dealer
> fixing the problem, without having to pay for updates, right.
> This goes for almost everything, except software.

First of all, most software from reputable developers works. So this
example doesn't even happen. The issue is if you find a bug. We've always
jumped right in to fix our bugs. However, we still feel we have to print
a disclaimer, this is necessary because of the legal climate in the U.S.

> If the company asked the consultant to modify the software, then it's the
> company responsible too see it done correctly.

Hmmm. Obviously you are not aware with the way liability lawsuits work
here in the U.S. The more correct answer is "if the company can convince
a jury that the developer should have found a way to prevent tampering,
they can find the developer negligent and ask for damages (money)".

> I don't think this issue is about illegal copies or piracy. It's more about
> the question of developing software which isn't working, and asking money for
> this.

We've never done this. We don't plan to start, either.

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

1356. ****** PLEASE READ MW ******

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 12:52:07 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <3189ln$8j9@infa.central.susx.ac.uk>
Source record: 183088

Sorry to post one of these really annoying postings but IT IS
IMPORTANT!!!!!

Please, please, please, can anyone that i've had contact with just drop
me a quick line with your address.

My pain in the arse systems manager has just wiped my email account
completely so I no longer have anyone's address.

This is much appreciated!!!!

Thanks again, Steven.
(kaps3@central.susx.ac.uk)

1357. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 12:53:11 UTC
From: rflashma@mtholyoke.edu
Message-ID: <3189nn$lg4@mudraker.mtholyoke.edu>
Source record: 183009
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Phil Mills (millsp@govonca.gov.on.ca) wrote:

> To be more specific then, when companies, and groups such as SPA,
> publish statements such as, "We estimate that there are [x*100000]
> pirated copies of product [Y] in the world, each with a retail value of
> $499.95. Therefore we've lost [x*100000*499.95] dollars of revenue to
> piracy," the lack of logic annoys me. Something in the back of my mind
> says, "these weasels are trying to make a case for royalties on blank
> diskettes!"

Not being a member of the SPA I haven't really paid attention to their statements. However, I wasn't aware that any Atari developers were members of the SPA. So their figures (however innacurate) don't really apply to our market. Trust me, if I was selling 1,000 copies a month of a program on the PC market, I would not be as concerned about piracy. I could at least then maybe afford a vacation once in a while. The Atari market is unique because if we lose 10 sales, it might make the difference that month if we can meet our payroll!

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

1358. Re: Fidonet Mailer Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 13:07:50 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EG3OAGUQ@dksoft.ping.dk>
Source record: 183098

In <313bgv$qu1@cougar.multiline.com.au> Dave Cook wrote :

>Hi,
>
>Does anyone know where I can find a fidonet mailer and reader
>that is compatible with the Falcon.
>
>I have looked on several Internet sites, but am unsure what
>filename I should be looking for :)
>
>Any help is much appreciated.
>

I'm not sure if any of these are on any Ftp sites, but you should look for:
BinkleyST (mailer)
Semper (mailer)
Led (mail-reader)
IOSmail (mail-tosser)

Greets
Kim

Ps, if you can't find it anywhere, try connect to an atari BBS.

--

-- --
UPoint News-Signature
-- --

1359. Re: PIRACY! Was: Re: WANTED dump 1.62;2.6;3.6 WAN

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 13:18:02 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EG3OAGUT@dksoft.ping.dk>
Source record: 183099

In <9407261428.AA04226@ilmen.lanl.gov> Hutch wrote :

>If there are, in fact, UK firms selling unlicensed copies of Atari TOS ROMs,
>then they are doing so illegally... and that's not just by U.S. laws!
>

Says who ??

A little story from the real world.
A company here in Denmark got the permission to translate Tos 2.06 to
danish. In fact they got the permisson to do whatever they wanted with
the Tos, just as long Atari Co. isn't responsible for anything around it.
Now they'r translating the German Tos 2.06 to danish and sell it. They havn't
got any licens to do it, they were just told by atari Co. that they really
didn't care at all about their Tos.

Maybe this is illegal, but it sure did help that many people bought this
Tos.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

1360. Re: atari-future products?

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 13:27:20 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <318bno$gsg@percy.cs.bham.ac.uk>
Source record: 183012

ma2ljg@midge.bath.ac.uk (L J Greenhalgh) writes:
>In the referenced article, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>
>>
>>I have also heard a rumour from 'high up' in Atari UK about new
>>machines. Note the plural.
>>
>
>Are these the TT clones we already know about , or are they machines
>we haven't heard about? How reliable are these rumours , unless you
>heard them directly Im not inclined to beleive them.

They were not the TT clones. My source is well placed in the UK commercial scene, and heard it personally from (etc). Of course, I'm as sceptical as the next man, and will believe it when I see it. Thought it was worth mentioning at any rate.

>>Also, Atari have licensed the Falcon design to one of the music
>>companies, so there is (or will be?) growth there.
>>
>
>Is this speculation or are there any facts?

No, that is fact. There was a press release from Atari a few weeks back, maybe someone still has a copy?

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1361. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 13:47:42 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EG3OCHUW@dksoft.ping.dk>
Source record: 183100

In <1994Jul27.130844.1223@govonca.gov.on.ca> Phil Mills wrote :

>In <Up-EG2ADIUW@dksoft.ping.dk> Kim@dksoft.ping.dk (Kim Andersen) writes:

>Like I said, the conditions are part of the product. If you don't like
>the conditions, don't buy the product. (As an example, Borland came out
>years ago with a better-than-average licensing policy. I bought some of
>their products rather than their competitors' products mostly because of
>it. Early this year, Borland brought out a remarkably stupid licensing
>policy for one of their compilers; CompuServe users flamed it to cinders
>and Borland backed off.)

Yes, but when a peace of software is tested, it's often not tested with all
Tos's, (and we do have a few), and because of that there may be troubles
with some but not all. Often when a program bombs, it's due to other applcations
running at the same time.. Who's there to blame now ?
No matter how you twist it, the cuctumors are the losers.

>By letting it sit on the seller's shelf?

But the seller doesn't have it either. You can order it by mail-order, but
you'r not able to test it. And also you might end up in the same situation
as i just descriped above.

>Demo versions, magazine reviews, the Internet, friends and co-workers,
>in-store demonstrations.... I certainly realize that there's not as
>much information for those of us in the Atari world, but we knew that
>going in, right?
>

Yes, there are many options, but:
1. a test in a magazine doesn't cover all of it.
2. Internet, well could come in hand as well as our other networks, but this
isn't good enough. You'r testing the software on another equipment.
3. Friends and co-workers is probably the best methode, borrow the software
from a friend, and now you can test it.
4. in-store demostrations, not such an good idea. Those guy's are after your
money, and often don't know enough about the software themself.

Here in Denmark we got two stores left, and one of which doesn't have any
machines any longer. Am i to travell through the country, just to test some
piece of software, and probably find it not working the way it's suppose to
?

Greets
Kim

```
--

-- --
UPoint News-Signature
-- --
```

1362. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 13:58:22 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EG3OCHVA@dksoft.ping.dk>
Source record: 183001

In <1994Jul27.125632.29983@govonca.gov.on.ca> Phil Mills wrote :

>You're quite right and it's unfortunate. But does it justify stealing?

No ofcouse not. But let's invistigate this abit. Who's the one stealing ?
I'm the custumor who just bought a piece of software, and find it not
working. Now i want my money back, but can't have it due to the chance
that i have bought the software to crack it.
I'll ask you again, who's the one stealing ?

>Do cars always work 100% correctly when they're purchased? Do
>dealers/manufacturers correct all the faults for free? (Hint: Ralph
>Nader, Unsafe at Any Speed)

No cars doesn't always work, but then you have at least 1 year guarantee
and the problems is fix'd by the dealers.
This is something you can't say about software.

>
>Should we steal cars from dealers' lots and "check them out" until we
>find the perfect one that doesn't exhibit some "bug" after a week of
>driving? (Note: Yes, I know there are differences between stealing
>software and stealing material goods...but, here, I'm just talking about
>whether there's justification for the act.)

No, and you'r wrong. When buying a car, you get the chance to test it.
Also you have the guarantee i just mention above.

>
>There are *LOTS* of problems with the software industry, but those
>problems aren't the reason for theft; criminals who want to steal are
>the reason for theft.
>

I don't like to call it theft. I would rather call it borrow to test.
Like i said in my first message. All software should be shareware.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

1363. Re: atari-future products?

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 13:58:31 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <318di7$fm6@bognor.barclays.co.uk>
Source record: 182930

In article <CtnGJK.CBG@midge.bath.ac.uk>, ma2ljg@midge.bath.ac.uk (L J Greenhalgh) writes:
|> >Also, Atari have licensed the Falcon design to one of the music
|> >companies, so there is (or will be?) growth there.
|> >
|>
|> Is this speculation or are there any facts?
There are at least 2 Falcon licencies to my knowledge.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

1364. Re: Neodesk 4

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 14:17:09 UTC
From: djs@jet.uk
Message-ID: <1994Jul28.141709.4744@jet.uk>
Source record: 183090

In <3189hd$g2u@percy.cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>Unfortunately, I understand that current MagiC versions are not too
>good in this respect, although the authors are apparently working to
>make it better. For me, this is one good reason not to run MagiC.
The main reason I don't have MagiC is that it doesn't support the Falcon.

>Can any MagiC users post any programming experience? Like, how do you
>check for certain things like available AES functions.
Normally, you would check for AES version. If the AES version supports
appl_getinfo, then you check there too. One problem is that MagiC returned
3.99 as the AES version, so people expected all of the 3.30 and 3.40 AES
functions to be supported. There is now a patch (not to correct MagiC,
but to make it return 3.[23?]9 instead of 3.99!).

I'm sure it will be very nice when it's finished. I have been told
(can't remember the source, sorry) that the authors are not working on it
at all now, but are doing NVDI updates instead.
--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1365. Re: Tex (LaTEX)

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 14:30:03 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <CtnMy4.Etx@watserv2.uwaterloo.ca>
Source record: 183094

In article <1994Jul27.121910.8257@ibr.cs.tu-bs.de>,
Kielhorn <c0031098@ws.rz.tu-bs.de> wrote:
>And when you use MiNT you may hava a look at Lindner-TeX.
>It supports long filenames on Minix-FS.
>
>And you may want to use DVI_2.12 as a DVI-Viewer / printer to
>print in landscape mode, with multiple pages on on sheet and some
>nice little features, including font-libraries that save some
>disk space.
>And DVI is able to use printer fonts to preview your files
>=> you need only on set of fonts :-)
>
>--

As far as I know both of these (Lindner-TeX and DVI_2.12) are
only in German. TeX is complex enough as it is let alone
having no documentation that you can read. I use CS-TeX
but I have Lindner TeX sitting on some floppies until the
day I can find someone (or have time myself) to set it up.

DVI_2.12 looks pretty good but I haven't managed to get it working.
I can't read the docs and I get some sort of error messages
that I can't read either. It's too bad because I would GLADLY
pay shareware fees for programs of this calibre if I could
actually use them.

The same goes for Gemini - v1.999 looks excellent but either
it has some minor bugs or I just haven't set it up right. Again,
without documentation you can spend a lot of time and get nowhere.

Sam

+---+
| Samy Mesbah "Karma can only be apportioned by the cosmos" |
| EE Grad Student -Homer Simpson |
| University of Waterloo (sasmesba@kingcong.uwaterloo.ca) |
+---+
| "Men go crazy in congregations but they only get better one by one" |
| -Sting, _All This Time_ |
+---+

1366. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 14:31:19 UTC
From: millsp@govonca.gov.on.ca
Message-ID: <1994Jul28.143119.24068@govonca.gov.on.ca>
Source record: 183093
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3189nn$lg4@mudraker.mtholyoke.edu> rflashma@mtholyoke.edu (Rick Flashman) writes:

>However, I wasn't aware that any Atari developers were
>members of the SPA.
Perhaps there aren't. I work and play in so many different "platform"
markets that I lose track.

>The Atari
>market is unique because if we lose 10 sales, it might make the
>difference that month if we can meet our payroll!
Perhaps not that different...they make more sales; they "lose" more
sales; they have a bigger payroll.

It all comes down to (for the point I was trying to get at) whether you
count one pirated copy of a program as one lost sale. I think that the
people who support that equation are either fooling themselves or have a
hidden (almost) agenda.

If you had some way of knowing that you were being paid for all the
copies that anyone would be willing to buy no matter whether they were
able to steal copies or not, would you still want to stamp out software
theft?

(Personally, I vote yes...not because it makes good business sense, but
because I don't like having a thief think he's made a mark out of me.)

1367. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 14:33:46 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9407281348.AA04630@ilmen.lanl.gov>
Source record: 183092

In article EG3CDEUQ@dksoft.ping.dk, Kim@dksoft.ping.dk (Kim Andersen) writes:
>
>Which means, when i buy a peace of software which contains bug's, i pay for
>the bug's as well ? What kind of rubbish is that.

If you purchase your software from a reputable developer and you discover real bugs (features that are supposed to work but do not), the developer will either refund your money or fix the bugs. That is not rubbish... it's called customer support.

>I don't think this issue is about illegal copies or piracy. It's more about
>the question of developing software which isn't working, and asking money for
>this.

I don't know what you mean by 'this issue' as the original thread DID start out by talking about software piracy (specifically the theft of ROM code).

If you buy software that works but doesn't include features you would like to see, this does not make it buggy software. On the other hand, if a dev sells software that does not work as advertised then obviously this is wrong. But you make it sound as if every single software developer in the world is guilty of this and THAT my friend _is_ rubbish.

-Hutch- @ Fair Dinkum Tech

1368. Linking STs

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 14:36:01 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <318foh$a45@infa.central.susx.ac.uk>
Source record: 183097

MIKENET is available at the hensa archive and claims that you can let STs share a hard drive.

Anyone have any experience of using two machines on one drive, linking via midiports (what you need) or using this software.

Thanks.
Steven

1369. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 14:41:22 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9407281356.AA04640@ilmen.lanl.gov>
Source record: 183095

In article 9030@govonca.gov.on.ca, millsp@govonca.gov.on.ca (Phil Mills) writes:
>
>To be more specific then, when companies, and groups such as SPA,
>publish statements such as, "We estimate that there are [x*100000]
>pirated copies of product [Y] in the world, each with a retail value of
>$499.95. Therefore we've lost [x*100000*499.95] dollars of revenue to
>piracy," the lack of logic annoys me.

I too have often wondered about the validity of their statistics. But
the point is, who knows how much potential revenue is _actually_ lost?
From that perspective, their guess is as good as the next guy's.

>Something in the back of my mind says, "these weasels are trying to make
>a case for royalties on blank diskettes!"

Weasels??? Gee, a bit harsh, eh mate? After all, THEY are not the ones
committing any crimes (unless you consider gross exaggeration a crime).

>I can always hope that their code makes more sense than their press
>announcements.

Er... remember that SPA is only a representative organization; a lobbying
group if you will (like the IAAD). SPA doesn't produce any code. To my
knowledge, no Atari developers are SPA members because the membership
fees are outrageously expensive... several thousand $$$ per year, AFAIK.

-Hutch- @ Fair Dinkum Tech

1370. Re: Megamax gone!?

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 14:45:56 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9407281400.AA04646@ilmen.lanl.gov>
Source record: 183096

In article HMK@tandem.com, gregk@nskernel.tandem.com (kilfoyle_greg) writes:
>
>I just tried to contact Megamax (writers of LaserC) and the person who received
>my call said that they have gone out of business. Does anyone know when this
>happened? Was their software handed over to anyone (or the public domain)?

Ah, Megamax has been gone for some time, at least 3-4 years I think. I have no
idea if anyone bought the rights to their Atari code. Maybe someone else?

But just because the company is gone, do NOT assue their copyright is no
longer in force. It doesn't work that way... although good ol' Roger will
probably try to convince us that it's OK in New Zealand. :)

-Hutch- @ Fair Dinkum Tech

1371. Re: MPEG viewer for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 15:16:31 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94209.111632STIRRE31@MAINE.MAINE.EDU>
Source record: 183029

I've asked this before and probably missed the answer. Are any
MPEGs available via FTP? I got the MPEG player (for no real
reason) and would just like to try it out.
-scott tirrell

1372. Re: Copyright Laws...!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 15:22:46 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9407281437.AA04651@ilmen.lanl.gov>
Source record: 183002

In article plm@golem.wcc.govt.nz, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>A few Points I would like to mention about Copyright and the
>Laws in New Zealand...
>
>Some of the USA shrinkrap software Licence agreements can no be
>enforced here in N.Z, they are just no Legal...

Oh, and just which license agreements are not legal in NZ, Roger?
Give us some specifics.

>A person that has a Legal copy of TOS 1.6 is entitled to a full
>working copy (TOS 1.62) with out the Bugs, by any means possible,

ANY means possible? Rather far-reaching powers aren't they?

>This person should not have to buy ROMS at all, also TOS 2.06 ROMs
>have problems with a lot of Software,

Very few incompatabilities in my experience.

>to suggest that this person
>has to get the Software upgraded, get real, most of these software
>houses no longer exist, how do I update my Copy of Script...?

I don't know, but is that Atari's fault? Well, actually it might be. :)
The point is does that legally entitle you to steal Atari's s/w?

>Also to suggest that you can't alter Copyrighted software, gee look
>at all the patch programs for TOS, like KAOS TOS 1.4

No, no, no, Roger, you missed the point entirely. Developers don't
want you changing their copyrighted software, mucking it up, and
then claiming that THEIR software is defective. That's the issue.

[...]

>Since then Wordperfect Corp has instructed there agent here to
>have every imported copy of Wordperfect to be confiscated by
>customs here, as they hold the Copyrights.....

Bum deal, but this has nothing to do with copyrights at all.

>The same has happened to Apple computer imports, the import
>agent holds the Copyrights...

No, the import agent may hold the 'distribution rights' to a specific
geographical area, but that's not the same as copyrights.

>The Problems with all this is that most USA PC software is some 5
>times the USA Price, this is also correct for the new Power Macs..

I'm aware of this having lived in Oz for a few years. Another bum
deal, but what's your point? This does NOT justify piracy!

>One of the Big problems here is schools, they copy any thing [...]

Again, what's your point? Does that make it OK for YOU to steal?

>Please Please don't get me wrong I have more brought pieces of
>software then most of you on this net,

Hmmmm... in consideration of your comments over the past few days,
somehow I find that very difficult to believe. ;-)

>And NOTE: I have been asked for copies of Neodesk many time, even
>last week..

And I'm sure your friends are grateful for the copies you gave them. :)

>I wonder how many of you that has a illegal copy of some piece of software...
>Own up those that have illegal copies of UIS III..
>So why not try and be honest with your self ...!!

Why is it that software pirates always seem to think that _everyone_
else in the world steals software too? AFAIK, I have no copies of
pirated software and the little shareware software I use is registered.
And yes, I have a copy of UIS III (great s/w)... bought from ST Informer
at a Glendale show ages ago and upgraded many times over the years.

Roger, this is getting silly <again>. The whole point is that you
advocated the theft of copyrighted software and admitted to owning
illegal TOS ROMs yourself. To make matters worse, you flamed others
for trying to educate the original poster about right vs wrong. This
does not do much for your public image, mate. ;-)

Do what you will in the privacy of your own home. But do us all a
favor by not publicly promoting _any_ form of software piracy. When
you do so that's just like rubbing all developers' noses in the dirt
and hey... after awhile that hurts! :)

"What goes around, comes around."

-Hutch- @ Fair Dinkum Tech

1373. Re: Can't do graphics with GDOS loaded

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 15:37:49 UTC
From: aspect@cats.ucsc.edu
Message-ID: <318jcd$m6l@darkstar.UCSC.EDU>
Source record: 183007

In <1994Jul27.225127.16130@afit.af.mil> sharpes@c-17igp.wpafb.af.mil (Civ Daniel G. Sharpes;YCEF;DSN785-3341;) writes:

> I've got a 1040ST (bought in 1987) upgraded to 2 meg RAM and TOS 1.04.
>When I run GDOS I can't get my data plotting routine to show the plot on
>the monitor. The plotting software is from Timeworks DataManager and
>SwiftCalc.

Well, I know when I was playing around with programming with GDOS loaded, my VDI routines defaulted to a virtual 32000 x 32000 screen size, thus all grpahics which tried to draw to a 640 x 400 screen were scrunched in the corner. I don't know TDM or how it was oprogrammed, but maybe this is the case??

~Chris
> Apart from rebooting without GDOS, any tips?

>thanks

>Dan

1374. what's with comp.sys.atari.announce

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 15:39:10 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <318jeu$2ni@usenet.INS.CWRU.Edu>
Source record: 183006

What's with comp.sys.atari.announce???

Any postings that are put up there are deleted in less than a week.

Shouldn't there be a minimum of two weeks?

The postings just placed up there will probably only last a few days and
I don't see any new postings be approved.

Just wondering if the moderator of that area is still alive.

Len

--

1375. Re: Freeze Dried VT100

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 15:46:04 UTC
From: dpj@delphi.com
Message-ID: <5C+STW0.dpj@delphi.com>
Source record: 183024

Shane Kenyon <skenyon@iia.org> writes:

>Or maybe a ZMODEM program for use with Interlink.

You can use XYZ.TTP, I believe, for Z-modem and Interlink. It's been
a long time since I've used that combination, though (I use Flash II now).

-Dana

1376. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 15:55:24 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <318kdc$fm6@bognor.barclays.co.uk>
Source record: 182927

In article <Up-EG3OCHVA@dksoft.ping.dk>, Kim@dksoft.ping.dk (Kim Andersen) writes:
|> In <1994Jul27.125632.29983@govonca.gov.on.ca> Phil Mills wrote :
|> No ofcouse not. But let's invistigate this abit. Who's the one stealing ?
|> I'm the custumor who just bought a piece of software, and find it not
|> working. Now i want my money back, but can't have it due to the chance
|> that i have bought the software to crack it.
|> I'll ask you again, who's the one stealing ?
Why would you buy software to crack? You buy it to use surely? I'm sure the last reason on the mind of the shop/developers when you try to get a refund is 'Oh, I bet he cracked it first'.

I don't think there is a single piece of software I have bought, that I didn't get knowing full well it's abilities and/or shortcomings. That's what thenet, magazines, friends etc are for. If you go and buy a 300GBP DTP package that you have no knowledge about, for instance, you only have yourself to blame IMHO if it doesn;t do what you want.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

1377. Re: Megamax gone!?

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 16:04:41 UTC
From: rflashma@mtholyoke.edu
Message-ID: <318kup$ls7@mudraker.mtholyoke.edu>
Source record: 183040

kilfoyle_greg (gregk@nskernel.tandem.com) wrote:

> I just tried to contact Megamax (writers of LaserC) and the person who received
> my call said that they have gone out of business. Does anyone know when this
> happened? Was their software handed over to anyone (or the public domain)?

At some point the registered users of Laser C were offered to upgrade to
Pure C by Applications Systems. Laser C is no longer supported. We, at
Gribnif Software, handle Pure C in the U.S. for Application Systems now.

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

1378. LaserJet 1 - error codes?

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 16:29:26 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940728Z162926.969dbrewood@nest.demon.co.uk>
Source record: 183050

Can anyone please post a list of error codes for the HP LaserJet (the original version). I keep getting error 22 and error 40 on the display, but ahve no idea of the meaning.

--


```
================================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
================================================================================
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
================================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
================================================================================
```

1379. Re: Starball question

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 16:42:41 UTC
From: cordes@ac.dal.ca
Message-ID: <1994Jul28.134241.26143@dal1>
Source record: 182953

In article <1994Jul26.092638.26060@dal1>, cordes@ac.dal.ca (John Cordes) writes:
> In article <1994Jul25.102917.23192@solaris.rz.tu-clausthal.de>,
incp@miraculix.rz.tu-clausthal.de (Christian Perle) writes:
>> thomas.marx@kfunigraz.ac.at wrote:
>> : Can I use this program with my monochrome, or is it only for color monitors?
>> Sorry, you can only use Starball with color monitors or TV.
>>
>> bye,
>> Chris
>
> Does anyone know how to get StarBall working on a Mega 4 with TOS 1.02? I get
> 4 bombs when the main program starts to load. TIA.
>
> John

I've now found a workaround, by putting my old QuickST v2.10 in the Auto
folder. Haven't checked to see if Warp9 or other versions of QST would also do
the trick.

1380. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 17:53:02 UTC
From: millsp@govonca.gov.on.ca
Message-ID: <1994Jul28.175302.11098@govonca.gov.on.ca>
Source record: 183049

In <9407281356.AA04640@ilmen.lanl.gov> hutch@ilmen.lanl.gov (Hutch) writes:

>In article 9030@govonca.gov.on.ca, millsp@govonca.gov.on.ca (Phil Mills) writes:
>>
>>To be more specific then, when companies, and groups such as SPA,
[...see below]

>>Something in the back of my mind says, "these weasels are trying to make
>>a case for royalties on blank diskettes!"

>Weasels??? Gee, a bit harsh, eh mate? After all, THEY are not the ones
>committing any crimes (unless you consider gross exaggeration a crime).
I didn't accuse them of any crime. If I had, I'd have use the word
"criminals" instead of "weasels." :-)
More seriously, I often find myself more irate at sneaks than at
thieves -- not that I'm a real fan of either one. I don't like those
who set snares for the unwary, who are *overly* opportunistic in looking
for loopholes, who rely on the letter of unfair laws, who disclaim
responsibility while reaping benefits, or who otherwise compare
unfavorably to snake-oil sales-critters.

No, I don't think it's harsh, if true. (And, of course, you only have
to look as far as audio and video tape to find real-world examples where
companies and organizations have argued that they deserve compensation
for losses they can't substantiate.)

>>I can always hope that their code makes more sense than their press
>>announcements.

>SPA doesn't produce any code.
Understood. Though perhaps unclearly, I did include [software]
companies with SPA in the message quoted above.

1381. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 18:26:42 UTC
From: millsp@govonca.gov.on.ca
Message-ID: <1994Jul28.182642.13343@govonca.gov.on.ca>
Source record: 183022

In <Up-EG3OCHUW@dksoft.ping.dk> Kim@dksoft.ping.dk (Kim Andersen) writes:

>Yes, there are many options, but:
>1. a test in a magazine doesn't cover all of it.
>2. Internet, well could come in hand as well as our other networks, but this
>isn't good enough. You'r testing the software on another equipment.
>3. Friends and co-workers is probably the best methode, borrow the software
>from a friend, and now you can test it.
Actually, I was recommending listening to their recommendations and
experiences rather than "borrowing" <ya, right> it.

>4. in-store demostrations, not such an good idea. Those guy's are after your
>money, and often don't know enough about the software themself.
All of this may be true, but your point's still not coming through. Are
you looking for perfect safety? (You're not going to get it...not
legally, but that's also true for lots of other products that *can't* be
stolen as easily as software.) Do you think that *every* store and
vendor are out to defraud you? (They're not and all of my suggestions
that you found fault with can help you pick out the good ones.) Or are
you just looking for someone to agree that the Atari market, computers
in general, and all of life is basically unfair? (OK, I agree. :-))

I realize that one incident isn't proof of anything, but....

I have an old PClone with a MIDI card as well as an Atari. A few years
ago, a relative gave me a Xmas present of the PC version of
Band-in-a-Box by PG Music. It didn't work with my system -- normal PC
interrupt conflicts, I believe. I called the company and they had no
technical answer and advised I return it to the store. I figured that
would be a pain and mentioned how these problems didn't happen on the
Atari. The person on the phone asked whether I'd rather have a copy of
the Atari version of the program than a refund. I said yes and it was
at my house in a week. We both won: I have a good, working program and
he has a customer who pays for enhanced versions of BiaB.

My point, here, is that many programmers and software suppliers are
human. :-) They don't get many extra points (or dollars) for making
people angry and building a bad reputation.

1382. I'm back

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 18:34:09 UTC
From: to@hedmarkdh.no
Message-ID: <318tn1$1le@ratatosk.uninett.no>
Source record: 183021

Just a short message to all my old online friends. After my 1 year army duty I'm back online.

Email: Torbjorn.Ose@hedmarkdh.no (Yeah, I work there)

Let me now who else is around :)

Cheers,
Torbjorn 'Hackbear' Ose

1383. 4SALE: Custom Syquest; Atari and Mac

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 18:38:40 UTC
From: fusiong@STD.teradyne.com
Message-ID: <9407281838.AA00276@std.teradyne.com>
Source record: 183023

44MB Syquest Drive. Custom built by Carter Graphics. Has
DMA port for Atari use. Has 50-pin Centronics SCSI port for Mac
use. Switch switches between the two. Works pefectly.
Used sparingly. Includes ICD host adapter and cable for
Atari use.

$400 or best offer. No cartridge.

Costs extra because it includes the ICD Host adapter card
and cable that allows the unit to connect to the Atari all in one
box. Perfect for Gadgets users.

reply to: fusiong@std.teradyne.com

1384. Re: Lightning Damaged ST. Please help

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 18:44:52 UTC
From: sk@lumumba.sh.sub.de
Message-ID: <H.eg.5iHvDinfDwA@lumumba.sh.sub.de>
Source record: 182979

In <1994Jul25.190013.20489@bradford.ac.uk>, Steve Taylor writes:
> Please can you help.
>
> All of a sudden, when I came to use my modem, it was no longer sending any
> characters to the terminal. At first I blamed the modem, but after trying
> it on another ST, it was found that my ST is at fault.
> [...]
>
> The problem is that no characters are sent from the modem to my ST, but
> characters are sent perfectly the other way:[...]

Change the input-driver of type MC1489. They're cheap and easy to get.

Stefan

1385. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 18:45:01 UTC
From: millsp@govonca.gov.on.ca
Message-ID: <1994Jul28.184501.16342@govonca.gov.on.ca>
Source record: 182954

In <Up-EG3OCHVA@dksoft.ping.dk> Kim@dksoft.ping.dk (Kim Andersen) writes:

>No ofcouse not. But let's invistigate this abit. Who's the one stealing ?
>I'm the custumor who just bought a piece of software, and find it not
>working. Now i want my money back, but can't have it due to the chance
>that i have bought the software to crack it.
>I'll ask you again, who's the one stealing ?
Since I haven't had anyone *ever* refuse a refund for that reason, I find it difficult to answer your question. (I usually avoid signs that say, "All Sales Final," as if they were covered with poison.) On the other hand, when I see someone running a program with no disks or docs, I have a reasonably large hint about who's the one stealing.

>No cars doesn't always work, but then you have at least 1 year guarantee
>and the problems is fix'd by the dealers.
>This is something you can't say about software.
It's also something you can't always say about cars. I believe it was Nader's book that told about someone buying a car and having so much trouble getting it fixed under warranty that, in frustration, they took it to the manufacturer's office building and burned it on the front lawn. More commonly, the dealer tinker's enough to keep it running and then hits you for the parts replacement bill the day after the warranty expires. :-)
(The smiley face above is because I don't have a car; I just recite the horror stories that my co-workers tell me.)

>I don't like to call it theft. I would rather call it borrow to test.
You've already said that you think people should pay for software if they use it, but a lot of people who "borrow" software are not like you--otherwise we wouldn't be in this thread. Unfortunately, those people don't like to call it theft either; it's too harsh...too criminal.

1386. Stuff For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 18:51:13 UTC
From: magic@mtu.edu
Message-ID: <318un1$86e@maxwell1.ee>
Source record: 183032

Subject: Stuff For Sale
Newsgroups: comp.sys.atari.st
Summary:
Keywords:

Howdy,

I have the following Hardware/Software for sale:

Hardware:

Vidi ST - Realtime frame grabber
Replay 4 - Audio Digitizer
128K Roms- Mac Roms for Spectre
Gauntlet II w/4 player adaptor

Software:

Spectrum 512 w/Unispec
Fontz!
Batman - Caped Crusader
Roadwar Europa
Captain Blood
Gauntlet
Blasteroids
Xenon 2 - Megablast
TNT (Toobin',Xybots,Hard Drivin',Dragon Spirit)

There are no prices posted, you make the call. Make a (reasonable)
offer and it's yours, first come, first serve. Questions E-Mail me.

-Magic

```
*****************************************************************************
* magic@mtu.edu >>> Falcon 14/170 >>> The only way to fly >>> *
* "If you can tell the difference between good advice & bad advice... then *
* you don't need advice" *
*****************************************************************************
```

1387. Re: Fidonet Mailer Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 19:33:21 UTC
From: hallvart@ifi.uio.no
Message-ID: <319161$aho@dyggve.ifi.uio.no>
Source record: 183027

In article <Up-EG3OAGUQ@dksoft.ping.dk>, Kim@dksoft.ping.dk (Kim Andersen) writes:
> In <313bgv$qu1@cougar.multiline.com.au> Dave Cook wrote :
>
> >Hi,
> >
> >Does anyone know where I can find a fidonet mailer and reader
> >that is compatible with the Falcon.
> >
> >I have looked on several Internet sites, but am unsure what
> >filename I should be looking for :)
> >
> >Any help is much appreciated.
> >
>
> I'm not sure if any of these are on any Ftp sites, but you should look for:
> BinkleyST (mailer)
> Semper (mailer)
> Led (mail-reader)
> IOSmail (mail-tosser)
>
> Greets
> Kim
>
> Ps, if you can't find it anywhere, try connect to an atari BBS.

I think Clausthal in Germany has it. (I don't have the whole address and directory path in my head, sorry, just a hunch).

Hallvard, Oslo, Norway

1388. Re: what's with comp.sys.atari.announce

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 19:37:36 UTC
From: dpj@delphi.com
Message-ID: <xyxyrYw.dpj@delphi.com>
Source record: 183030

Len Stys <aa399@cleveland.Freenet.Edu> writes:

>What's with comp.sys.atari.announce???

It;s still here, Len!

?

>Just wondering if the moderator of that area is still alive.

Yat Siu is in Vienna at the moment, so he may not be able to get access
to any new messages readily. He should be back in the States shortly.

Dana @ STReport International Online Magazine

1389. Re: PIRACY! Was: Re: WANTED dump 1.62;2.6;

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 19:39:14 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9407281854.AA04721@ilmen.lanl.gov>
Source record: 183025

In article EG3OAGUT@dksoft.ping.dk, Kim@dksoft.ping.dk (Kim Andersen) writes:
>
>A company here in Denmark got the permission to translate Tos 2.06 to
>danish. In fact they got the permisson to do whatever they wanted with
>the Tos, just as long Atari Co. isn't responsible for anything around it.
>Now they'r translating the German Tos 2.06 to danish and sell it. They havn't
>got any licens to do it, they were just told by atari Co. that they really
>didn't care at all about their Tos.
>
>Maybe this is illegal, but it sure did help that many people bought this
>Tos.

As you've described it, of course it's not illegal as they _do_ have a
'license' from Atari to translate it and sell it, even if that license
(aka, permission) was only granted verbally, it's still binding.

That's a completely different situation from some outfit just copying
the ROMs and selling them independently of any authorization from Atari!

-Hutch- @ Fair Dinkum Tech

1390. Migraph Hand Scanner Cheap

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 19:44:33 UTC
From: rickhall@alumni.cs.colorado.edu
Message-ID: <3191r1$q0i@csnews.cs.Colorado.EDU>
Source record: 183046

I have an old Migraph Hand Scanner with Touch-Up...
I think the cartridge interface is no longer working correctly.
Since I no longer have an ST it is taking up space and I
have no reason to fix it. If some one makes me an offer
I just might part with it cheap...

-> rick

1391. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 19:59:38 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9407281914.AA04727@ilmen.lanl.gov>
Source record: 183026

In article EG3OCHUW@dksoft.ping.dk, Kim@dksoft.ping.dk (Kim Andersen) writes:
>
>Here in Denmark we got two stores left, and one of which doesn't have any
>machines any longer. Am i to travell through the country, just to test some
>piece of software, and probably find it not working the way it's suppose to?

Yeh, life is tough sometimes, isn't it? Still no excuse for theft. Sorry.

>I don't like to call it theft. I would rather call it borrow to test.

Yeh, right. We've heard it all before, Kim. It's still rationalization.
What security does the software developer have that you will destroy your
copy of the software if you don't like it? Maybe YOU are an upstanding,
honest individual but can you guarantee everyone will 'play fair?' Most
developers would be thrilled to handout free 'test' copies of their s/w
IF they knew they wouldn't be ripped off. But that's just not realistic.

>Like i said in my first message. All software should be shareware.

In a perfect world, I would agree with you. And developers would LOVE it
as it is a LOT cheaper and easier for them to distribute shareware. But
we all know that very few people register the shareware they use so...

I'd bet that if you spent a year or so as an Atari developer trying to
feed your family on that income alone you would soon change your opinions.
Either that or else you would likely starve. :)

-Hutch- @ Fair Dinkum Tech

1392. Re: Neodesk 4

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 20:21:02 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3193ve$1n2@golem.wcc.govt.nz>
Source record: 183028

] >NeoDesk 4 incorporates many new features and capabilities which are not
]
] Is it MagiC compatible?

That is apparently one of the more major reasons for the extended wait!

1393. Re: what's with comp.sys.atari.announce

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 20:43:54 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3195aaINN1fuu@sat.ipp-garching.mpg.de>
Source record: 182951

Len Stys (aa399@cleveland.Freenet.Edu) wrote:

: What's with comp.sys.atari.announce???

: Any postings that are put up there are deleted in less than a week.

: Shouldn't there be a minimum of two weeks?

This depends on your local newsfeed, not on the moderator of the group.

Go, talk with your friendly system administrator (TM).

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

1394. Fidonet Mailer Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 21:07:22 UTC
From: Brian.Baird@phm.embassy.co.uk
Message-ID: <6d8_9408080823@embassy.embassy.co.uk>
Source record: 182514

On 26 Jul 94 23:53:03 davecook@cougar.multiline.com.au wrote...

DD> Does anyone know where I can find a fidonet mailer and reader that is
DD> compatible with the Falcon.
DD>
DD> I have looked on several Internet sites, but am unsure what filename
DD> I should be looking for :)

Try BinkleyTerm. It's PD, and at version 3.14, though there is a brand new release just out. It runs fine on the Falcon, as long as you set 'Port 2' in the config file. Binkley isn't the nicest mailer, as it's strictly TOS, but it works!

Loo for archives begining with BT in the comms directories. I think it's on a.a, but I'm not sure if it's a recent version. If you've got any probs, drop me an email.

Brian.
--
| Internet: Brian.Baird@phm.embassy.co.uk
| Standard disclaimer: The views of this user are strictly his own.
| Embassy NET - Bring Usenet to the masses
| For Details mail : Info@embassy.co.uk

1395. Re: Neodesk 4

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 22:30:46 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cto97B.4LG@cix.compulink.co.uk>
Source record: 182964

In message <1994Jul28.082641.6931@jet.uk>, djs@jet.uk said:
>
>>Is it MagiC compatible?
>Is MagiC compatible with NeoDesk? IF the latter corresponds to published
>programming guides and API, and if it works with MultiTOS and TOS, then any
>problems with MagiC must be MagiC's fault. MagiC should emulate the
>standard API.

If you use appl_getinfo it tells you which shel_write modes it supports.

Ofir ogal@cix.compulink.co.uk

1396. Re: Neodesk 4

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 22:30:49 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cto97D.4M2@cix.compulink.co.uk>
Source record: 182965

In message <3189hd$g2u@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk said:
>
>Can any MagiC users post any programming experience? Like, how do you
>check for certain things like available AES functions.

MagiC comes with programming docs. It supports appl_getinfo, so that you
can check which features are supported.

Ofir ogal@cix.compulink.co.uk

1397. Re: Linking STs

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 23:37:18 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CtoCA6.9JH@cix.compulink.co.uk>
Source record: 183031

>MIKENET is available at the hensa archive and claims that you can let
>STs share a hard drive.
>
>Anyone have any experience of using two machines on one drive, linking
>via midiports (what you need) or using this software.

I tried it, but like mosts things, when I loaded all my *real* software (1-2Megs of MiNT stuff) it rapidly fell over. Attempts to contact the author by email came to nothing so I gave up on it. Nice little package though, although the shareware registration is a tad high IMHO.

I'm currently playing with MiNT-Net, which is far superior, but still in quite early stages of development.

:-)

Roland.

@CiX

1398. Hats Off To Gribnif...

Newsgroup: comp.sys.atari.st
Date: 1994-07-28 23:55:29 UTC
From: bjr2@Ra.MsState.Edu
Message-ID: <319ghh$739@Tut.MsState.Edu>
Source record: 183033

Aloha...
Just read the thread on Neodesk4..I can't wait to try it out.
I"ve been running NeoDesk 3 for several years now...and Geneva for
about 6 months now. They are an extrememly worthwhile combo for those
who simply want to use their ST to get a job done quickly and simply.
I've yet to see a software upgrade that milks any computing system of
its potential as well as Gribnif utilities do. So what if NeoDesk4 is
a little late...better late and working than slaped togehter just well
enough to waste HD space and get in the way untill the fix patches come out.
Sometimes deadlines do have to be pushed back...face it.
Espically for perfectionists like Gribnif and Codehead.
If there were ever two developing houses who strived at getting it
right the first time, and shooting for a cooperative standard whereby
appliciations of all types work together in harmony...they are Gribnif and.
Codehead. Also...hats off to these guys for managing to keep quite impressive
packages within an extremely attractive and affordable budget.

ONe thing I would much like to see as NeoDesk and Geneva grow up, and that's
for them to take advantage of the many ports and slots that go to waste
on the STE. It would be nice if one could use the NeoControl accessory to
tinker with the Midi Ports (Midi Thru, baud, etc), and maybe even figure
out a use for these mysterious joy stick ports in the left side of the
520 and 1040STE machines. Also...a much attractive feature would be if
the TOS in a window and CLI programs would let you multi TOS as well as
multi GEM. Unix like redirection of the Standard Output via NeoCli would
be a nice feature too. It could prove extremely useful if one could
redirect and rename output from the regular serial port to the MIDI port,
or vice verse. This way one could hook up several modems to the ST and
get them all running at once without a multiplexer. And for those with
memory to waste on samples...the DMA and Sound chips offer potential for
tons of desk top fun and usefulness. Oh well...I'm getting carried away,
and am mentioning things that I'm more than sure Gribnif engineers have
thought of and are working on...so I'm off..with a tip of the hat for
the outstanding job they've done so far...I"ll keep buying it...even if
it is a bit late.

Brian.

1399. Re: Fidonet Mailer Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 00:25:21 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <bittX7Z171756.803dbrewood@the?SBp-.demon.co.uk>
Source record: 183039

ld beasreader: Demon Internet Simple News (Atari) v1.28

24 e <313bgv$qu1@cougar.mult davalbenok@cougar.multiline.com.au "Dave Cook" main g> Does atyone know where I canKod a fidonet mailer and reader
> that is compatible : <316q HFalcon.

Dave, the only one I know of is Semper 0.7email to him if you wish to a.... to be a beta tester
==========
= InterNet: dbrewood@cix.compulink.co.ukGgeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.ukG AtariNet: 51:500/0.1@atarinet.ftn =
==========
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2Q'vyUnited Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
==========
= Falcon 030, FPU, 14Mb RAM, 234Mb doneisd Njek, and Audio/PhotoCD =
==========
#! rnews 1267
Path T3amferenc au!rus

1400. Re: Storm 1.02 Zmodem Help

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 00:38:36 UTC
From: Matt.McAlister@dataport.com
Message-ID: <147_9407281710@dataport.com>
Source record: 182971

Are you using a 520st? If you are it is most likely do the fact that the 520 dosen't support rts/cts flow control. If you have are using a another atari you may need to run a patch that will correct this problem.

I'm using a 1040st with a patch for tos1.4 and using T-term (another excelent prog!) and have had no troubles yet.

InterNet: Matt.McAlister@dataport.com
FidoNet : Matt McAlister 1:143/106

1401. .SPC/.NEO/.PC?/.PI? -> .GIF coverter

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 01:19:34 UTC
From: ninja@Deakin.Edu.Au
Message-ID: <319lf6$dj@sol.ccs.deakin.edu.au>
Source record: 183037

I am after a program which will do the above conversions (hope
not loss of detail/colours) for either the Atari ST (1/2 meg)
or a PC-compatible.

Thanks in advance.

Paul
ninja@eros.ccs.deakin.edu.au

Disclaimer:
Opinions stated are those of my own and in no way reflect
those of Deakin University (even if they are correct! ;^)).

--

Paul
ninja@eros.ccs.deakin.edu.au

1402. ST for sale

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 01:22:00 UTC
From: James_A_Landay@cs.cmu.edu
Message-ID: <9407290122.AA16580@GEM.GARNET.CS.CMU.EDU>
Source record: 183036
Cross-posted to: comp.sys.atari.st,cmu.misc.market.computers

```
Atari ST Computer for Sale:
- 520 ST upgraded to 1 MB RAM
- mouse
- floppy drive

Specs:

Motorola MC68000 processor @ 8MHz. Fast as a Mac Classic or SE, or a '286 PC.

1 Meg RAM, 192K ROM.

1 360K 3.5" floppy drive, IBM and Mac compatible (you can read and write IBM
disks)

$75 or best offer.

Reply via email to landay@cs.cmu.edu

James A. Landay

--

James A. Landay
<A HREF="http://www.cs.cmu.edu:8001/Web/People/landay/landay-home.html">
landay@cs.cmu.edu</A>
```

1403. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 01:58:05 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Jul28.225805.26163@dal1>
Source record: 182973
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm not a pirate personally, but I do agree that things that the
software companies say is blown way out of the water, for example;
when Michael Jackson's largest album was released called Thriller
it made a estimated 400 million world wide, yet they estimated they
lost over another 200 million over piracy of that particular album
due to copies to cassettes etc. Come on, the album cost only a
mere 4 million to produce and distribute@!!! I'm sure that the
young buck at Microsoft is not eating my cat's leftovers. Think,
just think of the dough involved here! Think of how much piracy
goes on in the Dos world let alone Atari, and I believe that we all
know a few pirates on that platform don't we?

This is only my opinion of this entire situation and I still firmly
believe that if everyone was a pirate, of course we would have not
a platform for the Atari at all, but the piracy that is out there
is probably by the most part anyway, by person's who could not
afford the software anyway and the purchase of that said software
would not exist anyway, so I believe why bicker! I pay for what I
use, but this sort of topic is getting pretty old and boring as
far as I go anyway.
In article <1994Jul26.203909.1178@govonca.gov.on.ca>, millsp@govonca.gov.on.ca (Phil
Mills) writes:
> In <26JUL94.11192672@skyfox.usask.ca> wsen@skyfox.usask.ca writes:
>
>> Hey, if you are going to pay for the licence to use the software, you have
>>to abid by the law. If you don't like it, DON'T buy the stuff!!!! Think
>>of all the starving software authors who are cheated out of $$$ because
>>some one stole(copied) it!!!!
> I agree with the position you present in the first two sentences above,
> but not in the logic of the third. *Mostly*, the people who steal
> software wouldn't buy it anyway...they're too cheap.
>
> The companies that claim they're losing a mint to piracy are just
> pulling numbers out of thin air to make a big case and impress the law
> makers/enforcers. Even if they could shut down every one of the warez
> dweebz, it wouldn't add a cent to their profits. (On the other hand,
> focussing on corporate-level theft *might* get them a few extra
> dollars...but not those in the Atari software business.)

1404. Needed: Used HD and Controller...

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 03:31:12 UTC
From: laramary@eden.rutgers.edu
Message-ID: <Jul.28.23.31.12.1994.15795@er1.rutgers.edu>
Source record: 183038

I'm in New Jersey, I am very broke, and I am in desperate need
of a hard deive or HD controller for the ST. The controller is the
big part. Anyone have one? Please?? *Heart string tugging sniff*

--

My brother went to the Tri-state computer fair, and all I got was this
lousy sig file...

1405. Re: Needed: Used HD and Controller...

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 04:42:06 UTC
From: laramary@eden.rutgers.edu
Message-ID: <Jul.29.00.42.06.1994.22303@er1.rutgers.edu>
Source record: 183045

laramary@eden.rutgers.edu (Laura Schweitzer) writes:

> I'm in New Jersey, I am very broke, and I am in desperate need
>of a hard deive or HD controller for the ST. The controller is the
>big part. Anyone have one? Please?? *Heart string tugging sniff*

Not a controller, but host adaptor. That's the ticket.

--

My brother went to the Tri-state computer fair, and all I got was this
lousy sig file...

1406. Re: Atari's finances and future of computer operations

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 05:00:08 UTC
From: saj@chinet.chinet.com
Message-ID: <Ctor88.FKA@chinet.chinet.com>
Source record: 182912

I won't repost Mauritz's trash, but I'll recall that he's been predicting the imminent failure of Atari for at least 4 years. The stock price, by the way, has been both above and below what it was when he started making those predictions, and is now reasonably close to where it was then. The company's biggest assets in that time have been Time-Warner's devotion to keeping Atari in the consumer market, and the Tramiel family's fascination with the computer business. Not things that appear in an annual report.

Steve

1407. Re: Who's Who in the Atari Community E-Mail Directory

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 06:06:10 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <31a68j$gel@usenet.INS.CWRU.Edu>
Source record: 183041
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In a previous article, thommy@cs.tu-berlin.de (Thomas Bahls) says:

>Hi!
>
> I really like this list, but there are several people missing.
> Never heard about Julien Reschke (Profibuch, SCSItools), Andreas
> Kromke (NVDI), Uwe Seimet (many interesting stuff), Wilfried Behne
> (NVDI) and many many more?
>
> Hey wake up, we have e-mail in Europe, too ;-)
>

Hey, if you Europeans want to be placed on this list, YOU have to do the
waking up!

Users will not be placed on the list unless the maintainer (myself)
receives e-mail from the person.

Why do I do this? I don't want to get bitched at by people because they
are on a Who's Who list when they want to remain as silent as possible.
Some people like it that their e-mail address isn't well-known.

Another reason is because ALL the people on the list KNOW that they are on
the list. If a situation would change concerning their status or e-mail
address, they realize they are on the list and contact me.

If you want to be placed on the Who's Who list then give me information about
yourself. If you want a favorite developer of yours to be placed on
this list, tell them so they can write me.

Len

>

--

1408. Re: CAIN Atari Fest 94!

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 06:14:28 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <31a6o4$gns@usenet.INS.CWRU.Edu>
Source record: 183042

In a previous article, develand@uoguelph.ca (Darren Eveland) says:

>Ok if I go to this CAIN Atari Fest 94, will I be able to purchase a
>Falcon?? About how much would I expect to pay for one?
>
>Thanx
>

Hi Darren,

Yes, I am sure you will be able to purchase a Falcon. There will be several Atari dealerships at this show. I do not know how much they will be charging for the Falcon030.

Toad Computer will be there, as well as The Computer Shoppe, AAA Video, and many other dealers. We are in the process of contacting more dealers to attend the show, but we are already almost out of tables!

Len
>

--

1409. Re: Freeze Dried VT100

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 06:14:40 UTC
From: julian@loose.apana.org.au
Message-ID: <31a6og$lf3@loose.apana.org.au>
Source record: 183043

dpj@delphi.com wrote:
: Shane Kenyon <skenyon@iia.org> writes:
:
: >Or maybe a ZMODEM program for use with Interlink.
:
:
: You can use XYZ.TTP, I believe, for Z-modem and Interlink. It's been
: a long time since I've used that combination, though (I use Flash II now).
I use XYZ.TTP with FZD 2.20 and it's fantastic. Very fast Z modem.
julian@loose.apana.org.au

: -Dana

1410. Re: Rules Sheet for Starball?

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 06:19:16 UTC
From: diehl@io.org
Message-ID: <31a714$lmc@ionews.io.org>
Source record: 183044

> Well I actually read through the rules sheet and I am surprised. Not least
> by the fact that I obviously forgot to include the updated README file
> that had difficultly level, abort and other instructions in it. I think
> that covered everything pretty comprehensively except nobody's figured
> out how to get the 'BS bonus' (and when we say BS we ain't talkin bonus
> screen). And I'm not telling either.

That's okay. I already did. <snigger> But hey, the README file was
well put together, just that it didn't seem to outline the plots of the
various levels, which I felt was sort of a necessary element that was
overlooked. (It kinda helps to know what you're trying to go for when
playing a game. :-) Just my opinion, though.

```
___________ ______ ______ ___________________________________
____<____ >/ __ // ____/ ___ Tail of ________ Eric March _____
__________> // <_/ // <___ ___ The Comet ______ diehl@io.org _____
__________<_/<_____/<_____/ ___ Productions ____ "ANSI? FANSI!" _____
```

1411. Re: Freeze Dried Term

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 08:27:20 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Ctp0tK.CMI@cix.compulink.co.uk>
Source record: 183047

In message <313rnb$s0f@ohlone.kn.PacBell.COM>, mboldt@news.kn.PacBell.COM said:
>
>Whats the latest word on a new release? All i need is one feature to be
>added... VT100!

Do yourself a favour and get CoNnect, FDT looks silly in comparison.

Ofir ogal@cix.compulink.co.uk

1412. Re: Comp's Nodesk

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 08:27:23 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <31aehb$1nh@percy.cs.bham.ac.uk>
Source record: 182952
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sheppard_r@kosmos.wcc.govt.nz writes:
>In article <310jbs$smp@bognor.barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
>>In article <310bbg$crk@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.)
writes:
>>|> **** NODESK ****
>>|>
>>|>
>>|> Does any one know any thing about the Compo's Nodesk,
>>|> that I read about in ST-Review Dec, 93..
>>If you mean Neodesk, I thought every ST user had it? It's almost as much of a
>>must-have as NVDI, especially on older machines.
>>Currently at V3 with V4 any day now (say Compo UK who distribute Neodesk over
>>here).
>
>
>
>
>No I do meen Nodesk not Neodesk, Nodesk is a German Product sold by Compo,
>ge the mag a read....

Well, if you read the article, you'll find that noDesk will not be
sold outside of Germany.

It seemed to handle LZH (etc?) archives exactly the same as normal
GEMDOS folders, which was clever. (Opening an archive appeared to be
the same as opening a folder on the desktop, if you see what I
mean...)

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1413. Re: Neodesk 4

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 08:44:37 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <31afhl$1ve@percy.cs.bham.ac.uk>
Source record: 182956

ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>In message <3189hd$g2u@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk said:
>>
>>Can any MagiC users post any programming experience? Like, how do you
>>check for certain things like available AES functions.
>
>MagiC comes with programming docs. It supports appl_getinfo, so that you
>can check which features are supported.

OK, but as appl_getinfo() is only documented as available from AES
4.0, and MagiC returns an AES version of 3.99, what do you do? My
point is that you have to special-case your software to handle MagiC's
functionality, and (IMHO) you shouldn't, as it is functionally a
subset of MTOS (AFAIK).

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1414. New Atari ST Guitar Program

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 09:07:45 UTC
From: richara@westminster.ac.uk
Message-ID: <Ctp2J0.5Hx@westminster.ac.uk>
Source record: 182957

This hasn't appeared in atari.announce so appologies to anyone who
feels that it is inappropriate in here.

****
Announcing The Guitar Reference
A Shareware GEM Guitar Tool for the Atari ST.
****

At the moment the tool acts as a Scale Reference, and Tuning reference.

The demo version of the tool is available from anonymous ftp at:

micros.hensa.ac.uk

in

micros/atari/tos/o/o021/guitdemo.zip

or www on

http://mic2.hensa.ac.uk/

we will upload to other ftp sites in due course, but if you find out that
your favourite site doesn't have it then feel free to upload the demo version.

Details of the full version of the prog follow later, the demo version has
all the features of the full version but is unable to save and load scales or
tunings, or print.

****
Demo version
****
5 scales in memory
1 standard E tuning in memory
new scales and tunings can be created and manipulated but not saved

****
Full Version
****

==========
Scale Reference
==========

Features:
----
57 scales in the database
new scales can be added
scales can be edited

scales can be displayed on screen at a variety of zoom levels
scales can be displayed as text (showing each note name) or graphics
scales can be automatically transposed into the following
keys: A,A♯,B,C,C♯,D,D♯,E,F,F♯,G,G♯
scales can be printed out to hardcopy
scales are displayed using the current tuning automatically
root notes can be highlighted
relative scales can be superimposed on the display

==========
Tuning Reference
==========

Features:
---
46 tunings in the database
tuning can be done through the soundchip or via midi
new tunings can be added
tuning is easily done with a mouse click

==========
Registration
==========

Registration details are given in the archive and costs 5 pounds.

If you are a guitarist then I hope you will download it, try it, and hopefully
enjoy it.

Thanks,

Alan

--
Alan Richardson, Centre for Parallel Computing, University of Westminster
115 New Cavendish Street, London, W1M 8JS Tel: 071 911 5000 Ext: 3586
Janet: richara@uk.ac.wmin Internet: richara@wmin.ac.uk

1415. Re: .SPC/.NEO/.PC?/.PI? -> .GIF coverter

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 10:16:07 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1994Jul29.101607.22250@ibr.cs.tu-bs.de>
Source record: 183048

Paul Vatta (ninja@Deakin.Edu.Au) wrote:
: I am after a program which will do the above conversions (hope
: not loss of detail/colours) for either the Atari ST (1/2 meg)
: or a PC-compatible.

GemView for Atari
Shareware v. 3.03
Registered v. 3.05

xv for PC compatible running Linux
(or any other Unix-system using X11)

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

1416. Re: Help! Atart ST and hard disk problem

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 10:28:31 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <775477711snz@gw6hva.demon.co.uk>
Source record: 182974

In article <Ct940G.D5r@freenet.carleton.ca>
aa728@FreeNet.Carleton.CA "Blair Dean" writes:

> You wouldn't by any chance, still have one of those 'difficult machine'
> chips kicking around would you?? I'll take one or more of them off your
> hands if you want to part with them.

No, I'm afraid not - I've just looked. The guy who owns the machine has
gone off to S. America doing missionary work and won't be back for 18
months or so (he may even be in a "cooking pot as part of a stew now").

--
Martin Vernon, Supavision
Sysop GB7OS & GB7OSP
BBSnet: GW6HVA@GB7OSP
AMPRnet: gw6hva@gb7osp.ampr.org
Internet: martin@gw6hva.demon.co.uk

1417. COMA 220

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 11:40:13 UTC
From: s9205525@otto
Message-ID: <31apqt$ioi@aggedor.rmit.EDU.AU>
Source record: 182960

Where can I find COMA 220 comms program?
Thanks. John.
jgm

1418. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 11:51:14 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EG4MDHVS@dksoft.ping.dk>
Source record: 182988

In <9407281348.AA04630@ilmen.lanl.gov> Hutch wrote :

>If you purchase your software from a reputable developer and you discover
>real bugs (features that are supposed to work but do not), the developer
>will either refund your money or fix the bugs. That is not rubbish... it's
>called customer support.

Fix the bugs you say, and for how long should i wait for this ? Remember,
when i buy software, i'm not aware of any bug's.
Also it's not all developers who want to give money back.

>I don't know what you mean by 'this issue' as the original thread DID start
>out by talking about software piracy (specifically the theft of ROM code).

Excuse me, it' was meant to be my issue.

>
>If you buy software that works but doesn't include features you would like
>to see, this does not make it buggy software. On the other hand, if a dev
>sells software that does not work as advertised then obviously this is
>wrong. But you make it sound as if every single software developer in the
>world is guilty of this and THAT my friend _is_ rubbish.
>

No it's not, cause to much software IS like that. It somehow seems that people
accept faulty software these days, just because there isn't any alternatives.

When we had the same discussion going on in NeST long time agao, i kept on
mention faulty software, and eveytime others returned with an answer saying
"other programs contain bug's as well", just to make it look okay.
This is rubbish, and with this future feelings about our software, we will
live wth faulty software for the rest of our days, UNLESS someone starts
do something.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

1419. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 11:59:16 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EG4MDHVV@dksoft.ping.dk>
Source record: 182989

In <3179jb$job@mudraker.mtholyoke.edu> Rick Flashman wrote :

>Kim Andersen (Kim@dksoft.ping.dk) wrote:

>That's why you buy from a reputable developer and/or dealer. We've always
>stood behind every product we sold, even if that cost us more money than
>the customer paid in the first place.

Thats your service then, and not the common service.

>> My idea is, everything should be released as shareware, so the publich can
>> test it before paying anything. I know you did release FANSI as a demo
>> version. But what about those funktions which has been limited for registred
>> user only. How am i going to tell if they'll work. I can only assume it'll
>> work, and if it doesn't, it's just bad luck.
>
>Problem is that most people don't register shareware. A simple fact, but
>it creates a very harsh reality.
>

Another problem with shareware is, that often it take more money to transfer
money to the author, than paying for the program only. I have this problem
with several programs. It cost 5ï¿½, but it'll take me 10ï¿½ to send the money.
Thats stupid, (but no excuse for not paying). But i'll rather try find a
solution that so much money isn't wasted on nothing.

Btw, i like FANSI. Just wish it could do 640*480 on the Falcon.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

1420. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 12:17:20 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EG4MDHVY@dksoft.ping.dk>
Source record: 182990

In <3189ii$lg4@mudraker.mtholyoke.edu> Rick Flashman wrote :

>You make it sound like bug's are intentional. If you buy a book and the
>author has a confusing and grammatically incorrect sentence in page 232,
>do you demand that the author fix the sentence and send you a new book?
>This, again, goes into the whole issue about buying software from a
>reputable developer. As our users know, we've gove out of our way to fix
>any and all bugs in our software and making these available through
>downloadable patches.

I don't know if it's intentional, (i really don't hope/think so), but still
to much software are beeing prodduced which includes bugs. I could name
several, but i think you know what i mean, so there's no reason for this.
One wrong sentence in a book doesn't mean you can't read it. If it did then
yes, i would demand my money back or another book.
Download patches is a good idea. Only problem is, if it doesn't reach all
the custumors.

>First of all, most software from reputable developers works. So this
>example doesn't even happen. The issue is if you find a bug. We've always
>jumped right in to fix our bugs. However, we still feel we have to print
>a disclaimer, this is necessary because of the legal climate in the U.S.

I'm sorry to say, but it's not all reputable developers software that work.
Or then i just don't know who you sees as reputable developers.

>
>> If the company asked the consultant to modify the software, then it's the
>> company responsible too see it done correctly.
>
>Hmmm. Obviously you are not aware with the way liability lawsuits work
>here in the U.S. The more correct answer is "if the company can convince
>a jury that the developer should have found a way to prevent tampering,
>they can find the developer negligent and ask for damages (money)".

It'll be a lawsuit between the company and the consultant, not between the
custumors and the consultant, which was what you made it sound like in the
first place. The company will have obligations for their custumors.

>We've never done this. We don't plan to start, either.
>

I can't argue with this, as i'm not sure what you did develope.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

1421. Re: Starball question

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 12:29:30 UTC
From: oldcornd@cs.man.ac.uk
Message-ID: <31asna$8qn@m1.cs.man.ac.uk>
Source record: 182982

In article <1994Jul28.134241.26143@dal1>, cordes@ac.dal.ca (John Cordes) writes:
|> I've now found a workaround, by putting my old QuickST v2.10 in the Auto
|> folder. Haven't checked to see if Warp9 or other versions of QST would also do
|> the trick.
|>

I'm boggled... usually my first suggestion would be get rid of all those annoying programs but obviously something strange is going on!

Dave

1422. Re: MPEG viewer for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 13:12:43 UTC
From: luebbers@gmd.de
Message-ID: <31av8b$lc3@omega.gmd.de>
Source record: 182955

In article 111632STIRRE31@MAINE.MAINE.EDU, <STIRRE31@MAINE.MAINE.EDU> () writes:
>Are any MPEGs available via FTP?

Yes, there are! Try
site: ftp.rus.uni-stuttgart.de
dir: /pub/systems/atari/falcon
file: mpegplay.zip

Sorry, I don't know how good it is. I haven't got a falcon ;(

LBB

Jochen Luebbers (jochen.luebbers@gmd.de)
c/o German National Research Center for Computer Science (GMD)
Schloss Birlinghoven, D-53754 Sankt Augustin, Germany
PHONE: (+49 2241) 14-2699 FAX: (+49 2241) 14-2084

1423. Re: Starball, ARGH!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 14:57:10 UTC
From: dpj@delphi.com
Message-ID: <Z05QT7O.dpj@delphi.com>
Source record: 182980

David Oldcorn <oldcornd@cs.man.ac.uk> writes:

>New version should be available in a week or so. The Invaderball bug might be fixed,
>and certainly all the hard drive problems are, and there will be the option to
>plug in extra sampled FX on STe TT and Falcon.
>
>Dave

Thanks Dave! That would be terrific. What were the hard drive problems
(excuse me for coming in late to this discussion)?

-Dana

1424. Re: 4SALE: Custom Syquest; Atari and Mac

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 15:18:20 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <31b6js$7tm@mailer.fsu.edu>
Source record: 182969

fusiong mail (fusiong@STD.teradyne.com) wrote:
> 44MB Syquest Drive. Custom built by Carter Graphics. Has
> DMA port for Atari use. Has 50-pin Centronics SCSI port for Mac
> use. Switch switches between the two. Works pefectly.
> Used sparingly. Includes ICD host adapter and cable for
> Atari use.
>
> $400 or best offer. No cartridge.
>
> Costs extra because it includes the ICD Host adapter card
> and cable that allows the unit to connect to the Atari all in one
> box. Perfect for Gadgets users.

A brand new Mac external 3.5" 105mb Syquest unit (with one cartridge) is selling for $289 from Dirt Cheap Drives (in Computer Shopper). An ICD Link II is ~$100. So, for ~$389, one can have a much faster 105mb cartridge drive that can be hooked to a Mac simply by unplugging the Link II.

I don't intend this as a flame, just information for those who don't realize how much Syquest devices have fallen recently. The 105mb mech is very very nice. It spins up in about 5 seconds (verses the 44mb 15 seconds or so). Cartridges are only $69 (same price as the 44mb carts), and are the size of three 3.5" floppies stacked atop one another. These drives make my two 44mb units look slow and pokey by comparison. There are also 270mb 3.5" mechs available, as well as 44/88 and 200mb 5.25" mechs. I saw a demo 5.25" mechanism at a computer show that could do 1/2gb (and read/write 44/88/200mb carts as well).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1425. Re: Neodesk 4

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 15:49:12 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CtpLA1.Krw@cix.compulink.co.uk>
Source record: 182959

>>MagiC comes with programming docs. It supports appl_getinfo, so that you
>>can check which features are supported.
>
>OK, but as appl_getinfo() is only documented as available from AES
>4.0, and MagiC returns an AES version of 3.99, what do you do? My
>point is that you have to special-case your software to handle MagiC's
>functionality, and (IMHO) you shouldn't, as it is functionally a
>subset of MTOS (AFAIK).

WinX also implements appl_getinfo, so the function can be available even
in TOS 1. This is a problem. I believe there's a protocol which goes
something like this:

```
IF AES>=400 or
appl_find("?AGI")>0 or
wind_get(0,WF_WINX,0,0,0,0)=WF_WINX then
appl_getinfo_exists
```

However, I tried this with MagiC and I couldn't get it to work.

```
------------------------------
Ofir ogal@cix.compulink.co.uk
------------------------------
```

1426. New files at HENSA (29 July, 1994)

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 16:15:43 UTC
From: vctec@westminster.ac.uk
Message-ID: <CtpMCB.2t@westminster.ac.uk>
Source record: 182958

```
Hi folks

The following are the latest files to appear at HENSA over the past
week (5 Working days).

Address: micros.hensa.ac.uk
WWW: http://micros.hensa.ac.uk/

Download and enjoy!

Danny

ATARI NEWS OF THE DAY Updated 29/07/94 @ 1705

Newsletters
-----------
Latest releases:-

atari-tos Volume 07 Issue 002 28/07/94
atari-falcon Volume 07 Issue 002 29/07/94

Back copies can be found in the directory "tos/news","mint/news","falcon/news"
Please refer to the file "00readme" in the directory for details of how to
subscribe.

Tools
-----
tos/tools | All tools work under the different platforms
mint/tools |
falcon/tools | Last updated on..... 28/07/94

New software for the Atari TOS section
--------------------------------------
New packages are as follows; type "cd ~/micros/atari/tos/<x>/<code>" to get to
where they are held. <code> is as below and <x> is the first letter of <code>.
EG. For package "m100" you'd "cd ~/micros/atari/tos/m/m100".

Pfx Date Key Details
--- ---- --- -------
o033 29/07/94 ---- GHOSTSCRIPT 2.61 The postscript emulator for your printer
o034 29/07/94 ---- SMALLTALK 1.1 An object oriented programming language

o031 28/07/94 ---- 1STVIEW 29 Apr 1992 DA file viewer for ASCII, RSC, GEM
o032 28/07/94 ---- PYROSAVE 3 A screen saver

n094 27/07/94 S--- MARCEL 2.3.4 Full featured Word Processor
n095 27/07/94 ---- MARCEL SPELL CHECK FILES Both American and British
o028 27/07/94 ---- FLM PLAYER Animation player for FLM format files
```

```
o029 27/07/94 ---- UNARJ 2.4.1c Unpack ARJ files
o030 27/07/94 S--- MULTI~LANG 2.00 A language lookup system....upto 9 languages

o023 26/07/94 S--- SPEED OF LIGHT 3.1 Very fast picture viewer
o024 26/07/94 ---- C64 EMULATOR 3.00 Erm, a Commodore 64 emulator
o025 26/07/94 ---- SYSINFO 1.51 Inspect your system...and also the modem
o026 26/07/94 ---- DEGAS SNAPSHOT UTILITY 1.0 Snap the screen with the keyboard
o027 26/07/94 ---- DEGAS SNAPSHOT A desk accessory screen capture program

o021 25/07/94 S--- GUITAR REFERENCE DEMO The ultimate guitar reference program
o022 25/07/94 ---- DJSCRFIX Fixes the DJ Reset and TOS 1.04 Scroll bugs
n199 25/07/94 ---- ZORG 1.35 Ze ORGaniser A doctor for your disks

New software for the Atari Falcon section
-----------------------------------------
New packages are as follows; type "cd ~/micros/atari/falcon/<x>/<code>" to get
to where they are held. <code> is as below and <x> is the first letter of <code>
EG. For package "a001" you'd "cd ~/micros/atari/falcon/a/a001".

Pfx Date Key Details
--- ---- --- -------
a031 29/07/94 ---- BLACK SCORPION SOFTWARE DEMOS.....3 of them
a032 29/07/94 ---- MAGIBOOT Allows you to play your ST games on the Falcon
a033 29/07/94 ---- FALCON BOOT Turn off the internal speaker
a034 29/07/94 ---- IFF/HAM8 LOADER 22 March, 1993 View these in 256 colour mode
a035 29/07/94 ---- FALCON PATCH 2 Patch for sound initialise and Bconmap
a036 29/07/94 S--- PRO-TRACKER REPLAY 1.5 Play .MOD files
a037 29/07/94 ---- MULTI BLOW Small but nice Overscan program
a038 29/07/94 ---- VERTICAL MAYHEM A columns clone
a039 29/07/94 ---- REZ FOOLER CONTROL 1.0 Make RGB progs work on a TV
a040 29/07/94 ---- SND_THRU 10 Dec,1993 Background mic in to out. No slowdown

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)
```

1427. Re: WANTED: STOS FTP SITE

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 17:02:10 UTC
From: eliassen@aviris382.jpl.nasa.gov
Message-ID: <eliassen-2907940902100001@avirislab.jpl.nasa.gov>
Source record: 182970

In article <CtFtyr.6Hs@eskimo.com>, levi@eskimo.com (Levi Sebastian) wrote:

> I know there is a STOS ftp site, could someone please mail me the
> address?
>
> THANKS ALOT! IM TRYING TO RECOVER LOST DATA DUE TO HARD DRIVE VIRUS!
>
> levi@eskimo.com

Whoa, I'd like that STOS FTP address as well. Please E-mail any responses
in my direction too. Thanks.

Brian

--
"My views do not necessarily reflect those of my employer"
-Brian Eliassen

1428. Re: Atari Lynx System FOR SALE!

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 17:48:41 UTC
From: mparrott@connected.com
Message-ID: <31bfdp$2u0@hebron.connected.com>
Source record: 182961
Cross-posted to: alt.games.lynx,comp.sys.atari.st,seattle.forsale,pnw.forsale

> Is it not the case that the first Lynx is superior to the second? I
> have been toying with the idea of buying one for my significant other, as
> she has developed an interest in Chip's Challenge. I was under the
> impression that the first Lynx was better, but much more expensive to
> make.

I don't know about manufacturing costs, but I currently own both an original Lynx and a Lynx II, and much prefer the Lynx II. It is stereo capable (though Klax is the only game I know to make use of it), smaller length-wise and has an easier-to-use joypad, IMO. And, the case color is molded into the plastic instead of painted on, so it's won't chip off.

The first Lynx may have been more expensive, but it wasn't necessarily any better.

- -- - - - - - - - - - - -
Michael Parrott v.v.v v.v.v TT030~48Mhz/4/4/630
mparrott@hebron.connected.com v.v !!! v.v Stacy~20Mhz/4/105
mparrott@delphi.com v (. .) v Despite the high cost
"Old Immortals don't die; ((v)) of living, the practice
they just... DON'T..." o-----/m-m------o remains popular...
- -- - - - - - - - - - - -

1429. Re: Fidonet Mailer Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 18:06:18 UTC
From: Paul.Civati@mettav.exnet.com
Message-ID: <775504908.0@mettav.exnet>
Source record: 182986

On 27 Jul 94 at 17:17:56 (Daron Brewood) wrote the following:

>> Does anyone know where I can find a fidonet mailer and reader
>> that is compatible with the Falcon.
>
> Dave, the only one I know of is Semper 0.71 from Jan Kriestan I can
> route email to him if you wish to apply to be a beta tester?

After all those years of using it how could you not mention BinkleyTerm-ST
Daron. ;-)

AFAIK it will run on a Falcon fine with the right patches, drivers and setup.

ATB, -Paul-

--
~=~=~=

1430. Re: Atari Lynx System FOR SALE!

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 18:13:28 UTC
From: nickc@ins.infonet.net
Message-ID: <31bgs8$mb4@insosf1.infonet.net>
Source record: 182963
Cross-posted to: alt.games.lynx,comp.sys.atari.st,seattle.forsale,pnw.forsale

In article <31bfdp$2u0@hebron.connected.com>, mparrott@connected.com (Mike Parrott) writes:
>> Is it not the case that the first Lynx is superior to the second? I
>> have been toying with the idea of buying one for my significant other, as
>> she has developed an interest in Chip's Challenge. I was under the
>> impression that the first Lynx was better, but much more expensive to
>> make.
>
>I don't know about manufacturing costs, but I currently own both an
>original Lynx and a Lynx II, and much prefer the Lynx II. It is stereo
>capable (though Klax is the only game I know to make use of it), smaller
>length-wise and has an easier-to-use joypad, IMO. And, the case color is
>molded into the plastic instead of painted on, so it's won't chip off.
>
>The first Lynx may have been more expensive, but it wasn't necessarily any
>better.
>- -
> Michael Parrott v.v.v v.v.v TT030~48Mhz/4/4/630
>mparrott@hebron.connected.com v.v !!! v.v Stacy~20Mhz/4/105
> mparrott@delphi.com v (. .) v Despite the high cost
> "Old Immortals don't die; ((v)) of living, the practice
> they just... DON'T..." o-----/m-m------o remains popular...
>- -
>

The First LYNX is definitely made more expensive and probably a little better in quality. I have a "GOOD" lynx II now, I've had to take it back and have several replaced because they either were not put together right, or the backlight didn't function properly. I have been trying to order; or atleast find an older LYNX I, but have had no luck do to the fact that they don't make them any more. But now, I have the lynx II, and have not had any problems with it so far...

\|||/
(o o)
+=========================ooO=(_)=Ooo=========================+
| Nick Crawford |_____________________| The CrAzY p*NuT |
+==================| NickC@ins.infoNet.net |==================+
+=======================+

1431. Atari Stacy/Monitor for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 18:15:35 UTC
From: mparrott@connected.com
Message-ID: <31bh07$59l@hebron.connected.com>
Source record: 182962

```
**********************************************************
* F O R S A L E *
* *
* Atari Stacy Portable Computer *
* - 4 Megs RAM, 105 Mb Quantum HD - *
* - 20 Mhz Accelerated! - *
* - Includes Optical Mouse, Padded Case - *
* *
* Asking $995 *
* *
*=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=*
* *
* Atari SM-124 Monochrome Monitor *
* - Razor-sharp Display - *
* *
* Asking $70 *
* *
**********************************************************

o Prices Include Shipping/Insurance
o Also willing to take following items in trade for the
above items, in good condition only:

- 4 Mb SIMMS (set of four)
- Guitar Multi-Effects Processor (Digitech RP-1, Zoom 9000S)
- Steinberger Headless Six-string Guitar
- Decent, 100-Watt Guitar Amplifier/Cabinet (min. 2 x 12)

o Will discuss trade amounts and such when you offer

Send E-mail queries/offers via Internet to:

mparrott@hebron.connnected.com

Or, call Mike at (206)830-2277.
```

1432. ST hardware for sale!

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 18:52:55 UTC
From: selick@acs4.bu.edu
Message-ID: <31bj67$grt@news.bu.edu>
Source record: 182972

My brother is selling the following Atari ST hardware. He will consider breaking it up, but would rather sell the whole package for $600. Breakup prices are included next to each item. Please respond to <selick@itt.com>

1040 ST - Tos 2.06, 1 meg ram, dsdd 3.5" floppy drive. Includes PC-Ditto II board which is not connected because it made the ST intermittant (note: the ST is absolutely solid without the pc-ditto board installed!) $200

SM124 monochrome monitor - $75

SM1224 color monitor - $125

150 meg MFM hard drive subsystem - includes Supra SCSI host adaptor, Adaptek 4000 SCSI -> mfm controller, and 1 Maxtor 150 meg MFM hard drive with 28 ms access, power supply, and a homemade case. Assembled, and ready to run! $175

Spectre GCR 3.0 with Mac 128k ROMs - $175

Okidata 92 9 pin printer - $75

Please feel free to make offers if you don't like the prices. Again, he will happily take the first $600 offer for the whole lot!

Call Bill eves until 10pm at 201-569-8421. Items are located in northeastern NJ. Prices do not include shipping. Please discuss terms with Bill.

1433. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 19:38:05 UTC
From: millert@grad.csee.usf.edu
Message-ID: <31blqt$gl0@mother.usf.edu>
Source record: 182966
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I know all about people who use software they haven't paid for.

I've gotten first, second, and third-hand reports from all over the world
about people who use and absolutely LOVE ANSITerm.

Yet the number of registrations totals to just over 30.

I've had countless requests for version 1.90 (the unregistered version),
but I never hear from these people again. They do not register.

No, programs should NOT all be released as shareware because most people
are not honest enough to pay for shareware software that they frequently use.

1434. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 19:47:11 UTC
From: millert@grad.csee.usf.edu
Message-ID: <31bmbv$gl0@mother.usf.edu>
Source record: 182967
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Rick Flashman (rflashma@mtholyoke.edu) wrote:
: Phil Mills (millsp@govonca.gov.on.ca) wrote:
: > The companies that claim they're losing a mint to piracy are just
: > pulling numbers out of thin air to make a big case and impress the law
: > makers/enforcers. Even if they could shut down every one of the warez
: > dweebz, it wouldn't add a cent to their profits. (On the other hand,
: > focussing on corporate-level theft *might* get them a few extra
: > dollars...but not those in the Atari software business.)

: If I only had back all the dollars that "non-legal" owners have chewed up
: over the years when they call us (usually on our 1-800 line) tring to get
: free technical support for something they did not buy...

Ugh! Doesn't that just make you SICK? Wouldn't you just like to pound
the living excrement out of them? The arrogance of some of these
people who expect you to give them technical support for a product they
didn't buy is disgusting!

GRRRRRRRRRRRRRRRRRRRR!

1435. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 19:52:05 UTC
From: millert@grad.csee.usf.edu
Message-ID: <31bml5$gl0@mother.usf.edu>
Source record: 182968
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The SPA is a crock. They won't so anything for anyone who doesn't pay them lots of money to be a member.

I THINK Dorothy Brumleve even tried talking to them about all the Atari piracy that she had investigated. They weren't interested.

1436. Re: 4SALE: Custom Syquest; Atari and Mac

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 20:55:22 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <31bqbq$bog@mailer.fsu.edu>
Source record: 182997

Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
> A brand new Mac external 3.5" 105mb Syquest unit (with one cartridge) is
> selling for $289 from Dirt Cheap Drives (in Computer Shopper). An ICD
> Link II is ~$100. So, for ~$389, one can have a much faster 105mb cartridge
> drive that can be hooked to a Mac simply by unplugging the Link II.

I misquoted the information above. The price I looked at does _not_ include
a cartridge, so add $70. Still damn cheap!

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1437. Re: MPEG viewer for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 21:40:36 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <31bt0k$1be@charm.magnus.acs.ohio-state.edu>
Source record: 182976

There are a few MPEGs available at grind.isca.uiowa.edu in the Image directory. You can also telnet there with the login 'iscabbs'. Anyone know any better sites other than the ones on the web.

How about FLIs, I saw a site in Europe with a number but was uninterested at the time. Now that I would like to find them, I can find it.

Dan

1438. Re: atari-future products?

Newsgroup: comp.sys.atari.st
Date: 1994-07-29 22:37:32 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EG4VEAVG@ttgk.textlitho.nl>
Source record: 182901

In <9407271530.AA04393@ilmen.lanl.gov> Hutch wrote :

>Some believe that very successful Jaguar sales will eventually lead to new
>and improved desktop computers from Atari. I, for one, am not that
>optimistic, judging from 'inside' information and public announcements
>and innuendos from Atari themselves at various stockholders meetings.

Well, if Atari is succesful in selling the Jaguar it will only lead to
improvements in the game computer range, not in new home computers.

>But be that as it may, if the Jaguar fails miserably, you can bet that
>Atari as we know it will likely collapse as well. It seems a cruel twist
>of fate to me that I should buy a GAME system to help insure the continued
>existence of a great desktop computer!

No it's just plain pathetic...

>>I am only afraid, that software developers stop developing for the Atari
>>platform if Atari stops to produce

They already do, and I can't blame them, in a system which has no future,
you wouldn't invest...

>But hey, even if Atari Corporation folds that does NOT mean the end of
>Atari computing! We can still enjoy these great machines for a long time
>to come. The 8-bitters have been without any real support for years but
>they still have a lot of fun, regardless. I reckon we could too. :)

Nope, but we are left in the cold for anything new.... Like Multimedia,
CD-ROM, High-res graphics, speed, availability, 'power' without the
price....

Gert

--

-- --
Atari TT-Point
-- --

1439. Hard drive virus checker

Newsgroup: comp.sys.atari.st
Date: 1994-07-30 03:30:44 UTC
From: Matt.McAlister@dataport.com
Message-ID: <30b_9407291945@dataport.com>
Source record: 182981

Can someone recomend a good virus protection program for the hard drive. A good public doamian one preferably. Or can you tell me the name of one I can buy and how much it costs.

Thanks.....
Matt McAlister

InterNet: Matt.McAlister@dataport.com
FidoNet : Matt McAlister 1:143/106

1440. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-07-30 04:06:11 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <31cjjj$su3@terminator.rs.itd.umich.edu>
Source record: 182904
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-rw-r-- weiner 7458 Jul 24 13:24 ./Applications/0index
-rw-r--r-- boydm 768 Jul 24 13:23 ./Applications/Dtp/bjc800.lzh
-rw-rw-r-- weiner 9320 Jul 24 12:49 ./Demos/0index
-rw-r--r-- boydm 545478 Jul 24 12:43 ./Demos/sotart.lzh
-rw-r--r-- boydm 402529 Jul 24 12:41 ./Demos/whdbr_a.msa
-rw-r--r-- boydm 421925 Jul 24 12:42 ./Demos/whdbr_b.msa
-rw-r--r-- boydm 643990 Jul 24 12:43 ./Demos/techno.zip
-rw-rw-r-- entropy 27735 Jul 24 13:26 ./Utilities/0index
-rw-r--r-- lenn 88064 Jul 24 13:20 ./Utilities/Warp9stuff/movies12.lzh
-rw-r--r-- lenn 97280 Jul 24 13:20 ./Utilities/Warp9stuff/clown.lzh
-rw-r--r-- boydm 118631 Jul 24 12:52 ./0ls-lR.Z
-rw-r--r-- weiner 7807 Jul 24 13:23 ./Telecomm/0index
-rw-r--r-- lenn 92491 Jul 24 13:19 ./Telecomm/m_read20.lzh
-rw-r--r-- boydm 117907 Jul 24 12:54 ./0ls-lRc.Z
-rw-r--r-- boydm 142672 Jul 24 12:51 ./0compind.Z
-rw-r--r-- boydm 351643 Jul 24 12:51 ./0index
-rw-r--r-- entropy 5643 Jul 25 18:44 ./Programming/0index~
-rw-r--r-- entropy 5643 Jul 25 18:44 ./Programming/0index
total -rw-r--r-- 1 boydm 1659 Jul 27 11:43 0index drwxr-xr-x 2 baldrick 2048 Jul 27 23:23
EtherNet drwxr-xr-x 3 boydm 2048 Jul 22 12:17 Ka9q drwxr-xr-x 2 baldrick 2048 Jul 22 01:28
Local drwxr-xr-x 2 baldrick 2048 Jul 27 23:23 Mail drwxr-xr-x 2 boydm 2048 Jul 22 10:56
Midi lrwxr-xr-x 1 baldrick 15 Jul 22 10:47 MintNet -> ../Mint/Network drwxr-xr-x 2 baldrick
2048 Jul 21 23:23 News drwxr-xr-x 2 boydm 2048 Jul 22 12:01 Uucp -rw-r--r-- 1 boydm 23133
May 29 00:34 tcpip.lzh
-rw-r--r-- baldrick 118271 Jul 27 11:47 ./0ls-lR.Z
-rw-r--r-- weiner 7553 Jul 27 11:40 ./Telecomm/0index
-rw-r--r-- baldrick 117679 Jul 27 11:49 ./0ls-lRc.Z
-rw-r--r-- boydm 1659 Jul 27 11:43 ./Network/0index
-rw-r--r-- baldrick 5109 Jul 27 09:34 ./Network/EtherNet/readme
-rw-r--r-- baldrick 3740 Jul 27 09:34 ./Network/EtherNet/readme.pkd
-rw-r--r-- baldrick 4398 Jul 27 09:36 ./Network/EtherNet/tn.rsc
-rw-r--r-- baldrick 39583 Jul 27 09:40 ./Network/EtherNet/tnftp.acc
-rw-r--r-- baldrick 142575 Jul 27 10:00 ./Network/EtherNet/tuw-tcp.1.22.lzh
-rw-r--r-- baldrick 143675 Jul 27 11:45 ./0compind.Z
-rw-r--r-- baldrick 353200 Jul 27 11:45 ./0index
-rw-rw-r-- entropy 10600 Jul 28 17:15 ./Mint/0index
-rw-r--r-- dpz 123061 Jul 28 17:09 ./Mint/Utilities/screen01.tgz
lrwxr-xr-x entropy 22 Jul 28 17:33 ./Mint/MPatches/README -> mint-1.10h8-README.1ST
-rw-r--r-- entropy 12452 Jul 28 17:11 ./Mint/MPatches/mint-1.10h7-1.10h8-diffs.gz
-rw-r--r-- entropy 25243 Jul 28 17:12 ./Mint/MPatches/mint-1.10h8-README.1ST
-rw-r--r-- entropy 64534 Jul 28 17:15 ./Mint/MPatches/mint-1.10-1.10h8-diffs.gz
-rw-r--r-- dpz 288064 Jul 28 17:08 ./Utilities/pgp26uib.lzh
-rw-rw-r-- entropy 27784 Jul 28 17:15 ./Utilities/0index
```

```
-rw-r--r-- dpz 118067 Jul 28 17:23 ./0ls-lR.Z
-rw-r--r-- boydm 228736 Jul 9 22:16 ./Lynx/Lynx-Hyperstack-0794.sea.bin
-rw-r--r-- weiner 742 Jul 28 18:59 ./Lynx/0index
-rw-r--r-- dpz 117447 Jul 28 17:24 ./0ls-lRc.Z
-rw-r--r-- dpz 143689 Jul 28 17:22 ./0compind.Z
-rw-r--r-- dpz 353296 Jul 28 17:22 ./0index
-rw-rw-r-- entropy 3100 Jul 29 11:47 ./Misc/0index
-rw-rw-r-- entropy 27724 Jul 29 12:02 ./Utilities/0index
-rw-r--r-- baldrick 118365 Jul 29 12:17 ./0ls-lR.Z
-rw-r--r-- baldrick 117871 Jul 29 12:18 ./0ls-lRc.Z
lrwxr-xr-x baldrick 15 Jul 29 17:22 ./Falcon/Games/blat.lzh -> ../Ste/blat.lzh
-rw-r--r-- baldrick 36120 Jul 29 11:30 ./Network/Mail/bm.tos
-rw-r--r-- baldrick 52322 Jul 29 11:30 ./Network/Mail/mail110.lzh
-rw-r--r-- boydm 2423 Jul 29 11:56 ./Network/0index
-rw-r--r-- baldrick 231418 Jul 29 12:08 ./Network/News/snz128e.tos
-rw-r--r-- baldrick 164864 Jul 29 12:09 ./Network/News/snz128s.tos
-rw-r--r-- baldrick 144030 Jul 29 12:15 ./0compind.Z
-rw-r--r-- baldrick 353907 Jul 29 12:15 ./0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

1441. Re: Atari 520ST w/monitor $100 + shipping !!

Newsgroup: comp.sys.atari.st
Date: 1994-07-30 04:07:33 UTC
From: marsalone@delphi.com
Message-ID: <5i1zrZN.marsalone@delphi.com>
Source record: 182975

Todd Munk <tmunk@qing.igpp.ucsd.edu> writes:

>Atari 520ST, 512K, with monitor and lots of software (mostly
>games). The disk drive is double sided and double density.
>First $100 dollars takes it!!

Todd, if it is still for sale, I want it. Is it is good condition??

1442. Re: COMA

Newsgroup: comp.sys.atari.st
Date: 1994-07-30 05:29:56 UTC
From: julian@loose.apana.org.au
Message-ID: <31cogk$dsl@loose.apana.org.au>
Source record: 182977
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Where can I find COMA 220? It wasn't on archie.au or src.....
Thanks. julian@loose.apana.org.au

1443. Re: Fidonet Mailer Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-07-30 06:58:56 UTC
From: Joerg_Spilker@daolin.fido.de
Message-ID: <2e3a08e8%fido.de@p42.f205.n6000.z242.fidonet.org>
Source record: 182925

Hi Dave,

DC> Does anyone know where I can find a fidonet mailer and reader

the best supported FidoNet mailer is Semper (current version 0.71beta). It's completely in GEM. You'll like it.

DC> that is compatible with the Falcon.
DC>
DC> I have looked on several Internet sites, but am unsure what
DC> filename I should be looking for :)

look on ftp.uni-paderborn.de, there is a packet smp_beta.zip which contains all files needes for setup and also the latest update as smp_071b.zip.

Greetings, Joerg

1444. Re: Fidonet Mailer Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-07-30 09:38:14 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940730Z093814.882dbrewood@nest.demon.co.uk>
Source record: 182903

In article <775504908.0@mettav.exnet>
Paul.Civati@mettav.exnet.com "Paul Civati" writes:

> AFAIK it will run on a Falcon fine with the right patches, drivers and setup.

Basically Paul as I was not sure if the latest version of Binkley would work
on the Falcon, wheras I know Semper will perfectly.

--


```
=============================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
=============================================================================
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
=============================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
=============================================================================
```

1445. Re: Storm 1.02 Zmodem Help

Newsgroup: comp.sys.atari.st
Date: 1994-07-30 10:02:43 UTC
From: clark@ee.ualberta.ca
Message-ID: <31d8g3$cr0@quartz.ucs.ualberta.ca>
Source record: 182984

Matt McAlister (Matt.McAlister@dataport.com) wrote:
> Are you using a 520st? If you are it is most likely do the fact that the 520
> dosen't support rts/cts flow control. If you have are using a another atari
> you may need to run a patch that will correct this problem.

> I'm using a 1040st with a patch for tos1.4 and using T-term (another excelent
> prog!) and have had no troubles yet.

> ---
> InterNet: Matt.McAlister@dataport.com
> FidoNet : Matt McAlister 1:143/106
> ---

Hey there.
Mo, I am not using a 520. I am using a 1040Ste with 4 meg RAM and
a ICD Fast 50 meg HD. Tos 1.6, etc...
I cannot figure this out, some people have no problem,
others cannot get it to work at all...guh
-clark

1446. Re: Copyright Laws...!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-30 11:15:35 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <31dcon$pn0@golem.wcc.govt.nz>
Source record: 182998

In article <9407281437.AA04651@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:
>In article plm@golem.wcc.govt.nz, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>>A few Points I would like to mention about Copyright and the
>>Laws in New Zealand...
>
>
>Roger, this is getting silly <again>. The whole point is that you
>advocated the theft of copyrighted software and admitted to owning
>illegal TOS ROMs yourself. To make matters worse, you flamed others
>for trying to educate the original poster about right vs wrong. This
>does not do much for your public image, mate. ;-)

Are all Yanks dick heads or as stupid as you..??

I HAVE NEVER EVER STATED THAT I ADVOCATED THEFT OF COPYRIGHT SOFTWARE,
AND NO I DON'T HAVE ILLEGAL COPIES OF ROMS.....

Do you wish to have a slander suit taken against you...

>Do what you will in the privacy of your own home. But do us all a
>favor by not publicly promoting _any_ form of software piracy. When
>you do so that's just like rubbing all developers' noses in the dirt
>and hey... after awhile that hurts! :)

I don't think you could develope any thing, only Slander from what I can read..

I do suguest that you go back to school and learn how to read, and a English
school at that.......

Just because you could not handle a PC clone, it does not give you licence
to slandering people that still have Ataries...

>"What goes around, comes around."
>
>-Hutch- @ Fair Dinkum Tech

Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

P.S From a real person, not a Copy ! GEnie - r.sheppard5

1447. Re: Help w 1GB SCSI II & Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-07-30 11:19:15 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Jul30.111915.1271@cathy.ijs.si>
Source record: 182983

In article <CtH6s5.1Iz@freenet.carleton.ca>,
Jack Kitowicz <ac382@FreeNet.Carleton.CA> wrote:
>A fellow Falcon owner (who doesn't have access to usenet) has just
>purchased a 1.08 Gigabyte SCSI II drive to use for d2d recording.
>It is a Dynatek (actual drive mechanism is Quantum I think) HDA1.0 QSDM1.
>The drive ID is set to 0, but the Falcon does not recognize the drive.
>He is using a 4MB RAM, 80MB IDE Falcon with the Atari HD driver (6.61)
I had a similar problem. No programs recognised the 1.08GB drive, no matter
what SCSI ID it had. Only ICD's IDCHECK sensed there was something there: It
waited for response from whatever ID the disk was at the time. If I cut the
power to the drive, IDCHECK sensed this, and went on. Realy weird.

I finaly had the vendor exchange the 1.08 GB disk for two 540 MB disks. They
cam on without problems. I have no idea what the problem was, sorry.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

1448. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-30 11:52:02 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EG5MDEWB@dksoft.ping.dk>
Source record: 182991

In <9407281914.AA04727@ilmen.lanl.gov> Hutch wrote :

>Yeh, life is tough sometimes, isn't it? Still no excuse for theft. Sorry.

And is sure was no excuse at all, just the reality.

>
>>I don't like to call it theft. I would rather call it borrow to test.
>
>Yeh, right. We've heard it all before, Kim. It's still rationalization.
>What security does the software developer have that you will destroy your
>copy of the software if you don't like it? Maybe YOU are an upstanding,
>honest individual but can you guarantee everyone will 'play fair?' Most
>developers would be thrilled to handout free 'test' copies of their s/w
>IF they knew they wouldn't be ripped off. But that's just not realistic.

The developer got no security at all, but on the other hand, the custumor
doesn't have any security either if their just bought software will work
or not, without beeing able to test it. And still, it's the custumors who
are the one paying for this. These are the same guy's who are going to
continue to support the developers, IF! they'r treathed right.

>In a perfect world, I would agree with you. And developers would LOVE it
>as it is a LOT cheaper and easier for them to distribute shareware. But
>we all know that very few people register the shareware they use so...

That is the sad real world right. But some people do registre shareware, and
those people should continue to have their chance.

>
>I'd bet that if you spent a year or so as an Atari developer trying to
>feed your family on that income alone you would soon change your opinions.
>Either that or else you would likely starve. :)
>

I would never ever try to feed a family from developing software. No matter
what platform we talk about, it's very few people who can live from developing
software.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

1449. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-30 12:35:40 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EG5MDEWE@dksoft.ping.dk>
Source record: 182992

In <1994Jul28.182642.13343@govonca.gov.on.ca> Phil Mills wrote :

>Actually, I was recommending listening to their recommendations and
>experiences rather than "borrowing" <ya, right> it.

Whats wrong in borrowing software from a friend, and at least make sure the
software isn't run twice at the same time on two different computers.
I guess this is not against any rule of copyrights, right ?

>All of this may be true, but your point's still not coming through. Are
>you looking for perfect safety? (You're not going to get it...not
>legally, but that's also true for lots of other products that *can't* be
>stolen as easily as software.) Do you think that *every* store and
>vendor are out to defraud you? (They're not and all of my suggestions
>that you found fault with can help you pick out the good ones.) Or are
>you just looking for someone to agree that the Atari market, computers
>in general, and all of life is basically unfair? (OK, I agree. :-))

I not looking for anything, but rather telling us guy's how it's or can be
like to be an custumor. If i could make sure all software i buy will work
the way it's suppose to, then i have nothing against the way it is now.
But this is just an secure i can't get, and thats also the reason i don't
accept the way it is now.
I'm open for alternatives and conversations. I could if i want just say,
hey, you'r the developer, you go figure out a better solution. But that'll
not help any of us.

>I have an old PClone with a MIDI card as well as an Atari. A few years
>ago, a relative gave me a Xmas present of the PC version of
>Band-in-a-Box by PG Music. It didn't work with my system -- normal PC
>interrupt conflicts, I believe. I called the company and they had no
>technical answer and advised I return it to the store. I figured that
>would be a pain and mentioned how these problems didn't happen on the
>Atari. The person on the phone asked whether I'd rather have a copy of
>the Atari version of the program than a refund. I said yes and it was
>at my house in a week. We both won: I have a good, working program and
>he has a customer who pays for enhanced versions of BiaB.
>
>My point, here, is that many programmers and software suppliers are
>human. :-) They don't get many extra points (or dollars) for making
>people angry and building a bad reputation.

What if you didn't have an atari, and you couldn't get a refund. In what
situation will that put you ?

I guess it's time to cut into paper what i mean. This is a story from my real world.

A year ago i ordered a new BBS package, cause some of my friends had an textfile coming from the author of the BBs package telling anyone it was the best alternative. And from this textfile everything looked good.

Together with one of my friends we ordered both a copy, (from the US) paying about 90ï¿½ each (+p&p included). After a few months it arrived, and i spend about two months trying to setup this BBS, ran into alot of problems, found much of it didn't working.
In the meanwhile there was alot of updates coming, so i saw no reason in the first place to send it back, (from the manual i got one month to decide wether i want to keep it or have my money back. But i spend more than a month just trying to set it up).
After about 4 months i gave up. This new BBs had been running about 2 hours online, i have spend several hours to do the setup, and everytime i ran into new problems and things not working as they were suppose to.
What really did that i gave up, was a new version arriving. Every new version had an install program, but this time i couldn't even install the new version on my Falcon, but on my STE it did fine. (it has since been reported as an bug).

I have ever since tried to get my money back or sell it to another friend, cause this is just not the BBS for me. From the manual it's stated one month money back guarantee. I couldn't manage to decide in that month. Also it's stated i can't sell or give away the package, cause in some of the files there is my sysop and BBS name written and the author will not change it. This means i'm stock with this BBS even though i have another friend who's willing to buy it from me.

This is a commercial BBS package which has no demo version or anything. I ordered from what i saw in the textfile, just to discover that wasn't the case. Also the author is known to be a decent developer of Atari software, (decent my ass!).

Now you tell me how much this gain the author that i have this BBS not online but in a corner collecting dust, trying to get rid of it. ?
If this author was decent, he would understand my problems and let me sell it to another guy who's willing to offer the needed time, and stand against whatever bug's might appear in the future. I was even willing to give it away for free, but no can do!.

This is just one story from my world. Take it as you want, it could improve your ideas about me.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

1450. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-30 12:45:50 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EG5MDEWH@dksoft.ping.dk>
Source record: 182993

In <1994Jul28.184501.16342@govonca.gov.on.ca> Phil Mills wrote :

>Since I haven't had anyone *ever* refuse a refund for that reason, I
>find it difficult to answer your question. (I usually avoid signs that
>say, "All Sales Final," as if they were covered with poison.) On the
>other hand, when I see someone running a program with no disks or docs,

Look at my previous message about the BBS package, and you'll understand
what i mean. Also it does hapen to others as well.

>I have a reasonably large hint about who's the one stealing.

I agree upon that one.

>It's also something you can't always say about cars. I believe it was
>Nader's book that told about someone buying a car and having so much
>trouble getting it fixed under warranty that, in frustration, they took
>it to the manufacturer's office building and burned it on the front
>lawn. More commonly, the dealer tinker's enough to keep it running and
>then hits you for the parts replacement bill the day after the warranty
>expires. :-)
>(The smiley face above is because I don't have a car; I just recite the
>horror stories that my co-workers tell me.)

Thats has to be because of your laws. That will never happen here in Denmark.
If something isn't working here when you buy it, the dealer got obligations
to take it back or fix it in a decent timeperiode (which depence on what we'r
talking about).

>You've already said that you think people should pay for software if
>they use it, but a lot of people who "borrow" software are not like
>you--otherwise we wouldn't be in this thread. Unfortunately, those
>people don't like to call it theft either; it's too harsh...too
>criminal.
>

I don't think a true pirate even cares at all. They probably just laugh.
But i dont understand why those people who do pay should suffer from this.
At least they'r the one who are going to support in the future as well. If
i was a developer, i would rather try spend my time on those who's willing
to pay, rather than to spend alot of time and resources on those who don't.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

1451. Re: LaserJet 1 - error codes?

Newsgroup: comp.sys.atari.st
Date: 1994-07-30 12:46:32 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EG5MDEWK@dksoft.ping.dk>
Source record: 182994

In <940728Z162926.969dbrewood@nest.demon.co.uk> Daron Brewood wrote :

>Can anyone please post a list of error codes for the HP LaserJet (the original
>version). I keep getting error 22 and error 40 on the display, but ahve no
>idea of the meaning.
>

I can have it for you in a few days.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

1452. Re: Information wanted

Newsgroup: comp.sys.atari.st
Date: 1994-07-30 13:28:59 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <Ji-zbHT.ari2550@delphi.com>
Source record: 182985

Sorry to hear about this. Unfortunately, this thing happens quite a bit in this marketplace...

BTW, are you the same guy who wrote that excellent color-screen dump program?

Good luck, I hope you work things out.

Regards,

Ari

1453. Re: Transputer Addon

Newsgroup: comp.sys.atari.st
Date: 1994-07-30 14:09:26 UTC
From: Spencer.Davies@mettav.exnet.com
Message-ID: <775621732.0@mettav.exnet>
Source record: 182910

On 28 Jul 94 at 03:47:07, Steve did truly state.....

>> Did Atari ever release their transputer addon for the ST series. I
>> believe they were talking about it 3 years ago. It had a target price
>> of 600 pounds sterling and could be fitted with up to 4 transputers.
SJ> No. Although I believe Atari U.K. did some 'preliminary' R&D on
SJ> the STT, I think they gave up on it fairly quickly.
SJ>
Atari only released the ATW but a British company (Kuma) released a Transputer addon for the ST range which connected to both the cartridge port and I think the parallel port?

I can't find my old copies of ST World (it was a great mag!) but I believe that it would take something like 4 T800 transputers and came with Occam.

Kuma gave up the s/ware h/ware side some time ago and now concentrate on publishing.

Spencer

spencer@boondock.mettav.exnet.com

* Origin: The Net is Yours,USE IT!Don't Abuse IT! (Turbonet 100:1011/0.2)

1454. Re: Comp's Nodesk

Newsgroup: comp.sys.atari.st
Date: 1994-07-30 17:14:56 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CtrJwx.FBL@cix.compulink.co.uk>
Source record: 182995
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>Does any one know any thing about the Compo's Nodesk,
>that I read about in ST-Review Dec, 93..

Maybe you want to check out the MagiC/Ease/Kobold combination, it's very
good.

Ofir ogal@cix.compulink.co.uk

1455. Atari 520STFM for sale

Newsgroup: comp.sys.atari.st
Date: 1994-07-30 17:25:06 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <31e2di$t18@ucsbuxa.ucsb.edu>
Source record: 182911

I have an Atari 520STFM for sale. It comes with the mouse,
512K of RAM, and an internal single-sided disk drive.
I would like $65 including shipping for it.

send e-mail to
6500dtpt@ucsbuxa.ucsb.edu
David Tipton

(I might be interested in trading it for other sorts of computer
equipment...)

1456. Converting ST MIDI Files to IBM PC Format

Newsgroup: comp.sys.atari.st
Date: 1994-07-30 17:35:38 UTC
From: Stephen@stevef.demon.co.uk
Message-ID: <775589738snz@stevef.demon.co.uk>
Source record: 182940

A guy at my Ham radio Club needs to convert a load of ST MIDI Files to run on an IBM PC/Soundblasted system. He asked me to post a message asking how this could be done. The files are all on floppy disc.

Thanks in advance

--
Steve Farthing | stephen@stevef.demon.co.uk |
Melksham "I'm pink therefore I'm Spam"
Wiltshire UK

1457. Re: Fax-Soft (w. ZyX)

Newsgroup: comp.sys.atari.st
Date: 1994-07-30 19:08:26 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <31e8fa$44e@charm.magnus.acs.ohio-state.edu>
Source record: 182902

In article <940728011207199@scpcug.com>,
Dennis Mcguire <dennis.mcguire@scpcug.com> wrote:
>RS> P.S. There are no demos of Straight Fax 2.1 and from what I have been
>RS> readingits no longer being supported, as the Author found a hacked
>RS> copy on a USA BBS,
>RS> and saw no point in supporting Atari any more, but that could have
>RS> changed bynow...
>
>
> Not true. Charles Smeton is still supporting STraight Fax. Get the facts
>before you speculate.
>--- FreeMail 1.09
> * Origin: Tim's BBS * Erie, PA * 814-825-1731 * (1:2601/566)

For those Atari users who only communicate buy modem.
Before the computer people use to talk to each other with words for their very
own mouths.

Please, before you post bad information. Pick up the telephone and call an
Atari software dealerand ask them if said software is still being supported
buy the author.

Most of the Atari dealer's I talk to when I order I ask them if the item is
still has support this information, before I make my purchase.

Raymond Collins	Atari TT030 4/4 MB ST/TT RAM 245 HD
rcollins@magnus.acs.ohio-state.edu	Travel By ZyXEL 19,200 bps
or rcollins@freenet.columbus.oh.us	Die Hard Atari Fan since 1984

1458. Re: Fax-Soft (w. ZyX)

Newsgroup: comp.sys.atari.st
Date: 1994-07-30 19:41:22 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <31ead2$46t@charm.magnus.acs.ohio-state.edu>
Source record: 182996

Please, before you post bad information. Pick up the telephone and call an Atari software dealer and ask them if, said software, is still being supported.

Most of Atari software dealer's I talk to, if asked, will inform you if the item is still has support. I ask have asked this question before I made my purchase.

Raymond Collins	Atari TT030 4/4 MB ST/TT RAM 245 HD
rcollins@magnus.acs.ohio-state.edu	Travel By ZyXEL 19,200 bps
or rcollins@freenet.columbus.oh.us	Die Hard Atari Fan since 1984

1459. Re: Atari's finances and future of computer operations

Newsgroup: comp.sys.atari.st
Date: 1994-07-30 20:28:16 UTC
From: ritz@ritz.mordor.com
Message-ID: <Ctrsv4.L00@ritz.mordor.com>
Source record: 182913

Stephen Jacobs (saj@chinet.chinet.com) wrote:
: I won't repost Mauritz's trash, but I'll recall that he's been predicting
: the imminent failure of Atari for at least 4 years. The stock price, by
: the way, has been both above and below what it was when he started making
: those predictions, and is now reasonably close to where it was then. The
: company's biggest assets in that time have been Time-Warner's devotion to
: keeping Atari in the consumer market, and the Tramiel family's fascination
: with the computer business. Not things that appear in an annual report.

I love how the die hards ignore all fact and base arguments purely on
personal attacks....Heh.

The "trash" was taken directly from the annual report of Atari Corp.
And if you'll recall, I said several years ago that if Atari was going
to survive, it would need to stop wasting money on its computer business
because they couldn't compete. I think the only reason it is still
around is that Time Warner needs a reasonably cheap way to hop on
the multimedia bandwagon and the Atari name might help. Many people
that are in prime buying power now still remember the days when
Atari owned the home video game market. I'm glad they finally threw
in the towel on computers and will now spend shareholder money on
products that they can sell.

Chris

--
Christopher Mauritz | Ask me about public access unix
ritz@mordor.com | and interactive internet services.
Mordor International BBS | BBS: (201)433-7343,(212)843-3451
Jersey City, NJ | FAX: (201)433-4222

1460. Re: Starball, ARGH!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-30 20:47:07 UTC
From: jtrautschold@BIX.com
Message-ID: <jtrautschold.775601227@BIX.com>
Source record: 183000

oldcornd@cs.man.ac.uk (David Oldcorn) writes:

> New version should be available in a week or so. The Invaderball bug might
> be fixed, and certainly all the hard drive problems are, and there will
> be the option to plug in extra sampled FX on STe TT and Falcon.
>
> Dave

Dave - should Starball run fine on an old 1040ST with 1 meg and TOS 1.04?
I just tried loading it up on my old system and although the credits
screen pops up and the music plays, the game board never appears. The ST
either switches to black or hangs on the last screen that comes up after
the credit stuff.

I've been running it on both my TT and Falcon without any problem.

~~~~~~
John R. Trautschold	j.trautschold@bix.com
""""""""""""""""""""	j.trautschold on BIX * 71333,1003 on CIS
Missionware Software	J.TRAUTSCHOL on GEnie * MISSIONWARE on Delphi
~~~~~~

1461. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-30 21:56:06 UTC
From: rflashma@mtholyoke.edu
Message-ID: <31ei9m$s9e@mudraker.mtholyoke.edu>
Source record: 182999

Kim Andersen (Kim@dksoft.ping.dk) wrote:

> Whats wrong in borrowing software from a friend, and at least make sure the
> software isn't run twice at the same time on two different computers.
> I guess this is not against any rule of copyrights, right ?

Wrong. There are "two" users involved one "two" different computers.
Doesn't matter if the software isn't being run at the "same time". That
still violates both U.S. and European copyright laws. This about it,
"two" people are using the software, yet only "one" copy was bought.

> Together with one of my friends we ordered both a copy, (from the US) paying
> about 90 each (+p&p included).

If you are setting up one BBS, this is OK. But if you are setting up two
BBS systems, this would not be legal. "Two" copies, "one" purchase.

> I have ever since tried to get my money back or sell it to another friend,
> cause this is just not the BBS for me. From the manual it's stated one month
> money back guarantee. I couldn't manage to decide in that month. Also it's
> stated i can't sell or give away the package, cause in some of the files
> there is my sysop and BBS name written and the author will not change it.
> This means i'm stock with this BBS even though i have another friend who's
> willing to buy it from me.

Have you actually CONTACTED the author (you know, write a short note
explaining your problem)? I'm sure that in the least the author would
have NO problem in re-registering the program to your friend who wants to
buy it (though after all the problems you had, your friend might not
remain your friend too long ;-). As a developer, I hear stories like this
quite a bit. Most times I am amazed how many people will not contact the
author. I don't think we have a single customer who has come away unhappy
after contacting us with a problem, regardless the problem.

> (decent my ass!).

Again, I ask. Did you contact him? If so, what did he say?

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

1462. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-07-31 02:39:05 UTC
From: scotty@cais2.cais.com
Message-ID: <31f2s9$mao@sun.cais.com>
Source record: 182905
Cross-posted to: comp.sys.atari.st,umich.archives

Atari Archive Robot (atari-archivists@atari.archive.umich.edu) wrote:
: -rw-r--r-- boydm 351643 Jul 24 12:51 ./0index
: -rw-r--r-- entropy 5643 Jul 25 18:44 ./Programming/0index~
: -rw-r--r-- entropy 5643 Jul 25 18:44 ./Programming/0index
: total -rw-r--r-- 1 boydm 1659 Jul 27 11:43 0index drwxr-xr-x 2 baldrick 2048 Jul 27 23:23 EtherNet drwxr-xr-x 3 boydm 2048 Jul 22 12:17 Ka9q drwxr-xr-x 2 baldrick 2048 Jul 22 01:28 Local drwxr-xr-x 2 baldrick 2048 Jul 27 23:23 Mail drwxr-xr-x 2 boydm 2048 Jul 22 10:56 Midi lrwxr-xr-x 1 baldrick 15 Jul 22 10:47 MintNet -> ../Mint/Network drwxr-xr-x 2 baldrick 2048 Jul 21 23:23 News drwxr-xr-x 2 boydm 2048 Jul 22 12:01 Uucp -rw-r--r-- 1 boydm 23133 May 29 00:34 tcpip.lzh

^^^^^ What is all this stuff?

: -rw-r--r-- baldrick 118271 Jul 27 11:47 ./0ls-lR.Z
: -rw-r--r-- weiner 7553 Jul 27 11:40 ./Telecomm/0index
: -rw-r--r-- baldrick 144030 Jul 29 12:15 ./0compind.Z
: -rw-r--r-- baldrick 353907 Jul 29 12:15 ./0index
: --
: -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Hey Howard --

Looks like the robot burped bigtime!

--
==========
Scott R. Chilcote
scotty@cais.com

1463. Codehead support

Newsgroup: comp.sys.atari.st
Date: 1994-07-31 02:57:42 UTC
From: sammcgee@crl.com
Message-ID: <31f3v6$bst@crl5.crl.com>
Source record: 182906

This message was found on GEnie. The first message was edited and some page formatting was preformed.

Sam

Category 30, Topic 18
Message 3 Sat Jul 30, 1994
MUSE [Tomas] at 04:16 PDT

...[info on Digitape deleted]...

Friends, it's time to tell you that CodeHead Technologies, as you have known it, is no more. The people behind it, Charles, John and (lately) Tomas, the quality and dedication that drove it, these things are here and alive, make no mistake. However, the company that maintained a staff (of one) and provided telephone support are gone. Gone. It is no longer possible. We are all making a living in other ways.

For the last four months I've been all alone at the office of Codehead (The redecorated attic of John and Julie's beautiful home), napping mostly, and maintaining the illusion. Pretty damned depressed, too. John has been working at Fox Studios with his wife Julie, doing the behind the scenes work on the music that accompanies the TV shows and movies you love. Charles has been gigging with Al Jarr... how DO you spell that... Ja row...? Jaroux...? Who cares? My CD collection is way downstairs...

Me? I've taken a job in the health care business. I push paper across my desk, and try to maintain a Windows machine. Brother, I'd rather be singing in a bar somewhere... How I hate the 90's.

And so it goes... And that's the way it is... And so, as we began, good evening everyone.

===Tomas===

Category 30, Topic 18
Message 6 Sat Jul 30, 1994
MUSE [Tomas] at 10:23 PDT

Scotty,
We'll all be here, just as before. The office will probably be unmanned, that's all. CodeHead products and updates will still be available but will be
handled differently.

Don't get too excited folks. I said "CodeHead as you've known it". Things are changing, that's all.

===Tomas===

Category 30, Topic 18
Message 8 Sat Jul 30, 1994
J.EIDSVOOG1 [CodeHead] at 12:31 PDT

Tomas's description of our current state is correct, although his terminology may have been a bit misleading. As he mentioned, there are no longer any "office hours" or anyone answerers of phones. We'll still attempt to provide support in whatever manner possible, though.

It was with a heavy heart that we had to cut Tomas's hours to two days a week (in late May). As thisresulted in a serious cut in pay, he was forced to find another job. I'm happy that he was able to do so without a long period of unemployment.

The absence of anyone in the office has not affected sales, since there have been none to speak of anyway. When there are no new computer customers, there's no reason for anyone to buy any existing software. The existing Atari users already own what they need and it doesn't make good business sense for us to develop any new software for the small core of users that are left.

Sorry about the topic drift. This discussion really belongs in the CodeHead area, although I've been avoiding it because of the emotions that it may release.

John

1464. Re: Codehead support

Newsgroup: comp.sys.atari.st
Date: 1994-07-31 03:20:02 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CtsBxF.73v@freenet.carleton.ca>
Source record: 182907

In a previous article, sammcgee@crl.com (Sam McGee) says:

>This message was found on GEnie. The first message was edited and some
>page formatting was preformed.
>
>Sam
>
>Category 30, Topic 18
>Message 3 Sat Jul 30, 1994
>MUSE [Tomas] at 04:16 PDT
>
>...[info on Digitape deleted]...
>

Could you please e-mail or post the info on Digitape? I know it is sort of
off topic but....

thanks
--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

1465. *** STuff and books for sale or trade ***

Newsgroup: comp.sys.atari.st
Date: 1994-07-31 03:23:59 UTC
From: psmolin@netcom.com
Message-ID: <psmolinCtsC3z.Cos@netcom.com>
Source record: 182908
Cross-posted to: comp.sys.atari.st,misc.forsale

- This is being posted for a friend, if you're interested please send
mail to this account..

* Atari 520ST upped to 1 meg
- one slight problem, it doesn't work at the moment. Although I think
this is an easy fix - the keyboard connector is probably loose.

* two double-sided 3 1/2 drives

* mono monitor

* mouse

* 1200 baud external modem

* 9-pin printer, form feed

* disks of assorted goodies

* all cables, power supplies

* some manuals

* RF modulator

He also has the following Stephen King hardcovers he'd like to move as well:

* The Shining
* Misery
* The Tommyknockers
* IT
* Different Seasons
* Firestarter
* Night Shift
* Skeleton Crew
a few others..

If you are interested in the above, please send your offer(s) to this
account. He'll split the stuff up, keep it together, dance around it...he
doesn't care so long as you buy it. The best offers received by 8/5 get
the goods. Buyer pays shipping. Questions? Send them here and I'll
pass them on to him.

or * TRADE *

The other option he's interested in is trading for something interesting. A good pair of binoculars, Tandy 100SL compatible hard drive, CD's, a camera, anything else that's reasonably cool. Terms are the same as above, best offer by 8/5 gets it.

1466. HS-Modem

Newsgroup: comp.sys.atari.st
Date: 1994-07-31 03:29:44 UTC
From: jperez@uhunix.uhcc.Hawaii.Edu
Message-ID: <CtsCDL.L1F@news.Hawaii.Edu>
Source record: 182909

Does anyone know how to configure HS-MODEM? Because the Setter program's prompts are mostly in German, I can't seem to get it working right.

HHHHHHHHHHHHEEEEEEEEEEEEEEELLLLLLLLLLLLLPPPPPPPPPPPPPPPPP!!!!!!!!!!!!!!!!

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio -- Lynx - Jaguar - 400 - 800

1467. Re: Codehead support

Newsgroup: comp.sys.atari.st
Date: 1994-07-31 03:45:40 UTC
From: rrice@netnews.upenn.edu
Message-ID: <31f6p4$j1n@netnews.upenn.edu>
Source record: 182914

: The absence of anyone in the office has not affected sales, since there have
: been none to speak of anyway. When there are no new computer customers,
: there's no reason for anyone to buy any existing software. The existing
: Atari users already own what they need and it doesn't make good business
: sense for us to develop any new software for the small core of users that
: are left.

Well, giving up on the market's one SURE way of making sure that
there won't be any more new sales. I wish the CodeHeads nought but
well (and they are certainly, I can attest, providing support),
but I can't buy what they don't put on the market.

: Sorry about the topic drift. This discussion really belongs in the CodeHead
: area, although I've been avoiding it because of the emotions that it may
: release.

: John

"These are the times that try mens' souls..." And yet...

Rob S. Rice
rrice@ccat.sas.upenn.edu

1468. What's with a.a.u.e?

Newsgroup: comp.sys.atari.st
Date: 1994-07-31 07:53:02 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Jul31.075302.13963@beaver.cs.washington.edu>
Source record: 182915

Seems that atari.archive.umich.edu is not responding (tried several times in the last two days) to ftp. Anyone else have this problem? I've not been on the net in a month, so maybe they died while I was away!

-Stuart Denman
sdenman@cs.washington.edu

1469. MERCURY UUCP for ST

Newsgroup: comp.sys.atari.st
Date: 1994-07-31 11:29:56 UTC
From: polom@renux.frmug.fr.net
Message-ID: <31g1vk$ikm@renux.frmug.fr.net>
Source record: 182923

Help !!!!
Can anyone help me ?
I need any information about the 'paths' file used by
MERCURY (MERCBIN ?) UUCP package, for ST.
I really need to configure this file but can't understand how it
works... The documentation is more than poor about this subject...
Is there someone here who managed to do this ???
Thanx for any help...

1470. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-31 12:02:08 UTC
From: millsp@govonca.gov.on.ca
Message-ID: <1994Jul31.120208.16735@govonca.gov.on.ca>
Source record: 182939

In <Up-EG5MDEWE@dksoft.ping.dk> Kim@dksoft.ping.dk (Kim Andersen) writes:

>What if you didn't have an atari, and you couldn't get a refund. In what
>situation will that put you ?
Frankly, Kim, it would put me in someone else's paranoid fantasy. In
the REAL world, the developer offered me my choice of solution.

My first thought concerning the story you related was that it would be
wonderful to have a way of collecting all these stories -- good and bad
-- as a sort of Internet product and supplier review. It wouldn't help
your specific problem, but over time might save us all from wasting
money and taking bad risks.
(I still don't believe, though, that if person X hurts me that it
justifies me in hurting person Y. I'm responsible, to me, for behaving
decently and that responsibility doesn't go away just because I discover
that others are behaving badly.)

1471. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-31 12:14:17 UTC
From: millsp@govonca.gov.on.ca
Message-ID: <1994Jul31.121417.18976@govonca.gov.on.ca>
Source record: 182938

In <31ei9m$s9e@mudraker.mtholyoke.edu> rflashma@mtholyoke.edu (Rick Flashman) writes:

>Kim Andersen (Kim@dksoft.ping.dk) wrote:

>> Whats wrong in borrowing software from a friend, and at least make sure the
>> software isn't run twice at the same time on two different computers.
>> I guess this is not against any rule of copyrights, right ?

>Wrong. There are "two" users involved one "two" different computers.
>Doesn't matter if the software isn't being run at the "same time". That
>still violates both U.S. and European copyright laws.
Er...how sure are you on this? It was my impression that copyright law
only dealt with limitations on people infringing your distribution
rights and license agreement -- whatever that might be. Not that it
dictated what terms your license must include.
For instance, taken from a Borland product, "...this software may be
used by any number of people and may be freely moved from one computer
location to another, so long as there is no possibility of it being used
at one location while it's being used at another."
I think the answer is: you get to do what the vendor says you do, so
pick nice, understanding vendors. :-)

1472. Re: What's with a.a.u.e?

Newsgroup: comp.sys.atari.st
Date: 1994-07-31 13:43:14 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <31g9pi$mi4@msuinfo.cl.msu.edu>
Source record: 182916

In article <1994Jul31.075302.13963@beaver.cs.washington.edu>, sdenman@wolf.
cs.washington.edu (Stuart Denman) writes:
>Seems that atari.archive.umich.edu is not responding (tried several times
>in the last two days) to ftp. Anyone else have this problem? I've not
>been on the net in a month, so maybe they died while I was away!

I've had this problem too! The connection just times out while trying to
connect. Also, I've been getting a "No route to host" error when trying to
connect to Hensa. Anyone know whats up?

>-Stuart Denman
>sdenman@cs.washington.edu
>

Tom
hopper_t@msupa.pa.msu.edu

1473. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-07-31 15:55:10 UTC
From: Colin.Campbell@mettav.exnet.com
Message-ID: <775796026.1@mettav.exnet>
Source record: 182879

Rick bibbled on 30 Jul 94 to All...

>> Whats wrong in borrowing software from a friend, and at least make
>> sure the software isn't run twice at the same time on two different
>> computers. I guess this is not against any rule of copyrights, right?
>
> Wrong. There are "two" users involved one "two" different computers.
> Doesn't matter if the software isn't being run at the "same time".
> That still violates both U.S. and European copyright laws. This about
> it, "two" people are using the software, yet only "one" copy was
> bought.

This sounds rather odd to me, Rick. So that means we can't give software as presents nor can we sell second hand software? I hardly see the point of preventing people from borrowing s/w from one another....

If borrowing s/w and running it on _one_ machine only is classified as software piracy then it looks like I'm a pirate - as are about 99% of everybody reading this message!

Col.

* Origin: ~~ Col's Burblings... ~~ (100:101/12.4)

1474. Re: Freeze Dried Term

Newsgroup: comp.sys.atari.st
Date: 1994-07-31 15:58:01 UTC
From: s9205525@otto
Message-ID: <31ghma$p72@aggedor.rmit.EDU.AU>
Source record: 182918

: FzDT appears to be a dead
: program. We haven't heard anything from Aaron in several months. Apparently,

: So much for shareware eh???? I have a registered version of FZDT (and after
: using all the other stuff around like STalker, Connect, Flash etc.), and it
: is by far and away the quickest, slickest, son of a gun Comms Prg on the
: block!!!!! EXCEPT!!!!! when it comes to using Unix type systems that
: have VT100. The bastard promised to all and sundry that a new version
: with new stuff implemented would be released, If he dosn't live up to
: his end of the bargain, I will upload to every BBS etc, that I can find,
: my key to my registered version of the program, and there will not be a
: single thing that he will be able to do about it!!!!!!! If any shareware
: or PD authors out there are reading this, think very carefully about
: the programs you sell to us the general public. If we get stooged, then
: people like AARON HOPKINS will really feel it in their hip pocket.
: And that is the most painful spot, male or female!!!!!!! It is a threat
: yes, but we support authors, & authors should support those who support them
: that is the agreement we both make.... I hope he (A R), reads this.
: ....John Moon s9205525@otto.bf.rmit.edu.au

1475. Re: What's with a.a.u.e?

Newsgroup: comp.sys.atari.st
Date: 1994-07-31 15:58:56 UTC
From: ab164@yfn.ysu.edu
Message-ID: <31gho0$ql1@news.ysu.edu>
Source record: 182917

>I've had this problem too! The connection just times out while trying to

>connect. Also, I've been getting a "No route to host" error when trying to

>connect to Hensa. Anyone know whats up?

Our system Administrator has blamed it on excessive E-Mail
Too many people subscribing to lists, but it seems that the symptoms
are pretty widespread on the net! any body want to speculate on how many people have found out about Mosaic!

--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

1476. [Q:] trackball for atari?

Newsgroup: comp.sys.atari.st
Date: 1994-07-31 16:29:40 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.940Yy1_M69Q@harvee.billerica.ma.us>
Source record: 182921

is there any way I can replace my atari mouse with a PC trackball?

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: esj@temerity.polaroid.com 617.386.4687
source of the public's fear of the unknown since 1956

1477. Re: Indianapolis Show Report

Newsgroup: comp.sys.atari.st
Date: 1994-07-31 17:07:38 UTC
From: rmitch1@umbc.edu
Message-ID: <31gloqINN1tb@umbc8.umbc.edu>
Source record: 182919

Saw this on genie and thought I would post it here for the folks
who were trying to get in touch with Toad Computer.

TOAD COMPUTERS -- PRESS RELEASE -- JULY 20, 1994

It's official, it's for real, it's packed with stuff and it's headed
your way now! Watch for the new Toad Computers PRODUCT CATALOG! It's
being mailed to 25,000 of our closest friends and you're probably one
of them! If not, call us TOADAY and get on our mailing list! We want
to make sure you have the latest information on the products available
for your Atari!

The Toad Computers PRODUCT CATALOG is a full 56 pages packed with
software, hardware and accessories picked EXCLUSIVELY for current and
prospective Atari owners! Get the latest word on all this and more:

- Lynx Games - Jaguar Games
- Falcon Prices - Monitors
- ST Computers - ST Games
- Speedo GDOS 5.0 - CD ROM Products
- Graphics Programs - Desktop Publishing
- Word Processing - Scanners from $109 & Up
- Printers - Oregon Research Software
- Codehead Software - Database Programs
- STraight FAX! - FAX Modems
- Terminal Programs - Falcon Voice Mail
- NeoDesk 4 - Mag!x & Kobold
- Programming - Magazines
- Emulators - Gemulator for $99
- Repairs - Spectre 3.1
- New Toad T-Shirt - Cables
- Custom PC Systems - Atari Portfolio
- Accelerators - RAM Upgrades
- Hard Disk Drives - Tape Backups
- Diamond Back 3 - SyQuest Drives
- Atari 8-Bit Products - Music & MIDI Software
- Cubase / Steinberg - Notator / EMAGIC
- Spreadsheets - Financial Software
- Educational Software - Edit*Plus
- Mice & Joysticks - Cheap Games
- Recipes - Directions to our Store
- Beetle Mice - Our Reader Survey

WATCH FOR IT in your mail! It has a bright yellow, full color cover!
You can't miss it! Also announced in the catalog are the following new

services from Toad Computers:

TOADFAX FAX-ON-DEMAND SYSTEM: (410) 544-0098

Beginning in mid-August 1994, TOADFAX -- an automated, voice activated FAX-On-Demand system -- will distribute pricing and product literature to Toad customers.

Simply call the system, enter the numbers of the documents you wish to receive using your touch-tone phone. You can choose between entering your FAX number and having our system call you back, or receiving your documents on-line at the time of your call.

TOADFAX is intended to cure a common problem in today's fast paced computer market -- information obsolesence -- and gives customers a fast and easy way to check up on prices and product information.

TOADFAX can be reached by dialing (410) 544-0098 and will begin operation in mid-August 1994.

TOAD MUSIC MIDI INFORMATION & MUSIC TECH SUPPORT HOTLINE

We continue to expand our support of MIDI and music software by adding another phone line specifically for that purpose. While you would still use our standard (800) 448-8623 order line for placing orders for all products, if you need technical support or even buying advice, on MIDI products, call (410) 544-7495.

TOAD T-SHIRT: "MY OTHER COMPUTER IS AN ATARI!"

Also available in August 1994 will be a new Toad T-Shirt! This is the first Toad T-Shirt in almost four years and it's sure to be a hit!

ON THE FRONT: My Other Computer is an ATARI!

ON THE BACK: ATARI Logos (from Catalog Cover)
Toad Computers
America's Atari Source!

The front is in blue. The back is in full color and features various Atari logos (Fuji, ATARI, Lynx, Jaguar, TT, ST, STE, Portfolio and Falcon030 -- each in a different color!)

This rugged shirt is 100% Fruit-of-the-Loom cotton and more stylish than a hairpiece!

AVAILABLE AUGUST 1994! PRE-ORDER YOURS _TOADAY_ FOR IMMEDIATE DELIVERY!

Small, Medium, and XL: Only $10.00!

2XL and 3XL Sizes: Only $14.00!

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TOAD COMPUTERS -- HOLIDAY FESTIVAL '94 ANNOUNCEMENT!

Toad Computers is proud to announce HOLIDAY FESTIVAL '94 which will take place on December 3rd & 4th, 1994. Last year's event drew a surprise 500 people from all over the country and featured guests and exhibitors such as:

- Dave Small
- Joe Waters, Ed. of Current Notes
- Charles Smeton (STraight FAX!)
- Dave Troy (CN Columnist / Toad Co-owner)
- Tim Reyes
- MajicSoft
- Carter's Creative Computer
- Greg Ondo of Steinberg Jones

All Atari developers and user groups are invited and will be given FREE table space if pre-registered by November 1, 1994. Tables requested after that time will be $150 each. Space will be allocated on a first come, first served basis.

We'll feature free hot apple cider, door prizes and more! We'll also have another raffle to benefit Habitat for Humanity (which raised over $500 last year!!)

The show will take place at TOAD COMPUTERS in the Park Plaza Shopping Center in Severna Park, Maryland. There's unlimited free parking and lots to see and do nearby, as we're nestled between Washington, Baltimore, and Annapolis.

TOAD COMPUTERS HOLIDAY FESTIVAL '94:

Saturday December 3th 10:00am - 7:00pm
Sunday December 4th 10:00am - 5:00pm

Toad Computers
Park Plaza Shopping Center
570 Ritchie Highway
Severna Park, MD 21146-2925

Voice: (410) 544-6943
Orders: (800) 448-8623
FAX: (410) 544-1329
BBS: (410) 544-6999
TOADFAX: (410) 544-0098
MUSIC/MIDI: (410) 544-7495

For MAPS, DIRECTIONS, HOTEL ACCOMODATIONS, or any other information you may need, please call us!

Keep an eye open for further developments on the show! We plan to have announcements on and in:

- GEnie - CompuServe
- Internet - Delphi

- Current Notes - ST Informer
- Processor Direct - Anything We Can Think Of

We will also be mailing postcards in support of the show
sometime in November. If you know of someone who would like
to come to the show, give us their name and address and
we'll be sure they get the information!

ADMISSION IS FREE!!!! ADMISSION IS FREE!!!

==========

NEC CD ROM DRIVE SPECIALS!

We have the best deals on CD ROM drives for your Atari! Here are some
prices on our legendary NEC Drives!

- NEC CDR25 150K/sec, +/-600ms $ 99 Portable

- NEC CDR210 300K/sec, 280ms $279 External
$199 Internal

- NEC CDR510 450K/sec, 195ms $379 Internal
$459 External

- NEC 3xe 450K/sec, 195ms $599 External
NEC 3xi $499 Internal

- NEC 3xp 450K/sec, 250ms $449 Portable

Take one look at this chart and one obvious question emerges:

WHY ARE THE CDR210 AND CDR510 so CHEAP compared to
comparable drives from NEC?

The answer? The NEC CDR210 and 510 are OEM (original equipment
manufacturer) versions of their popular double and triple speed
drives. They function identically to their higher-priced counterparts!
You might want to spend a little more to get the 3xp, 3xe, and 3xi
drives because of their sleek styling, or cool looking plastic cases,

but you don't have to! The 210 and 510 drives give you all the power
at a significantly lower price!

EXTENDOS $19
Audio CD Master $29
Photo Show / PS Pro $29/$39

CD ROM's:
GEMINI Atari CD ROM $29
Bitsream 500 Fonts $44.95
Qwikforms CD ROM $49
Project Gutenberg $29
Fractal Frenzy $29
GIFs Galore (no adult) $29

Source Code $29
Clip Art Cornucopia $29
Space & Astronomy $29

GERMAN PD CD!!! $39
GERMAN PD CD 2 $39
Winning Pictures $29
Font Funhouse $19
Font Pro Vol 1/2 $25
EPS Pro Clip Art $139
EPS Pro Clip Art 2 $139
Corel Photos $39
Sound Library Pro $25

DON'T BE FOOLED! YOU NEED AND WANT THE QUALITY OF A SCSI CD ROM DRIVE ON YOUR ATARI!

We have received a few calls from customers who say that they have seen double-speed CD ROM drives on sale for $150. Well -- this may be true, but what they are seeing are usually IDE (PC compatible) CD ROM drives without a case or power supply. The Atari cannot use the IDE drives -- you need a SCSI drive -- and they are more expensive than their IDE counterparts, due to their higher quality. Plus, for $199 you can get an _internal_ SCSI drive, but that's probably not what you want! You want an EXTERNAL drive, which almost always costs about $80 more! So, when you really think about it, the $279 you pay for an external, SCSI, high quality CD ROM drive is completely in line with the $150 you might pay for a generic, internal IDE drive!

-----> NEC CDR-210 EXTERNAL SCSI 2x DRIVE FOR $279!!!!

==========

WATCH THIS SPACE FOR MORE SPECIALS COMING SOON!

==========

HEY! WE ARE:

Toad Computers
Park Plaza Shopping Center
570 Ritchie Highway
Severna Park, MD 21146-2925

Voice: (410) 544-6943
Orders: (800) 448-8623
FAX: (410) 544-1329
BBS: (410) 544-6999
TOADFAX: (410) 544-0098
MUSIC/MIDI: (410) 544-7495

THANKS FOR EIGHT GREAT YEARS! WE'VE ENJOYED BEING YOUR ATARI SOURCE AND LOOK FORWARD TO SERVING YOU IN THE FUTURE!

```
================================================ (C) TC, INC. 07/94 ==
```

1478. Re: Storm 1.02 Zmodem Help

Newsgroup: comp.sys.atari.st
Date: 1994-07-31 17:28:16 UTC
From: glenn@loose.apana.org.au
Message-ID: <31gmvg$9sc@loose.apana.org.au>
Source record: 182920

In my experience, the inbuilt Zmodem in Storm has been unreliable. I now use xyz.ttp in conjunction with a .BAS assigned to a key macro. The .BAS was kindly supplied by Matt Koundajkian. I belieive he has uploaded it to umich.edu .
I find this setup to be easy to use and reliable for uploading and downloading.

--

Glenn Reither glenn@loose.apana.org.au
"If you owned the word 'copyright' would you own everything?"

1479. Re: [Q:] trackball for atari?

Newsgroup: comp.sys.atari.st
Date: 1994-07-31 19:56:21 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <31gvl5$phq@mailer.fsu.edu>
Source record: 182922

Eric S Johansson (esj@harvee.billerica.ma.us) wrote:
> is there any way I can replace my atari mouse with a PC trackball?

You could certainly get an Atari trackball (designed for use on Atari STs, that is). You might try Toad computers (1-800-448-TOAD). I just got their new catalog (a nice fat one!) and they listed at least one type of trackball within. Do be sure to ask for a catalog, this new one is very nice indeed.

There was a company that advertised in Current Notes for awhile that offered Wico or Atari trackballs converted for mouse replacement use. They offered custom button placement, and you could pay a bit extra and get a billiard ball in place of the regular white one. Pretty neat, about $30 or so as I remember. I don't have the address handy, though.

As for using a PC unit, this could be quite a pain as they are typically serial devices (unlike the Atari mice/trackballs/etc). This means that you would need some sort of magic auto folder program to make it work, which rules out most games and such. It might be easier to modify a Mac unit (I'm not sure if they are serial as well). Amiga mice/trackballs are often very easy to convert for ST use. They are definitely not serial devices.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1480. Re: What's with a.a.u.e?

Newsgroup: comp.sys.atari.st
Date: 1994-07-31 20:30:15 UTC
From: mabdul@viking.dvc.edu
Message-ID: <31h1kn$8sn@viking.dvc.edu>
Source record: 182924

I managed to call them up and was able to get through.. although they are very restrictive and busy most of the time. I tried yesterday, by the way.

You can also try their mirror at wuarchive.wustl.edu -- they're fairly upto date.
sa

1481. Re: Papyrus vs Redacteur - any thoughts

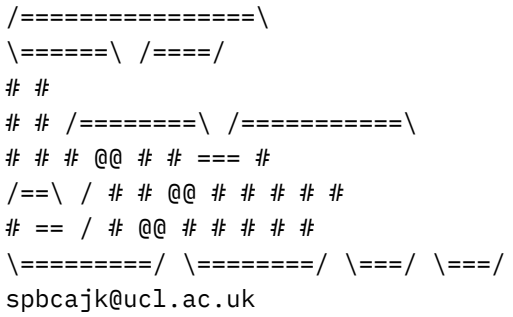
Newsgroup: comp.sys.atari.st
Date: 1994-07-31 22:53:09 UTC
From: spbcajk@ucl.ac.uk
Message-ID: <1994Jul29.172454.49362@ucl.ac.uk>
Source record: 182926

chris@buran.fb10.tu-berlin.de (Christian Nieber) writes:

>>- Or PostScript support..?

>No way. This is definitely too complex, and besides it wouldn't be
>WYSIWYG anymore as long as Type 1 faces can't be used.
>But maybe Speedo 5 or NVDI 3 will provide a PostScript GDOS driver.

SpeedoGDOS 5 has got PostScript type 1 font support built in, and will also handle TrueType fonts (according to this month's ST Review.) Does this make it more feasible?
Cheers



spbcajk@ucl.ac.uk

1482. Codeheads

Newsgroup: comp.sys.atari.st
Date: 1994-07-31 23:56:00 UTC
From: mike.hill@cccbbs.cincinnati.oh.us
Message-ID: <18351.264.uupcb@cccbbs.cincinnati.oh.us>
Source record: 182944

The whole Codehead thing ticks me off.

They haven't had a new program out for the Atari in a year or so. And to top it off many of my Codehead programs aren't current with todays Atari's. For example:

Warp 9 doesn't work on my Crazy Dots Card (Had to buy NVDI)
Maxifile doesn't support HD disk formatting.
Hotwire doesn't support Geneva/MultiTos/etc

There are other problems too, but these are a few of my concerns with some of the more useful Codehead programs I own.

I always liked there stuff, just wish they speant more time enhancing the programs instead of complaining about Atari and foreign programmers.

Just my two cents worth of ramblings. Please ignore this if it upsets you!

Mike Hill
mike.hill@cccbbs.cincinnati.oh.us

1483. .PRG compresser/decompresser

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 01:07:11 UTC
From: cpbuehrer@miavx1.acs.muohio.edu
Message-ID: <1994Jul31.200711.27609@miavx1>
Source record: 182932

A long time ago I had this program, like DCSquish, that would compress .PRG files down quite a bit. But when you double clicked them, they'd decompress and run right off the bat.

The thing I liked about it was that there was no stupid message at the top saying "DCSquish" or anything like that and there were no flashing colors or anything...just a one or two second delay while the decompresser did its duty.

But I can't find this program anywhere?! Anyone got something like it????? I'm certain the original one I had was german...because I couldn't understand the docs!

advTHANKSance,
--Dennis

1484. Re: Multitasking (yep - again !)

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 01:22:18 UTC
From: dtarico@OCF.Berkeley.EDU
Message-ID: <31hioa$2jq@agate.berkeley.edu>
Source record: 182931

Who makes MagiC? Do they have an email address? Thanks.

1485. Re: Fidonet Mailer Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 01:41:00 UTC
From: Paul.Civati@mettav.exnet.com
Message-ID: <775721454.0@mettav.exnet>
Source record: 182941

On 30 Jul 94 at 09:38:14 (Daron Brewood) wrote the following:

>> AFAIK it will run on a Falcon fine with the right patches, drivers and
>> setup.
>
> Basically Paul as I was not sure if the latest version of Binkley would
> work on the Falcon, wheras I know Semper will perfectly.

Ok fair enough, anyways I'm pretty sure good old Binks will. :-)

ATB, -Paul-

--
~=~=~=

1486. Re: .PRG compresser/decompresser

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 02:52:42 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <31ho1q$p6v@msuinfo.cl.msu.edu>
Source record: 182933

In article <1994Jul31.200711.27609@miavx1>, cpbuehrer@miavx1.acs.muohio.edu (Cogito cogito, ergo cogito sum.) writes:
>A long time ago I had this program, like DCSquish, that would compress .PRG
>files down quite a bit. But when you double clicked them, they'd decompress
>and run right off the bat.
>The thing I liked about it was that there was no stupid message at the top
>saying "DCSquish" or anything like that and there were no flashing colors or
>anything...just a one or two second delay while the decompresser did its
>duty.

I strongly recommend Keith Gerdes' Squish II. It doesn't have the "UnSquish" message, and it can be configured for compression levels 0-9 to give you full control over speed vs. compression. It is compatible with darn near everything and best of all is supported and regularly updated! Lots of different configuration options... All for only $18.

Contact Keith Gerdes at k.gerdes@genie.geis.com or at

Trace Technologies
PO Box 711403
Houston, TX 77271-1403
(713)771-8332 (1PM-5PM Central Time weekdays)

>advTHANKSance,
>--Dennis

Regards,
Tom Hopper
hopper_t@msupa.pa.msu.edu

1487. Want some computer gaming fun? CAIN Atari Fun Fest 94

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 03:51:11 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <31hrff$2ma@usenet.INS.CWRU.Edu>
Source record: 182936
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

This will be the last Usenet posting about this show besides the complete dealer/vendor, developer, user group listing which will be posted on Thursday.

CAIN Atari Fun Fest 94

Are you bored of playing the same old games?

Do you have an Atari Jaguar, Lynx, ST, TT, Falcon030, 800, XL, XE, XEGS, 7800, 5200, or 2600?

If you have any one of these systems, you can get games for it at the CAIN Atari Fun Fest 94.

CAIN Atari Fun Fest 94 is being held on Sunday, August 7, 1994 at Kirtland, Ohio (near Cleveland). CAIN Atari Fun Fest 94 will be fun for the entire family. You'll get an opportunity to see the JAGUAR 64-BIT Interactive Multimedia System and the latest entertainment titles for it. You'll even get to see video games played like they have never been played before! And that is through Lynx portable video game systems all linked together. This incredible multi-player action will blow your mind away!

The new Atari Falcon030 computer will be there along with the ST and 8-Bit computers!

There will be prizes to win and you might even be one of the lucky people to take home a Jaguar 64-BIT system or a Tempest 2000 cartridge (courtesy of Atari Corporation)! There will be many prizes raffled off such as gift certificates and games of all sorts! Everyone that attends will get a chance to win!

CAIN Atari Fun Fest 94 is the Atari -=- FUN -=- show of the year! Don't miss it! Bring the entire family down! Get great deals! See the latest technology! And have a lot of fun!

Central Atari Information Network
Presents
C.A.I.N. Atari Fun Fest 94
August 7, 1994 / 10:00AM to 5:00PM
Knights of Columbus Hall
7637 Chardon Road
Kirtland, OH 44094

^
* THE FIRST CLEVELAND-AREA ATARI SHOW IN YEARS!!! *

^

Free Admission!

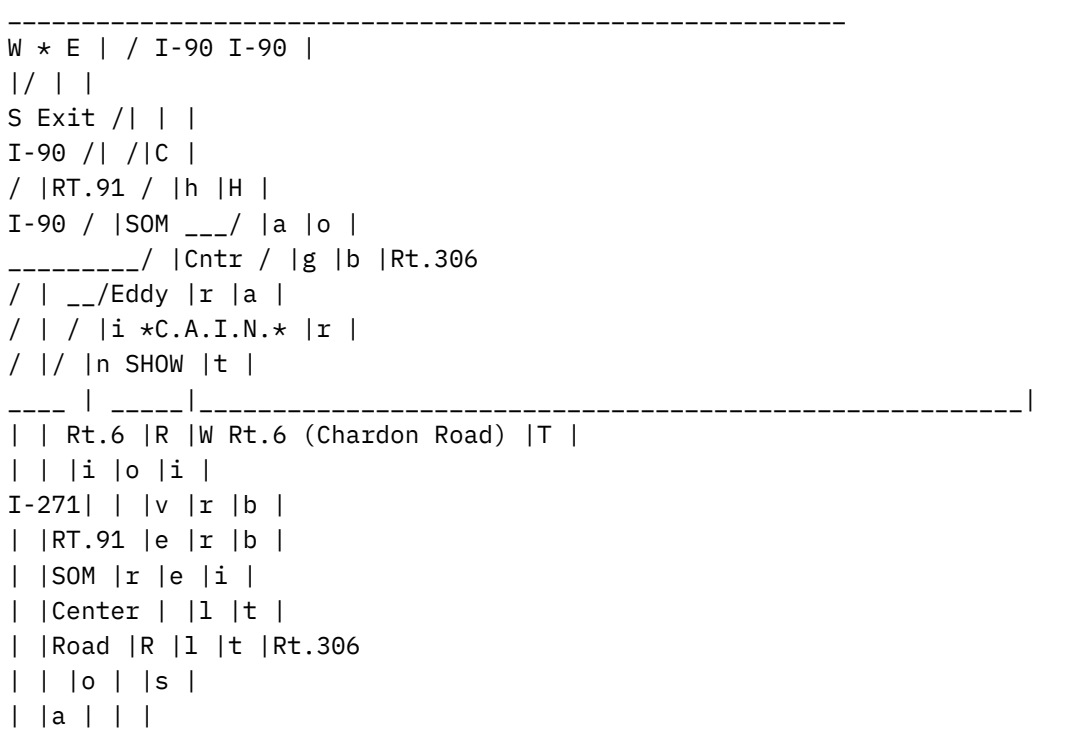
What to See and Do!

The New Jaguar Game System!
The LYNX handheld game unit
Bring your LYNX and games to COMLYNX with other players!
The Falcon Multimedia computer
Gemulator (IBM emulator running Atari ST Software)
8-bit computers and products
16/32-bit computers and products
Portfolio palmtop computer
Meet the editors of C.A.I.N.
Classic game systems 2600/5200/7800 and games
Catalogs and brochures for Atari line of products
Atari products for sale / Plus Much More!

Fred Horvat
P.O. Box 493
Chesterland, OH 44026-0493
216-729-0761
Internet ID : ap748@cleveland.freenet.edu

Map to CAIN Atari Fun Fest 94

Knights of Columbus Hall, 7637 Chardon Road, Kirtland, Ohio



| |d

If traveling I-271 North, keep going North then take I-90 East to Route 91 (SOM Center Rd.). You will go South on Rt.91 to Rt.6 (Chardon Rd.) where you will go East for several miles until you are at 7637 Chardon Road.

If traveling I-90 South, exit at Bishop Road and head South until you reach Chardon Road. You will then go East for several miles until you are at 7637 Chardon Road.

If traveling I-90 West, keep going West then exit at Route 306. You will go South on Rt.306 (passing Eagle) to Rt.6 (Chardon Rd.) where you will go West for several miles until you are at 7637 Chardon Road.

Confirmed Vendors/User Groups
-=-=-=-=-=-=-=-=-=-=-=-=-=-
Updated: 07/24/94

User Groups

2600 Connection
CACUG (Cleveland Atari Classics User Group)
CVACC (Cuyahoga Valley Atari Computer Club)
NEOSTAG (North East Ohio ST Atari Group)
CAIN (Central Atari Information Network User Group)

Dealers

AAA Video 1 table power
Dr. Bob + Bob Rakocy 1 table
FMH Games 1 table power
It's All Relative 1 table power + 1 table
Jeff's Atari Outpost 1 table power + 1 table
Stor Tech 1 table
The Computer Shoppe 1 table power + 3 tables
Toad Computer 1 table power + 2 tables

The dealers listed are only the dealers that have paid or are in the process of paying. We anticipate more dealers to participate...stay tuned to the Cleveland Free-Net Atari SIG for the latest show information, or send internet mail to "xx004@cleveland.freenet.edu".

Tempest 2000 Contest
-=-=-=-=-=-=-=-=-=-

Jeff Morin from Jeff's Atari Action Outpost is sponsoring a Jaguar Tempest 2000 contest at the CAIN Atari Fun Fest '94. Winner will receive a $100.00 gift certificate good for any item(s) from their table or catalog!

Door Prizes at CAIN Atari Fun Fest 94
-=-
Updated: 07/19/94

Below is a list of confirmed door prizes for the CAIN Atari Fun Fest '94. The method for distributing the door prizes has not been determined yet. Stay tuned to the Cleveland Free-Net Atari SIG for the latest show information, or send internet mail to "xx004@cleveland.freenet.edu".

Atari Corporation - 3 Jaguar Systems.
- 3 Tempest 2000 cartridges

FMH Games - Atari 2600 console
- New Atari 2600/5200/7800/8-bit cartridges

Jeff's Atari Action Outpost - 2 $50.00 Gift certificates good for table or catalog
1 $100.00 Gift certificate to winner of
Tempest 2000 contest winner good for table or
catalog

Toad Computers - To be announced.

Online CAIN Atari Fun Fest 94 Section
-=-

In order to keep the Atari community up-to-date on the CAIN Atari Fun Fest, the Cleveland Free-Net Atari SIG has established a special section for this show. This section is located on the Atari SIG. To get to this special section, please choose the number next to the "Your Choice ==>" prompt at the bottom of each menu.

<<< THE ATARI SIG >>>
(go atari)

1 About the Atari SIG
2 SIG Menu Outline
3 Atari News...
4 General Bulletin Board
5 8-Bit Computers Support Area...
6 16/32-Bit Computers Support Area...
7 Portfolio Support Area...
8 Lynx Support Area...
9 Jaguar Support Area...
10 Wanted & For Sale Board
11 Voting Booth...
12 Atari Library...
===>13 CAIN Online Newsroom...
14 Help-Line (Q & A)
15 SIG Directory Services...
---
h=Help, x=Exit Free-Net, "go help"=extended help

Your Choice ==> 13

<<< CAIN ONLINE NEWSROOM >>>

1 About CAIN Online Newsroom
2 Newsletter Format

```
3 Staff & Articles in Need
4 Deadline for Articles
5 Discussion Board
6 CAIN Newsletters
===> 7 CAIN Atari Fun Fest 94...
8 Atari News
9 Atari Show Announcements
10 Rumor Mill
-----------------------------------------------
h=Help, x=Exit Free-Net, "go help"=extended help

Your Choice ==> 7

<<< CAIN ATARI FUN FEST 94 >>>

1 About CAIN Atari Fun Fest 94
2 INFO: Dealer Prices & Contact Information
3 INFO: User Group Information
4 INFO: Cleveland Lynx-Up Information
5 INFO: Map to CAIN Atari Fun Fest 94
6 D/L: Flyers to Capture/Download
===> 7 **^** Bulletin Board **^**
8 WHO: Atari Corp. Status
9 WHO: Dealer Confirmed/Contacted
10 WHO: User Groups Confirmed/Contacted
11 MARKETING: Publications Running Advertisements
12 MARKETING: BBS Advertisements Posted
13 MARKETING: Places Flyers Posted/Distributed
14 MARKETING: Users Sent E-Mail
-----------------------------------------------
h=Help, x=Exit Free-Net, "go help"=extended help

Your Choice ==> 7

Option number 7 has all the up to date information as we get it.
Check #7 often!

THANK YOU & WE HOPE TO SEE YOU THERE!
```

1488. Need Macsee for the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 03:59:59 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <BK2S71n.johnhechtman@delphi.com>
Source record: 182934

I have need to transfer 60 meg of TIFF files from Mac formatted flopticals to IBM/Atari format flopticals. I've found out that there is a program that can do this called Macsee by Reevesoft. Problem is, none of the Atari dealers I've called have it in stock. :(Anyone got a copy of Macsee they're not using and want to sell?

1489. Re: Freeze Dried Term

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 04:11:23 UTC
From: Gordie Meyer <biblinski@delphi.com>
Message-ID: <BI-xrNr.biblinski@delphi.com>
Source record: 182935

One of the biggest reasons Aaron's enthusiasm for continued development of FzDT dramatically waned was finding out there were several 'skeleton' keys circulating for FzDT. On top of having his hard drive catastrophically crash (without backup and with all the source code to FzDT) and the resulting need to re-develop FzDT from a very early version back to where he was, he found out that piracy was very much a part of the Atari community. His emotional state at that point was pretty hostile toward continuing _any_ work on FzDT. When I approached him about having ATARI UNITED! handle future distribution and registration of FzDT, he was agreeable, but not overly enthusiastic. At that time, he was working as a programmer in the DOS/Windows environment, but he still wanted to make FzDT the program he'd originally planned it to be. Since then, we have heard little from him, beyond statements of good intentions. I suspect he's realized how much work he'd have to do to make FzDT 'right', almost from scratch, and has opted to take it no further.

Remember that Aaron wasn't 18 years old when he wrote FzDT and accepted registration money. Legally, there is little anyone can do, as a minor can't be held to a contract. He has tried to provide keys to people who have made reasonable requests via mail, and ignored anyone who makes threatening noises. He really does feel bad about the whole situation, and may be working on the next version of FzDT even now. But, again, I suspect he's given up on the TOS market as being too small to make a living from. And in that, he's not alone, by any means. The CodeHeads, while not abandoning their existing products, have publically stated they are not developing anything new for the TOS platform. Other developers have said much the same thing. (I do want to say that most of the developers _do_ continue to support their existing programs. How much further development of those programs might take place is unknown, however.) Aaron wrote a GFA BASIC telecommunications program that many people liked. It was good at the time it was written, but like many other aging programs, it isn't quite on the cutting edge today. Shareware is about paying for what you use, not necessarily what the program might one day become. If you never got a key, you have a valid complaint. If FzDT doesn't do everything you've come to expect from a telecommunications program, well, maybe it's time to look for a new program...

There are several recent entries into the telecommunications arena, and it is those programs' authors who need to hear what you like or dislike in their programs. They are still supporting theirs, after all, and are probably a whole lot more amenable to changes than Aaron certainly is. Tell them what you like about FzDT. What you wish it could do. They are the ones who want and need to hear feedback, and who might well turn your suggestions into features.

--Gordie Meyer
biblinski@delphi.com

ATARI UNITED! SoftWareHouse

1490. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 04:47:59 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Bu8SDXv.lmcclure@delphi.com>
Source record: 182937

In your message dated 7-30-94, you quoted (Roger Sheppard?) as saying:

"Together with one of my friends we ordered both a copy,
(from the US) paying about 90# each (+p&p included)."

In your reply, you said:

"If you are setting up one BBS, this is OK. But if you are
setting up two BBS systems, this would not be legal. "Two"
copies, "one" purchase."

I took "both a copy" to mean they did indeed order two originals.
I expect ordering at the same time merely netted a lower cost in
currency coversion fees and postage.

1491. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 07:41:48 UTC
From: diehl@io.org
Message-ID: <31i8vs$3cf@ionews.io.org>
Source record: 182942
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> I know all about people who use software they haven't paid for.
>
> I've gotten first, second, and third-hand reports from all over the world
> about people who use and absolutely LOVE ANSITerm.

In my case, it's the fact that I'm dead broke ... but, see below about
part of the reason for that.

> Yet the number of registrations totals to just over 30.
>
> I've had countless requests for version 1.90 (the unregistered version),
> but I never hear from these people again. They do not register.
>
> No, programs should NOT all be released as shareware because most people
> are not honest enough to pay for shareware software that they
> frequently use.

Indeed. I know that FANSI has recieved around 200 downloads from GEnie
alone. Yet, the total number of registrations I have recieved is 6.
Now, granted, not everyone who downloads the software is going to like
it, and still more won't have a use for it, but I would expect that
some of those people would register; only one of the people I have
gotten a registration from has a GEnie account (excluding one of my beta
testers who's also a GEnie member - he's the one that reports download
counts to me), and I believe he got his copy from Strobe II BBS from word
of mouth from the SysOp there who registered my program first.

No, there don't seem to be a lot of honest individuals who register
software. I have tried to take some precautions to encourage people to
register my program -- disabling some of the more important features...
perhaps I _should_ have disabled saving.

Now, granted, my program has only been out there for a tad over two
months... but even so the response, or lack thereof, is somewhat
disheartening. It couldn't be from lack of distribution -- I've gotten
mail from Germany about my program.

Shareware IS a nice idea ... unfortunately, it's less than ideal, and it
doesn't seem to work as well as it might.

_____ _____ _____ _____________________________
____<____ >/ __ // ____/ ___ Tail of ________ Eric March _____
__________> // <_/ // <___ ___ The Comet ______ diehl@io.org _____
__________<_/<_____/<_____/ ___ Productions ____ "ANSI? FANSI!" _____

1492. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 07:49:10 UTC
From: diehl@io.org
Message-ID: <31i9dm$3in@ionews.io.org>
Source record: 182943

> Another problem with shareware is, that often it take more money to
> transfer
> money to the author, than paying for the program only. I have this problem
> with several programs. It cost 5£, but it'll take me 10£ to send the money.
> Thats stupid, (but no excuse for not paying). But i'll rather try find a
> solution that so much money isn't wasted on nothing.

I think that's a problem we all have to face with registering foriegn
programs. For me to send 5 pounds sterling to David Oldcorn for
Starball, for example (which I will do regardless) will cost me somewhere
in the vicinity of $20 cdn. (after exchange) A fair deal more than what
it would cost me if I just handed him five quid in person. And indeed,
it stil is not a reason for not registering; one can't blame an author
for his program being more expensive than normal simply due to his location.

> Btw, i like FANSI. Just wish it could do 640*480 on the Falcon.

It was never designed to, actually; I wrote FANSI to overcome the problem
of not being able to easily display 16 colours in an 80 column screen
mode on stock ST/e/Mega machines. That it works on a Falcon was
incidental, if quite good. I will continue to work on it, however; I'm
adding additional Falcon support in the next version (not much, but you
won't get screwy colours when you exit anymore). I can't promise a
640x480 mode, though; I don't have that kind of resolution to spare,
unfortunately, not and get 16 colours at the same time. I only _wish_ I
owned a Falcon. :-)

```
___________ ______ ______ ___________________________________
____<____ >/ __ // ____/ ___ Tail of ________ Eric March _____
__________> // <_/ // <___ ___ The Comet ______ diehl@io.org _____
__________<_/<_____/<_____/ ___ Productions ____ "ANSI? FANSI!" _____
```

1493. Re: Starball, ARGH!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 08:43:17 UTC
From: oldcornd@cs.man.ac.uk
Message-ID: <31icj5$6pa@m1.cs.man.ac.uk>
Source record: 182945

Basically the problems that exist in the current release of Starball (which is 1.10 I think) are mostly incompatibilities with many different versions of the hard driver, and it will only reliably work from HD on Falcon (and I believe TT's as well). There are also some other inconsistencies which CAN stop it working occasionally from floppy on certain machines.

The new version which will be out soon has had a lot of these tidied up. I really don't know how much more compatible it is, but at the very least it now works with the vast majority of hard drives. Without a lot more different types of ST I think that's the best that can be managed at the moment....

Dave

1494. Re: What's with a.a.u.e?

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 09:18:28 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Aug1.091828.14100@beaver.cs.washington.edu>
Source record: 182946

Well, ftp'ed to wuarchive.wustl.edu to the umich.edu mirror for atari, and in Newitems, the last entry was June 20th! I still can't get into atari.archive and believe me, I've tried! Timeout city!

-Stuart Denman
sdenman@cs.washington.edu

1495. FOR SALE: Atari ST/TT Software & Magazines : REDUCED

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 11:00:07 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <31ikjn$5f2@canopus.cc.umanitoba.ca>
Source record: 182948
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
NOTE: All prices are suggested, feel free to make an offer, though I
will give first priority to those offering my asking prices.

=====================================================================
SOFTWARE
=====================================================================
Ancient Art of War in the Skies.$ 24.00 (xlent Microprose WWI strategy/sim)
Night Shift.....................$ 19.00 (cute fun Lucasfilm platform/action)
Hard Drivin.....................$ 11.00 (no docs)
Zork III........................$ 10.00
Firezone........................$ 9.00
Sherman M4......................$ 9.00
TV Sports Football..............$ 6.00

Michtron BBS....................$ 2.00 (classic bbs software, no box&docs)
DC Utilities v2.0d (latest).....$ 4.00 (no box)
DC Shower v1.0e (latest)........$ 4.00 (no box)

=====================================================================
BOOKS
=====================================================================
Atari ST Internals (Abacus) 455 pages...................$9
Atari ST Disk Drives Inside and Out (Abacus) 402 pages..$9
*** Both books for $14 + shipping !!!

=====================================================================
MAGAZINES
=====================================================================

The following magazines for $.50 each + shipping, or take ALL of them
for $5 + shipping!
::::::::::::::::::::::::::::::
Antic: 12/86, 7/88
ST Informer: 5/92, 6/92, 7/92
Analog: 9/89, 11/89
ST Log: 6/89
ST World: 9/89, 3/91
Compute's ST: 2/87 w/disk
Griffin Gazette: 12/88, 3/89 (Michtron softwares tips/hints newsletter)
ST Format: 12/90, 8/92 (UK) (disks may not be available)
Atari ST User: 12/90 (UK)
ST Action: 12/90 (UK) (disk may not be available)
ST World: quarter 4 1990 (UK)
::::::::::::::::::::::::::::::
```

STart:
winter 86, summer 88 (no disk for either)
10/88 (v3.3) - 7/89 (v3.12)
9/89 (v4.2) - 11/89 (v4.4)
1/90 (v4.6) - 6/90 (v4.11)
the above series has disk w/each mag
*** An excellent resource for a beginner/novice! ***
--- 21 issues total, 21 disks.....$23+shipping

*** Take all magazines listed above for $25 +shipping!

~~~~~~
All prices are suggested, feel free to make an offer, though I will
give first priority to those offering my asking prices. If you are
interested in any of the items, please reply via e-mail as soon as
possible. Questions are welcome. All prices are in US dollars.
Buyer pays shipping. Shipping costs are non-negotiable. Volume
discounts available.

--
<Trevor_Cordes@umanitoba.ca> $ Atari TT030 4+4MB/135 $ cds,tapes,comics,rpg,
3rd Year CompSci Honours $ SyQuest 88 & ZyXEL $ software,midi,videos,
University Of Manitoba, Canada $ *Still The Best* $ 4 SALE - E-Mail me...
$$
~~~~~~

1496. Re: What's with a.a.u.e?

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 11:01:58 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <31ikn6$963@golem.wcc.govt.nz>
Source record: 182851

In article <1994Jul31.075302.13963@beaver.cs.washington.edu>,
sdenman@wolf.cs.washington.edu (Stuart Denman) writes:
>Seems that atari.archive.umich.edu is not responding (tried several times
>in the last two days) to ftp. Anyone else have this problem? I've not
>been on the net in a month, so maybe they died while I was away!
>
>-Stuart Denman
>sdenman@cs.washington.edu

Well I Gophered a few files to-day no problems.....

Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

P.S From a real person, not a Copy ! GEnie - r.sheppard5

1497. Gemini 1.9999, Text-Tools Release 05.

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 11:08:03 UTC
From: reschke@uni-muenster.de
Message-ID: <31il2j$1qju@obelix.uni-muenster.de>
Source record: 182950
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

New on ftp.uni-muenster.de:

pub/atari/Gemini/gmn19999.tos: new release of the desktop (small bugs fixed).
pub/atari/Gemini/texttl05.tos: release 05 of my collection of text oriented tools (bs2esc, cut, pr, vdiprint, wc).

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

1498. Falcon Games List - New!

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 11:54:45 UTC
From: higgi@yeti.faveve.uni-stuttgart.de
Message-ID: <31inq5$16f4@info2.rus.uni-stuttgart.de>
Source record: 182949

```
"F030 - LIST OF GAMES" NEW ENTRIES
==================================

Compiled by Heiko Hartmann
zcam1121@rpool4.rus.uni-stuttgart.de
Last Update: 07/29/94
New Titles: 16

-----------------------------------NEWS-----------------------------------
You can get the complete list (>600 titles!) from ftp.uni-kl.de.
Directory: /pub/atari/falcon, file: f_games_list.zip.
--------------------------------------------------------------------------

ST: Status. "PD" - Public Domain, Freeware, Postcardware etc.
"SH" - Shareware, Dongleware, Poolware etc.
"C1", "C2" - Commercial
C: Compatiblity. "-" - The game does never run on F030.
"+" - The game runs with ST-Emulators like Backward etc.
"!" - The game runs without modifications (in ST-Low)!
An additional "^" means: Game does also run in higher
resolutions than ST-Low or ST-High!
MHZ: Mhz-rate of 68030 (and Blitter). "8" - 68030 with 8 MHz.
"16" - 68030 with 16 MHz.
DC: Data cache. "-" - Data cache OFF.
"+" - You can leave the Data cache switched ON.
AC: Adress cache. "-" - Data cache OFF.
"+" - You can leave the Data cache switched ON.
STE: STE-Bus-Mode. "-" - STE-Bus-Mode is not needed.
"+" - STE-Bus-Mode must be switched ON.
SND: Sound. "-" - The game has no sound on F030.
"+" - The game has slightly distorted sound with ST-Emulation.
"!" - No problems with sound on F030.
HD?: Harddisk installation?. "+" - The game can be installed on HD.
"-" - HD-Installation is not possible.

A "?" means: unknown. ">?<" means: Info maybe wrong (conflicting reports)!

NAME ST C MHZ DC AC STE SND HD?
--------------------------------------------------------------------------
Arcan SH + 16 + + + ! + (german)
Berzerk SH ! - - - - ! +
Dynabusters+ SH ! - - - - ! +
GEMAmiGO PD !^ - - - - ! + GEM
Hector vs Mutant... PD - +
Isola 3 SH !^ - - - - ! + GEM, monochrome
Mazewar ST SH + 16 + + + ! + Use STOSFix!
```

Nibe 2 PD ! - - - - ! +
Original, The SH ! - - - - ! + (german)
Pothole 2.0 SH ! - - - - ! +
Rampart C2 + 16 + + + ! +
Skat C2 ! - - - - ! + (german)
Starball PD ! - - - - ! +
Stello SH !^ - - - - ! + GEM
Wyrdways SH ! - - - - ! + Patched for VGA!
Zack-4 PD ! - - - - ! + GEM

Do you have informations about another game? Do you have some corrections
for the list? -> EMail me! This list should be as big as possible and
therefore I need your help!

Remember: All informations are subject to error! No warranty that the
given information is correct! I'm unable to test all the games in the list!

Heiko Hartmann
zcam1121@rpool4.rus.uni-stuttgart.de
or higgi@yeti.faveve.uni-stuttgart.de

1499. Re: Freeze Dried Term

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 11:58:35 UTC
From: whitema@rtsg.mot.com
Message-ID: <31io1b$q50@delphinium.cig.mot.com>
Source record: 182852

In article <Ctp0tK.CMI@cix.compulink.co.uk>,
Ofir Gal <ogal@cix.compulink.co.uk> wrote:
>
>Do yourself a favour and get CoNnect, FDT looks silly in comparison.
>

Are we going to start this again? FDT is easy to set up, and works great on low end STs. Connect is a nice piece of software, I'm sure, but I don't wish to spend my time setting up scripts to use Zmodem etc... Besides, Connect will not wrap around (at least I couldn't find a way to make it do so), is unusable in anything less than ST high, and is slow on 8 MHz systems (compared to FDT).

I'll stick with FDT until I find something better (and yes, I did try Connect, version 2.46).

Michael
whitema@rtsg.mot.com

1500. Re: Papyrus vs Redacteur - any thoughts

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 14:08:33 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <31ivl1$n6i@percy.cs.bham.ac.uk>
Source record: 182853

spbcajk@ucl.ac.uk (Mr Andrew John Kale) writes:
>chris@buran.fb10.tu-berlin.de (Christian Nieber) writes:
>
>>>- Or PostScript support..?
>
>>No way. This is definitely too complex, and besides it wouldn't be
>>WYSIWYG anymore as long as Type 1 faces can't be used.
>>But maybe Speedo 5 or NVDI 3 will provide a PostScript GDOS driver.
>
>SpeedoGDOS 5 has got PostScript type 1 font support built in, and will also
>handle TrueType fonts (according to this month's ST Review.) Does this make
>it more feasible?

NVDI 3 and Speedo 5 will not have Postscript printer drivers.

Word has it that NVDI 3 is several *times* faster than Speedo 5, which
will be very nice!

Speedo 5 is out *now*, NVDI 3 will be out in about 2 months.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1501. Archive converter..

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 14:43:08 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <31j1ls$c3a@golem.wcc.govt.nz>
Source record: 182855

HELP...

Dose any one know were I can find a Archive converter all formats,
and it must work with full paths/dates...

I had what I thought was a good one, decided to try it out, does not extract
data in folders in ARC files, and when converting to LZH it adds the program
to the archive plus the programs extraction folder....

This was CWAC3.02, the features look great, like convert all arc/zoo/lzh plus
txt in one go to say zips, but the big problem is it does not work and is no
longer supported....

So are there any otheres that have Great features like CWAC...?

Thanks....

Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

P.S From a real person, not a Copy ! GEnie - r.sheppard5

1502. Re: Gemini 2

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 14:47:45 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <31j1uh$9pv@charm.magnus.acs.ohio-state.edu>
Source record: 182854

In article <199407241057.a32466@h2.maus.de>,
Jan-Mathias Steinforth <Jan-Mathias_Steinforth@h2.maus.de> wrote:
>HT>(or that I could afford a Mac...at least then I'd get mostly-supported
>HT>software. Oh well.).
>And expensive software!

I hate to say it, but to a large extent this is a misconception. Fact is, in the Mac market, most of the *most popular* programs are expensive because most Mac users are obsessed with having the same product as everyone else... However, there are also many excellent (even superior) packages from other companies that can be purchased for reasonable amounts of $$$. Sure, maybe only 1% of Mac users use Write Now for their word processor, but who cares? Write Now can read and write RTF, so it is compatible with just about *everything*. Anyway, if you are willing to hunt around in the Mac market you can get excellent software for your Mac/Spectre at prices closer to what we are all used to in the Atari world (although those seem to be going up up up...)

Just my 2cents worth...

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"To my mind the most frightening book ever published is Lewis F. Richardson's 'Statistics of Deadly Quarrels'. You've probably never heard of it even though its relevance to the mess you're in is at least as great as that of Darwin's 'On the Origin of Species,' which you learned about in fourth grade. And that's because it's so completely terrifying only those 'experts' who are adequately armoured with preconceived contrary ideas which will enable them to disregard Richardson's work completely ever get to study it."
- Chad C. Mulligan

1503. UK Atari show

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 14:49:55 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <31j22j$15l@bognor.barclays.co.uk>
Source record: 182707

I went to a UK Atari show yesterday. It wasn't particularly large but what and who were there was good. I finally got to see a Medusa running. Very nice, complete with 105Mb Syquest and other bits. It looked seriously fast. The New ST Emulator for PCs, Janus was also on show. This too looked impressive although I suspect the UK price will be a little too high for my pocket.
There were 2 different colour digitisers, some cheap TTs and Stacys(!), That's Write 3, the new Speedo 5 and lots of bargains. Nearly every stand was armed with Falcons with a few TTs. Calamus SL and other such heavyweights were being demoed to good effect.
One stand, System Solutions, estimated they had shifted GBP20,000 over the 2 days. Early on Sunday, the boss turned around and said 'Where did all the Falcons go?' All sold! with several outstanding orders too. I saw many people walking around with new Falcon boxes under their arms plus a fair few with Apple CD300 cdroms.
Finally, it was good to see Bradly from Best Electronics over from the US again with his table top of the wierd and wonderful in Atari spares.
On the whole, a small show but with the amount of heavyweight applications and hardware plus utilities, extras and even a few new games being demoed, it was reassuring to know the ST is still far from dead.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

1504. Power-UP2 Falcon 030 Accelerator

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 16:35:47 UTC
From: mdg@ukc.ac.uk
Message-ID: <10465@gos.ukc.ac.uk>
Source record: 182856

I've just had a POWER-UP2 32mhz 68030 accelerator fitted to my Falcon and just thought I'd tell you all what a bargain it is. It is available from System Solutions (UK) and costs (59.95 !) -> the performance improvement is about 30-40% for most apps (demo/assembler code runs 50-80% faster!), v. good value for money if you ask me, esp. considering the competition.

Cheers
Griff
--

1505. Re: .PRG compresser/decompresser

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 16:50:16 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <31j948$ne5@msuinfo.cl.msu.edu>
Source record: 182857

I posted earlier that Squish was available for $18, but Keith pointed out
that that's not entirely correct. Here's the correct info:

>The pricing was a little off for upgrading to Squish II.
>
>If a user owns -
>DCUtils (1 or 2): $23 ($60 for both DDv2 & Squish II)
> Data Diet v1: $23 ($43 for both DDv2 upgrade & Squish II)
> Data Diet v2: $18
>[NOTE: Price includes S&H in N.America.]
>
>
>The retail price of Squish II is $40.
>Toad has it for $34 in their new catalog (TraceTech ad on p40, pricing on
>p39), along with Data Diet v2 @ $49 and Data Rescue @ $34.
>
>
>- Keith

So I missed a little info. :-) Sorry to everyone. BTW, I still strongly
recommend Squish II as the best program compressor around, and if you don't
own Data Diet v2, then get that too; it works like a charm, and has given
my 52Mb hard drive more than 80Mb of space. :-)

Contact Keith Gerdes at k.gerdes@genie.geis.com or at

Trace Technologies
PO Box 711403
Houston, TX 77271-1403
(713)771-8332 (1PM-5PM Central Time weekdays)

Or TOAD computers at 1-800-448-TOAD

Regards,
Tom
hopper_t@msupa.pa.msu.edu

1506. This is a test. Don't bother reading it..

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 17:32:31 UTC
From: fuzzy@ars.ath.forthnet.gr
Message-ID: <9119QSGXYNXAJMBMRB@ars.ath.forthnet.gr>
Source record: 182947

TEST!

nothing interesting here, i warned ya..

TEST!

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services

1507. Re: Power-UP2 Falcon 030 Accelerator

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 17:33:36 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <31jblg$evd@lyra.csx.cam.ac.uk>
Source record: 182860

mdg@ukc.ac.uk (M.D.Griffiths) writes:
>I've just had a POWER-UP2 32mhz 68030 accelerator fitted to my Falcon and
>just thought I'd tell you all what a bargain it is. It is available from
>System Solutions (UK) and costs (59.95 !) -> the performance improvement is
>about 30-40% for most apps (demo/assembler code runs 50-80% faster!), v. good
>value for money if you ask me, esp. considering the competition.

>Cheers
>Griff

I have always thought that if you double the CPU speed you would get
close to double the performance. Probably not exactly double as
everything else is still at 16MHz but surely more than 30-40% (~80%?) ?
Could you trade in your 16MHz 030 for a 32MHz 030 and stick that in instead?

Or am I just being really dense again? :)

The other way to speed things up a lot (so I am told ...) is to get fast
(TT) ram. What is the difference between TT ram and ST ram? For example
if I wanted to buy some, what would I ask for? (price?)
Presumably you need some kind of extra board to be able to fit this in a
stock Falcon? It would be too easy otherwise.
Any info on the Afterburner040 board?

Phil
[E-mail pd@mole.bio.cam.ac.uk]

1508. good Falcon Games

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 17:48:46 UTC
From: gaghon@nevada.edu
Message-ID: <31jchu$a15@post-office.nevada.edu>
Source record: 182861

There will be a Falcon only game, comming out from JV Enterprises within the next couple of months.Around september. It is a TC smooth scrolling RPG. Check out Towers I for the ST, which got a rating of 80% in August STF.

Vince

1509. Re: Converting ST MIDI Files to IBM PC Format

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 18:38:53 UTC
From: none
Message-ID: <none-010894123853@beethoven.la.utk.edu>
Source record: 182858

In article <775589738snz@stevef.demon.co.uk>, Stephen@stevef.demon.co.uk
(Stephen John Farthing) wrote:

> A guy at my Ham radio Club needs to convert a load of ST MIDI Files to
> run on an IBM PC/Soundblasted system. He asked me to post a message asking
> how this could be done. The files are all on floppy disc.
>
> Thanks in advance
>
> --
> Steve Farthing | stephen@stevef.demon.co.uk |
> Melksham "I'm pink therefore I'm Spam"
> Wiltshire UK

There shouldn't be any trouble "converting" the files for the IBM, provided
that:

1. The files are Standard MIDI File (SMF) format.
2. The Soundblaster card/software will read SMFs.

To "convert" the files (no conversion really takes place), simply save them
on an IBM-formatted disk. The ST uses the same disk format as the IBM
(except for a few minor exceptions), so there should be no trouble.

Eric White (wewhite@utkvx.utk.edu)
Knoxville, Tennessee USA
"Reality is for people who can't handle hard drugs."

1510. MIDI sw, mono monitor forsale

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 18:43:14 UTC
From: tjs4@tntvax.ntrs.com
Message-ID: <1994Aug1.134314@tntvax>
Source record: 182862

Hi --

I have two Atari items for sale:

Slave Driver by Mind-over-Midi
Very good MIDI mapping software that allows all sorts of
MIDI data massaging as well as events (like program changes
and sequence playback) that can be triggered by other events

Specifically intended for live performance (can even use
your synth's display to avoid lugging the monitor!)

$125 obo (sells for about $250)

Atari monochrome monitor

$65 obo

Contact me with email at tjs4@ntrs.com or call at:

312-444-3861 (work -- Chicago)
708-548-8126 (home)

Timothy J. Schwaar | X.400: C=US;ADMD=ATTMAIL;PRMD=NORTHERN TRUST;
Northern Trust Co. MB16 | SURNAME= ;GIVEN=
50 S. LaSalle |
Chicago, IL 60675 | Voice telephone: 312.444.3861
USA | FAX: 312.444.2240

1511. Enlarging Megafile 30

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 18:47:24 UTC
From: none
Message-ID: <none-010894124724@beethoven.la.utk.edu>
Source record: 182859

For the past year or so, I've had a 100 MB hard drive sitting on my desk waiting to go in my megafile 30. The problem is, I have no idea what to do about formatting and partitioning the drive so that it will work with my ST system. The Atari HD utils that came with the Megafile won't allow me to format a 100 MB hard drive (the options only say 30 or 60 MB). Is there software available that will allow me to format and partition the drive? I'd hate to have to buy a box, power supply, and host adaptor when I've already got most of that in the Megafile.

Eric White (wewhite@utkvx.utk.edu)
University of Tennessee
Knoxville, Tennessee USA
"There are actually three sexes: men, women, and tenors." - anon.

1512. Stuff still for sale!

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 19:09:50 UTC
From: Colin.Campbell@mettav.exnet.com
Message-ID: <775796026.2@mettav.exnet>
Source record: 182880

Okay, offers to me on 081 292 2571 or in e-mail for the following stuff...
(highest reasonable offer gets the goods):

ST Hardware, Magazines & Stuff:

ST Applications (issues 1-43) **issues 1-12 reserved**
Migraph Hand Scanner with Touchup s/w **almost gone!**
AT Speed C16 286 pc emulator including STE adaptor
External Disk Drive with built-in Blitz and Virus Protection.

"Introducing Atari ST machine code" by Pearson & Hodgson
STOS Interpreter Manual.
That's FunFace!

ST Games:

Paladin American Ice Hockey
Speedball I.P. 3D Soccer
RVF Honda Damoclese
Grimblood ** The Killing Cloud
Cyberball Sim City
Hunter Killer Personal Nightmare ** ** = somebody
Shadowgate Imperium ** interested!
Blood Money Powermonger
Barbarian (Psygnosis) Chaos Strikes Back
Captain Blood F15 Strike Eagle
War in the Gulf Cannon Fodder

Consoles:

Sega Megadrive + 8 games + scart lead + extra joypad

Videos:

Alien, Aliens (Special Edition) **

Col.

* Origin: ~~ Col's Burblings... ~~ (100:101/12.4)

1513. Re: Copyright Laws...!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 19:40:05 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9408011854.AA05038@ilmen.lanl.gov>
Source record: 182864

In article pn0@golem.wcc.govt.nz, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>In article <9407281437.AA04651@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:
>>
>>Roger, this is getting silly <again>. The whole point is that you
>>advocated the theft of copyrighted software and admitted to owning
>>illegal TOS ROMs yourself.
>
> Are all Yanks dick heads or as stupid as you..??

Careful, Roger... your IQ is showing. I cannot answer for all Yanks, of course, only myself. Just as you cannot answer for all Kiwis.

>I HAVE NEVER EVER STATED THAT I ADVOCATED THEFT OF COPYRIGHT SOFTWARE,
>AND NO I DON'T HAVE ILLEGAL COPIES OF ROMS.....

Hmmm... then how do you explain the following comment from an earlier post:

In article dhq@golem.wcc.govt.nz, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.), Subject: Re: WANTED dump 1.62;2.6;3.6 WANTED AJAX HD FDC, Dated: 23 Jul 1994 07:52:45 GMT, writes:

> A copy of a old TOS is not going to hurt any one at all [...]
> There are many many firms selling copies of TOS 1.4 and 2.06 in the UK and they
> are all illegal copies, I should know I had one of them...

I read this to mean that you had an illegal TOS ROM copy and thought nothing wrong of it. My apologies if that was not what you meant but how else should one take it? Software is software regardless of the medium its recorded on.

>Do you wish to have a slander suit taken against you...

Perhaps you meant 'libel,' not 'slander.' For example, in your last post you question me as being a 'dick head' or being 'stupid.' This is libelous as it is a written statement and defames my character or subjects me to ridicule. 'Slander' must usually be given verbally and be inurious to one's reputation.

>I do suguest that you go back to school and learn how to read, and a English
>school at that.......

Perhaps so. Unlike you, I obviously need to work on my spelling. :)

>Just because you could not handle a PC clone, it does not give you licence
>to slandering people that still have Ataries...

It's true that I sold my 486 out of frustration, but if you are inferring that I no longer own an Atari, that's incorrect. I still have a Falcon 030 and an old ST although I bemoan the rash sale of my trusty MSTE.

Like I said before... this is getting silly. Anything to add?

-Hutch- @ Fair Dinkum Tech

1514. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 19:56:42 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EHBUEBWK@dksoft.ping.dk>
Source record: 182808

In <31ehn5$s9e@mudraker.mtholyoke.edu> Rick Flashman wrote :

>I'd like to consider ourselves reasonably "reputable". ;-)

And thats okay with me.

>In the U.S. you can technically sue anybody. It is just a matter of
>convincing a jury. In this case, they sued the original company and WON a
>settlement. Some language about that the company should have taken necessary
>steps to insure that the consultants did not make any bad modifications
>to their code.

In the US you can sue anyone for whatever is on your mind. Gladly thats
not the case in Denmark or any other country i know of.
It's not that you can do this in Denmark, but most often you'll be told not
to, if the case is totally out of order and can be fix'd in another way.

>NeoDesk - a GEM desktop replacement (actually the first one ever)
>Geneva - Multitasking AES environment (AES 4.x compatible)
>STalker - GEM based telecommunications software (background support too)
>CardFile- GEM based name/address/phonebook/appointment accessory
>STeno - GEM based text editor
>Neo CLI - GEM based UNIX/MS-DOS style command line interpreter for NeoDesk
>

Well, I have to admit i have heard some about these program. I was actually
trying to order Geneva + Neodesk, but never got an reply. (long time ago
when you first arrived with Geneva plus Neodesk for a very low price when
bought together. I also remember something about it was suppose to be beta-
version of Geneva).
I still believe Neodesk is a good alternative to the desktop. Unfortunatly
I can't get it here in Denmark, (i think).

Greets
Kim

--

-- --
UPoint News-Signature
-- --

1515. .PRG compresser/decompres

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 19:57:44 UTC
From: larserik@oslonett.no
Message-ID: <31jk3o$153@hasle.oslonett.no>
Source record: 182863

In message #34, cpbuehrer@miavx1.acs.muoh writes:

> A long time ago I had this program, like DCSquish, that would compress
> .PRG
> files down quite a bit. But when you double clicked them, they'd
> decompress
> and run right off the bat.

I have a program that is faster and better than DCSquish....
And it's free (called PACKER.PRG, at least my copy is called that)
Compresses to between 1/2 and 2/3 size and decompresses very fast)
GEM-shell also available (my own invention :-)

Lars-Erik 0sterud Phone: +47 67131571 Fax & ABK-BBS: +47 67132659
Atari Developer Pager: +47 96634222 Email: larserik@oslonett.no
SysOp ABK-BBS

1516. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 20:11:04 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EHBUEBWN@dksoft.ping.dk>
Source record: 182809

In <31ei9m$s9e@mudraker.mtholyoke.edu> Rick Flashman wrote :

>Wrong. There are "two" users involved one "two" different computers.
>Doesn't matter if the software isn't being run at the "same time". That
>still violates both U.S. and European copyright laws. This about it,
>"two" people are using the software, yet only "one" copy was bought.

Thats not the way i've been tought copyright law.
I don't see anything wrong in a friend have his legal copy of some program
running on my machine while he isn't using it.
Also it's stated in the laws of copyright, that every user are free to do
a backup copy of their bought program. He just has to make sure the program
isn't run twice, (not even in a network), or he'll have to pay mutiple licent
to the author.

>If you are setting up one BBS, this is OK. But if you are setting up two
>BBS systems, this would not be legal. "Two" copies, "one" purchase.

Wrong. We both order a copy.

>Have you actually CONTACTED the author (you know, write a short note
>explaining your problem)? I'm sure that in the least the author would
>have NO problem in re-registering the program to your friend who wants to
>buy it (though after all the problems you had, your friend might not
>remain your friend too long ;-). As a developer, I hear stories like this
>quite a bit. Most times I am amazed how many people will not contact the
>author. I don't think we have a single customer who has come away unhappy
>after contacting us with a problem, regardless the problem.

I have tried allright. We even have two support BBS's here in europe, and
a networking area too. I wrote about my problems, ran into alot of problems
arguing with every other people in the area, but never heard a single note
from the author, (even though he's online, and sometime writes to others).
Another guy took over the support for the author, (cause he didn't have so
much time to be online answering), and now i'm trying to reach this guy,
but he claims everytime i write to him, (personal mail), that he never
receive any message from me.
My next step will be a direct call to his board, (probably cost me alot
of money, but they doesn't seem to care), as this seems like beeing the only
way i can make sure he gets my message.
I'll let you know the answer when i have one. Maybe i have screwed up so much
around this now, so they'll be happy to avoid me, by letting me sell this.

But still my point was around his rules, (which IS printed in the manual).
Why say you can't sell it or give it away, when it (maybe) is possible.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

1517. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 20:17:02 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EHBUEBWQ@dksoft.ping.dk>
Source record: 182810

In <31ep7r$71o@crl5.crl.com> Sam McGee wrote :

>I can register 13 shareware applications with Joe Connor. For the US, an
>international money order costs $7. That's $0.54 per application. This is
>the future of shareware and a solution to your problem above.
>

I know, and that is a really good solution. But unfortunatly we here in
Denmark hasn't got a very big market, so it's a difficult solution here.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

1518. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 20:19:38 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EHBUEBWT@dksoft.ping.dk>
Source record: 182816

In <Bu8SDXv.lmcclure@delphi.com> Lonnie McClure wrote :

>I took "both a copy" to mean they did indeed order two originals.
>I expect ordering at the same time merely netted a lower cost in
>currency coversion fees and postage.
>
>

Only one way. We send one cheque, but our packets was returned seperatly.
Besides that you'r right.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

1519. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 20:27:36 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EHBUEBWW@dksoft.ping.dk>
Source record: 182817

In <1994Jul31.120208.16735@govonca.gov.on.ca> Phil Mills wrote :

>Frankly, Kim, it would put me in someone else's paranoid fantasy. In
>the REAL world, the developer offered me my choice of solution.

Which was a good solution for both of you.

>
>My first thought concerning the story you related was that it would be
>wonderful to have a way of collecting all these stories -- good and bad
>-- as a sort of Internet product and supplier review. It wouldn't help
>your specific problem, but over time might save us all from wasting
>money and taking bad risks.

Which would be good for the users, but probably not so good for some
developers. (this is just a guess).

>(I still don't believe, though, that if person X hurts me that it
>justifies me in hurting person Y. I'm responsible, to me, for behaving
>decently and that responsibility doesn't go away just because I discover
>that others are behaving badly.)
>

I'm not sure i understood this. Who's talking about hurting anyone ?

Greets
Kim

--

-- --
UPoint News-Signature
-- --

1520. Modem Purchase Help!

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 20:28:58 UTC
From: clark@ee.ualberta.ca
Message-ID: <31jlua$arm@quartz.ucs.ualberta.ca>
Source record: 182865

Hi there,
Well the time has come for me to upgrade from my old 2400 baud
supramodem to something a bit more 'up to date', ie: at least
a 14.4 or maybe a 28.8.
I need HELP though.
I have a 1040Ste with 4meg, what is the maximum speed of modem
I can RELIABLY use? Do I need any special software other than
what I am using now (Storm 1.02), Do I need to upgrade any
chips on the computer itself (as in a 16550 for the PC),
and what are the GOOD modems out there that people have in
RELIABLE use on their Ste's NOW.
And what about FAX capability? Is there software for the Ste
to support FAX? If so, what is it, how much, and where.
Anything else I should know? If so, please help me out.
I nned it.
(er...need)
Thanks in advance...
-clark

1521. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 20:36:10 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EHBUEBWZ@dksoft.ping.dk>
Source record: 182818

In <31i9dm$3in@ionews.io.org> Eric March wrote :

>I think that's a problem we all have to face with registering foriegn
>programs. For me to send 5 pounds sterling to David Oldcorn for
>Starball, for example (which I will do regardless) will cost me somewhere
>in the vicinity of $20 cdn. (after exchange) A fair deal more than what
>it would cost me if I just handed him five quid in person. And indeed,
>it stil is not a reason for not registering; one can't blame an author
>for his program being more expensive than normal simply due to his location.

In fact, Starball was the program i'd refering to. I also want to registre,
(if it wasn't for a very annoying bug in it). And i also said it was no
excuse for not paying. Just mention one of the problems with shareware.

>It was never designed to, actually; I wrote FANSI to overcome the problem
>of not being able to easily display 16 colours in an 80 column screen
>mode on stock ST/e/Mega machines. That it works on a Falcon was
>incidental, if quite good. I will continue to work on it, however; I'm
>adding additional Falcon support in the next version (not much, but you
>won't get screwy colours when you exit anymore). I can't promise a
>640x480 mode, though; I don't have that kind of resolution to spare,
>unfortunately, not and get 16 colours at the same time. I only _wish_ I
>owned a Falcon. :-)
>

Maybe someone could help you. at least it's worth a try.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

1522. Re: Starball, ARGH!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 20:44:20 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EHBUEBXC@dksoft.ping.dk>
Source record: 182819

In <31icj5$6pa@m1.cs.man.ac.uk> David Oldcorn wrote :

>Basically the problems that exist in the current release of Starball (which
>is 1.10 I think) are mostly incompatibilities with many different versions
>of the hard driver, and it will only reliably work from HD on Falcon (and
>I believe TT's as well). There are also some other inconsistencies which
>CAN stop it working occasionally from floppy on certain machines.
>
>The new version which will be out soon has had a lot of these tidied up. I
>really don't know how much more compatible it is, but at the very least it
>now works with the vast majority of hard drives. Without a lot more different
>types of ST I think that's the best that can be managed at the moment....
>

Will this new version also be able to accept a score of more than 100mill.
The version i tried didn't manage that. It sat my score for some randomize
number between 25-40mill when it ran above 100mill. This happened to me twice
in the same play.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

1523. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 20:52:28 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EHBUEBXF@dksoft.ping.dk>
Source record: 182820

In <318kdc$fm6@bognor.barclays.co.uk> Iain.Laskey@barclays.co.uk wrote :

>Why would you buy software to crack? You buy it to use surely? I'm sure the last
>reason on the mind of the shop/developers when you try to get a refund is 'Oh, I
>bet he cracked it first'.

Well, i'm not the big pirate, so i can't really tell, but i have heard this
excuse myself. And also somebody has to buy a program, (or getting their
hands onto it another way) before they're able to crack it.

>
>I don't think there is a single piece of software I have bought, that I didn't
>get knowing full well it's abilities and/or shortcomings. That's what thenet,
>magazines, friends etc are for. If you go and buy a 300GBP DTP package that you
>have no knowledge about, for instance, you only have yourself to blame IMHO if it
>doesn;t do what you want.
>

My point is not on wether a peace of software is doing was i want it to, but
rather if it do what it's suppose to do.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

1524. Re: Freeze Dried Term

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 23:38:29 UTC
From: jtrautschold@BIX.com
Message-ID: <jtrautschold.775784309@BIX.com>
Source record: 182866

Gordie Meyer <biblinski@delphi.com> writes:

> ...the TOS platform. Other developers have said much the same thing. (
> I do want to say that most of the developers _do_ continue to support
> their existing programs. How much further development of those programs
> might take place is unknown, however.) Aaron wrote a GFA BASIC
> telecommunications program that many people liked. It was good at the
> time it was written, but like many other aging programs, it isn't quite
> on the cutting edge today. Shareware is about paying for what you use,
> not necessarily what the program might one day become. If you never got
> a key, you have a valid complaint. If FzDT doesn't do everything you've
> come to expect from a telecommunications program, well, maybe it's time
> to look for a new program...

> There are several recent entries into the telecommunications arena, and it
> is those programs' authors who need to hear what you like or dislike in
> their programs. They are still supporting theirs, after all, and are
> probably a whole lot more amenable to changes than Aaron certainly is.
> Tell them what you like about FzDT. What you wish it could do. They are
> the ones who want and need to hear feedback, and who might well turn your
> suggestions into features.

As Gordie says, there are a number of well supported telecomm programs
available commercially. Flash II is one of those programs and if I may
put in a small plug for our product, I'd like to suggest that you check
out our demo.

Missionware Software continues to heavily support Flash II, currently in
version 2.2 and is working hard on releasing an all new version, 2.3,
which will go into beta test sometime soon.

John Trautschold
Missionware Software

1525. Re: .PRG compresser/decompresser

Newsgroup: comp.sys.atari.st
Date: 1994-08-01 23:40:52 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <31k164$hl7@golem.wcc.govt.nz>
Source record: 182867

In article <1994Jul31.200711.27609@miavx1>, cpbuehrer@miavx1.acs.muohio.edu (Cogito cogito, ergo cogito sum.) writes:
>A long time ago I had this program, like DCSquish, that would compress .PRG
>files down quite a bit. But when you double clicked them, they'd decompress
>and run right off the bat.
>
>The thing I liked about it was that there was no stupid message at the top
>saying "DCSquish" or anything like that and there were no flashing colors or
>anything...just a one or two second delay while the decompresser did its
>duty.
>
>But I can't find this program anywhere?! Anyone got something like it?????
>I'm certain the original one I had was german...because I couldn't understand
>the docs!
>
>advTHANKSance,
>--Dennis

I think you are refering to PFX/AFX there is a Demo on most German sites,
I think it is a Demo, one of there versions was, but its still in German...

Note: DCSquish has been updated and is still supported, did you not get the
Update card in your mail , version 2.1...

Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

P.S From a real person, not a Copy ! GEnie - r.sheppard5

1526. Re: Power-UP2 Falcon 030 Accelerator

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 00:03:03 UTC
From: sammcgee@crl.com
Message-ID: <31k2fn$9lq@crl5.crl.com>
Source record: 182868

Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:

: I have always thought that if you double the CPU speed you would get
: close to double the performance. Probably not exactly double as
: everything else is still at 16MHz but surely more than 30-40% (~80%?) ?
: Could you trade in your 16MHz 030 for a 32MHz 030 and stick that in instead?

: Or am I just being really dense again? :)

: The other way to speed things up a lot (so I am told ...) is to get fast
: (TT) ram. What is the difference between TT ram and ST ram? For example
: if I wanted to buy some, what would I ask for? (price?)
: Presumably you need some kind of extra board to be able to fit this in a
: stock Falcon? It would be too easy otherwise.
: Any info on the Afterburner040 board?

I am not an expert on cpu speed, you should talk to someone like David Small. But, I start this discussion. In a perfect world if you double the clock speed, you double the performance. In reality ST ram has a nasty bottle neck where the speeds are limited. The cpu performs internal operations at the clock speed (16MHz or 32MHz) but when it comes time to access main memory the clock speed drops to the original 16MHz. (or 8MHz on a standard ST) So if your program only used internal operations it would run at 32MHz. (it would be a really boring program, BTW) But all programs use a combination of many cpu operations which average the clock speed to whatever you bench program shows. (30-40% or ~15% for Power Up as I've heard)

Now if you add a cache or use the internal one in the 68030, part of your program is loaded into the cpu like a ramdisk and it is executed at the accelerated clock speed, 32MHz in this case.

TT ram opens up the inherent bottle neck and allows the processor to access it at 32MHz. It is not the physical construction of the ram that makes it faster. The ram is the same as normal ST ram. It's *how* it is connected that makes it faster. TT ram means Thirty Two bits as opposed to ST (SixTeen). There is a grey area here where I hope someone will help me out. The TT ram must be connected to your computer with special hardware. Some accelerator boards have this hardware. Both Afterburner 040 by Overscan and Barracuda 040 by Wizztronics will have versions of an MMU(Memory Management Unit) which will accept TT ram. They are both due in August but hardware products are usually delayed several months.

I have probably made several mistakes so please correct me. :)

Sam

1527. Re: [Q:] trackball for atari?

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 00:26:48 UTC
From: swhatley@blkbox.COM
Message-ID: <31k3s8$oi6@blkbox.blkbox.COM>
Source record: 182873

esj@harvee.billerica.ma.us (Eric S Johansson) writes:
>is there any way I can replace my atari mouse with a PC trackball?

I do not know about PC trackball. I am satisfied with my two button WICO
trackball.

Later,
Steven Whatley

1528. STacy for sale!

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 01:08:58 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <31k6ba$c7d@charm.magnus.acs.ohio-state.edu>
Source record: 182870
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

SUPER ATARI STacy DEAL!

The Atari STacy is a portable Mega ST with all the standard Atari ports plus a built in monochrome monitor.

At the recent Mid-Indiana ST AtariFest VI, an Atari 4/20 STacy with a special MIDI box and sequencing software was seen for sale at $1700.

The June 1994 Toad Computers flier advertises Atari 4/20 STacys for $1400.

I am selling my STacy for a price below either of these prices and you get so much more:

4 MB of memory
130 MB Maxtor HD
16 MHz AdSpeed CPU
Port for Mega ST keyboard (something no other STacy has)

Plus these items:

Joypad
Padded carry case (very nice)
External Mega STe keyboard (best keyboard ever made)

All for only $1000 plus S&H (US only, please).

Contact at (614) 262-2396 or jpoling@magnus.acs.ohio-state.edu

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--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

1529. Atari color monitor and STuff for sale!

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 01:12:21 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <31k6hl$c7m@charm.magnus.acs.ohio-state.edu>
Source record: 182869
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Atari PS3000 monitor
* 12" color, BUILT IN DS/DD floppy drive
* $150

Black Lamp (game)
* $3.00

Atari TrakBall
* $5.00

Joystick extender
* $5.00

Bulk 3.5" DS/DD disks
* New: $.30 each
* Used: $.20 each

Buyer pays shipping and handling. US only.

jpoling@magnus.acs.ohio-state.edu

or

(614) 262-2396

_
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *
```

1530. Re: Fidonet Mailer Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 01:28:12 UTC
From: Spencer.Davies@mettav.exnet.com
Message-ID: <775856682.0@mettav.exnet>
Source record: 182824

On 30 Jul 94 at 09:38:14, Daron did truly state.....

DB> Basically Paul as I was not sure if the latest version of Binkley
DB> would work
DB> on the Falcon, wheras I know Semper will perfectly.
DB>
Depending, on which version. ;-)

Binkley does work but Semper works faster (and is much neater to use!)

Spencer

spencer@boondock.mettav.exnet.com

* Origin: The Net is Yours,USE IT!Don't Abuse IT! (Turbonet 100:1011/0.2)

1531. Toad Catalog Out (Finally!)

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 02:24:56 UTC
From: scotty@cais2.cais.com
Message-ID: <31kapp$p3t@sun.cais.com>
Source record: 182871

It arrived in the mail Saturday (July 30 for you calendar watchers).
It took me quite a while to figure out what it was. I had to poke it a
few times, then hold it up to the light with a magnifying glass.

Sure enough, the big, yellow (not green), TOAD COMPUTERS Product Catalog
was here! Priced at $3.00 yet, but they sent me mine because they like
me a Whole Lot (and because I've spent $$$ there annually).

After I came to, I began peeling back the cover, having some vague notion
that I would once again see what organized, feature-based advertising of
Atari products might look like. It's organized! It's fairly professional
looking! It describes available merchandise for the whole freakin' *ATARI*
line of computers!!

It also contains Dave's special sense of humor. "The Computer that Eats
Like a Meal." "Icebox Pie". Well, I don't want to give away the plot...

I may have to enshrine this thing. Uh oh--that'd require flat surface.

Get yours. Relive the dream. Show it to disbelieving friends!

--> This has been a totally profit-free announcement.

==========
Scott R. Chilcote
scotty@cais.com

1532. FTP ATARI VIRUS PROTECTION

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 02:39:32 UTC
From: Matt.McAlister@dataport.com
Message-ID: <ed6_9408011848@dataport.com>
Source record: 182881

```
--------------------------------------------------------------------
InterNet: Matt.McAlister@dataport.com
FidoNet : Matt McAlister 1:143/106
--------------------------------------------------------------------
```

1533. GNU C Help!

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 03:44:17 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <31kfeh$12h8@msuinfo.cl.msu.edu>
Source record: 182874

Can someoen help me get GNU C up and running?

I've d-l'd all the necessary files, and even tried to compile a bit, but so far it isn't working. I would be very greatful if someone could email me some answers to the following:

Problem 1:

I'm working from within Gulam, with the following environment settings:
set path c:\bin,d:\bin

```
set env_style mw
setenv TEMP m:
setenv PATH e:\gnu\bin;e:\c;c:\programm.ing\alice
setenv GCCEXEC e:\gnu\bin\gcc-
setenv GNULIB e:\gnu\lib
setenv GNUINC e:\gnu\include
setenv GXXINC e:\gnu\g++-inc
setenv UNIXMODE 'd/brG'

alias cc e:\gnu\bin\gcc.ttp
alias ar e:\gnu\bin\gcc-ar.ttp
alias as e:\gnu\bin\gcc-as.ttp
alias ld e:\gnu\bin\gcc-ld.ttp
```

Now, when I take a C file with the following includes:
#include <osbind.h>
#include <stdio.h>
#include <string.h>
and run gcc, I get a lot of errors, the first calls a comment (which appears on the same line as code) an invalid escape sequence. After that, every form_* function is listed as being undefined.

Now, I'm used to working with the HSC 1.44 compiler, which automatically links aesfast, gemfast, etc. Do I need to explicitely include these in the compilation with GNU C? If so, is it easiest to use MAK files and make.ttp to do this?

Problem 2:

How do I get make.ttp to work correctly? So far, if I use the following MAK file:
CFLAGS = -O

LOADER.PRG: LOADER.C

I am told that no changes are needed, even though LOADER.PRG doesn't even exist! What am I doing wrong? Is there any good documentation on the GNU

implementation of MAKE?

Thanks for any and all replies!
Tom
hopper_t@msupa.pa.msu.edu

1534. Gemulator... any feedback

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 04:04:55 UTC
From: dav <burnight@delphi.com>
Message-ID: <hc3Rrpv.burnight@delphi.com>
Source record: 182872

Has any one had any feedback on the gemulator? A friend, ex atarian now
using a clone, purchased gemulator and after bout a week he is ready to
send it back... seems like it doesn't work very well and he can't
get it to print out Pagestream files (among other problems)
I would like some feedback from others who may have had or have heard
of experiences with the gemulator
Thanks.... (Email me)

1535. Brainstorm DSP JPEG and Speed of Light!

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 04:50:47 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <Ctw5H3.7Ct@beaver.cs.washington.edu>
Source record: 182877

Ok, here's the deal, many people have asked if I could support Brainstorm's DSP JPEG decoder in Speed of Light for Falcon030. The only problem is that it costs $100 for information on how to do it. Basically, I need to know if it is worth $100 to add this feature? Are there people out there who would register (and otherwise wouldn't) if I added Brainstom DSP support? If I get enough support on this matter, I'll definitely add it! As few as 4 people would do it for me (just enough to cover costs.)

Thanks for hearing me out, I really think this would be cool to add, I just need to know what other users think.

*** BTW, if anyone has a number I can call (besides Atari) to get the JPEG packet, let me know, thanks.

Also, I'll announce the release of SOL 3.5 in the next couple of days, so look for it. Cleaner JPEG loading (octree+dithering), faster filtering, incredible warping effects, and more bugs "zapped" than in a lightning storm. Full details later...

-Stuart Denman
StuSoft
sdenman@cs.washington.edu

1536. Re: Toad Catalog

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 06:21:50 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Aug2.062150.26255@news.unige.ch>
Source record: 182876

Do Toad have an email address? And can I order from Europe?
Mike
****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

1537. Re: Toad Catalog Out (Finally!)

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 06:27:24 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <31kp0c$2al@usenet.INS.CWRU.Edu>
Source record: 182875

By the way, if anyone wants to get the stuff in the TOAD Catalog, you can stop by Kirtland (near Cleveland), Ohio on Sunday August 7, 1994 and Toad Computers will be there. CAIN Atari Fun Fest 94 will be taking place at this time.

A posting about the show has just been posted.

Len
--

1538. Re: .PRG compresser/decompresser

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 07:29:18 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.H1BoI_lXfGY@albemuth.equinox.gen.nz>
Source record: 182827

In <1994Jul31.200711.27609@miavx1>, Cogito cogito, ergo cogito sum. writes:
>A long time ago I had this program, like DCSquish, that would compress .PRG
>files down quite a bit. But when you double clicked them, they'd decompress
>and run right off the bat.
[...]
>But I can't find this program anywhere?! Anyone got something like it?????
>I'm certain the original one I had was german...because I couldn't understand
>the docs!

Probably you were refering to PFX which was distributed with an
earlier version of the Quester LHARC. The best thing about this was
you could use LHARC to uncompress them again without having to have
PFX itself around.

--
|John Collis: Email in order of preference
| john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|or: John Collis at 3:770/105.7 @ fidonet.org
|Phone: +64-3-379-8921

1539. Re: .PRG compresser/decompresser

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 08:08:24 UTC
From: jaycee@midmarsh.demon.co.uk
Message-ID: <775814904snz@midmarsh.demon.co.uk>
Source record: 182708

In article <1994Jul31.200711.27609@miavx1>
cpbuehrer@miavx1.acs.muohio.edu
"Cogito cogito, ergo cogito sum." writes:

> A long time ago I had this program, like DCSquish, that would compress .PRG
>
> But I can't find this program anywhere?! Anyone got something like it?????
> I'm certain the original one I had was german...because I couldn't understand
> the docs!

Could have been PFXpak - v1.7e has English docs and works very well here.

--
beST wishes... jaycee@midmarsh.demon.co.uk

1540. Re: Copyright Laws...!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 08:09:34 UTC
From: rincewind@discworld.oche.de
Message-ID: <2e3f66c41564d@discworld.oche.de>
Source record: 182838
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3186dt$plm@golem.wcc.govt.nz>,
Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:

RS>Also to suggest that you can't alter Copyrighted software, gee look
RS>at all the patch programs for TOS, like KAOS TOS 1.4, did Atari
RS>shut them down, no, as it does not have a case....

We had the problem in Germany - Harun Scheutzow made a bugfixed version of
Xcontrol, and Atari prohibited distributing it. However, a patch program is no
problem - the modification takes place at every end user, and Atari can't sue
all of them :-)

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >30K
"Yes, bugger all that." said Nanny. "Let's curse somebody."
-- Even Nanny Ogg gets upset occasionally
(Terry Pratchett, Wyrd Sisters)

1541. Re: Comp's Nodesk

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 08:19:47 UTC
From: cgra@se.alcbel.be
Message-ID: <4782@btmwj1.se.bel.alcatel.be>
Source record: 182882
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <31aehb$1nh@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

> Well, if you read the article, you'll find that noDesk will not be
> sold outside of Germany.

Warum nicht?

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

"So how's life?"
"Hm, it's got mushrooms in it".

1542. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 08:19:58 UTC
From: rincewind@discworld.oche.de
Message-ID: <2e3f66c615805@discworld.oche.de>
Source record: 182841
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <davehCtB8KE.3nn@netcom.com>,
Dave Halliday (daveh@netcom.com) wrote:

DH>Self extracting TOS acrchives are much nicer. Saves all that tedious
DH>looking around for the correct archiver, I wish all archives were self
DH>extracting.

Self extracting archives are a pain - you can't look what's in before
extracting, plus they consume extra file space and download time due to the
build-in extractor routines.
Furthermore, they don't profit from new packer/depacker versions. If I
install a new lharc which runs twice as fast on my computer, the TOS archives
still depack with the old, slow speed.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >30K
The trouble is that things *never* get better, they just stay the same,
only more so. -- (Terry Pratchett, Eric)

1543. Re: good Falcon Games

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 08:40:14 UTC
From: ma10004@cl.cam.ac.uk
Message-ID: <31l0pe$2jo@lyra.csx.cam.ac.uk>
Source record: 182886

What ever happened to Llamazap?

Mark

1544. Re: PAK3/33 accelerator in MSTE (repost)

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 08:40:36 UTC
From: rincewind@discworld.oche.de
Message-ID: <2e3f66ca15bf6@discworld.oche.de>
Source record: 182840
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <CtBDAv.C2x@cix.compulink.co.uk>,
Roland Givan (rgivan@cix.compulink.co.uk) wrote:

RG>I'd be very interested in hearing from any users who have PAK acelerators
RG>of any type in their STs, especially if they are using VM drivers like
RG>Outside.

I have a selfmade PAK3/030 running at 36MHz in my 1040ST - it works great. I have tried Outside - it works if you use the supplied HDDRIVER instead of the ICD harddisk driver (I have been told that it is sufficient to turn of the ICD cache).

RG>The programs I'd want to use under VM, would mainly be MiNT/MTOS and GCC.
RG>OTOH I'd still like the machine to be as ST compatible as possible as there
RG>are other ST applications I use. However its mainly with GCC I have memory
RG>problems.

After installing the PAK, there was exactly 1 program that wouldn't work (MAPLE 4.2) - and I noticed that only after quite some time, since I didn't use it anyway.

RG>PS I *have* thought about buying a Falcon, but aren't very impressed with
RG>it. All the reports so far indicate the PAK3 is faster than the Falcon,

It definitely is.

RG>and anyway many of the advantages of the Falcon I wouldn't use
RG>(sound, graphics etc), or are already built into the MSTE (1.44 floppy).
RG>However I am more than willing to listen to arguments in the Falcon's favour
RG>;-)

If you need the DSP, then there is no argument - it's great what this little chip can do.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >30K
"Are you a physicist?"
"Me? I don't know anything about science!"
"Marvellous! Ideal qualification!"
-- (Terry Pratchett, Johnny and the dead)

1545. Re: HN-SCSI-Interface

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 08:52:54 UTC
From: rincewind@discworld.oche.de
Message-ID: <2e3f66cc15da2@discworld.oche.de>
Source record: 182839

In <3101vf$8t4@gina.zfn.uni-bremen.de>,
Ralf Biedermann (rb@rbsoft.bias.uni-bremen.de) wrote:

RB>does anyone know the SCSI-Interface named something like HN. Could
RB>be from germany but I am not sure. If somebody knows this little
RB>piece could he tell me the difference to other interfaces of this
RB>kind and I want to know something about the software delivered with
RB>this item.

Could be 'Heyer & Neumann' here in Aachen - sorry, I don't have their
address or phone number available.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >30K
"You like it?" he said to Mort, in pretty much the same tone of voice
people used when they said to St George, "You killed a *what*?"
-- Mort tastes scrumble for the first time (Terry Pratchett, Mort)

1546. Re: Modem Purchase Help!

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 08:58:57 UTC
From: stchip@delphi.com
Message-ID: <5Q6Sjhp.stchip@delphi.com>
Source record: 182878

Gregory D Clark <clark@ee.ualberta.ca> writes:

> and what are the GOOD modems out there that people have in
> RELIABLE use on their Ste's NOW.
> And what about FAX capability? Is there software for the Ste
> to support FAX? If so, what is it, how much, and where.

Look at a Zoom great modem and can fax. Straight Fax is the way to go.

Jon O:}

1547. Re: Enlarging Megafile 30

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 09:31:22 UTC
From: diehl@io.org
Message-ID: <31l3pa$anc@ionews.io.org>
Source record: 182884

Use ICD Utilities. When I cannibalized my Megafile 30, I did a bit of rewiring (replaced the power supply with a more powerful one, and got rid of the Megafile's fan) and plugged in a new 250 meg mech ... ICD will format it just fine. Atari's utilities became useless to me when I did this. I havn't tried AHDI 6.00, though, so I don't know if newer versions are better.

_____ _____ _____ _____
____<____ >/ __ // ____/ ___ Tail of ________ Eric March _____
__________> // <_/ // <___ ___ The Comet ______ diehl@io.org _____
__________<_/<_____/<_____/ ___ Productions ____ "ANSI? FANSI!" _____

1548. Mail to AtariNet addresses

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 09:38:36 UTC
From: oldcornd@cs.man.ac.uk
Message-ID: <31l46s$kqm@m1.cs.man.ac.uk>
Source record: 182889

Stupid Question number One, but how on earth can I get mail to an AtariNet (or even a FidoNet address)? I've had a look in a lot of places to try to find some sort of information but so far it has proved elusive...

Dave Oldcorn
V11 Software.

1549. CWACS

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 09:42:44 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <31l4ek$nj3@golem.wcc.govt.nz>
Source record: 182899

Well some corrections with the problems with CWACS the multible
archive converter..

It does not like the new LZH310, ok with LZH201l, the defaults
in LZH310 must be different..??

ARC does not store Folders, I new I had put my foot in it some ware,
what looks like folders is that DCX22B the Double Click archiver
can do what no otheres can't, it can extract multible ARC's in one Archive..

So when you extract a Archive that has other archives in side, they get
extracted at the same time, but they looked like folders the way
DCX displays them....

How do I get hold of the Author of LZH310, I can't find a thing in the Doc's..

May be he can help with the problems with LZH310 and CWACS....??

Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

P.S From a real person, not a Copy ! GEnie - r.sheppard5

1550. Backward settings?

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 10:04:30 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <31l5ne$4i3@lyra.csx.cam.ac.uk>
Source record: 182887

A while back someone posted a list of games and the Backward settings to get them to work on the Falcon.
Is anyone still updating this list as I could probably add a lot more now.
(BTW my registration for Backward should be in the post within a couple of weeks. I should have some more money by then :))

Phil
[E-mail pd@mole.bio.cam.ac.uk]

1551. Re: ATARI ST & MIDI SOFTWARE FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 11:29:00 UTC
From: lonsdale@acri.fr
Message-ID: <1994Aug2.112900.4018@acri.fr>
Source record: 182892

I have been unable to reach you using your Email address.

Please could you tell me what version the CUBASE is.
Is the documentation in English.
How much are you asking for just this software?

Thanks
Andrew

1552. TO UK GAMES SOFTWARE DISTRIBUTERS

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 11:37:33 UTC
From: lonsdale@acri.fr
Message-ID: <1994Aug2.113733.6092@acri.fr>
Source record: 182893

I am looking for a reasonably priced copy of OMAR SHARIFFS
BRIDGE. I want to buy it mail order and fairly quickly.

Do any of you have it in stock?

Thanks
Andrew

1553. Graphics/Samples Ripper Programs?

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 11:45:39 UTC
From: aw369@freenet.hsc.colorado.edu
Message-ID: <199408021145.FAA08733@Freenet.HSC.Colorado.EDU>
Source record: 182888

I've been looking for one of the SOFTWARE graphics/modules/samples ripper programs for the ST, but can't seem to find one on the net.

Can anyone point me to one?
Alternatively, if you have one of these I'd be immensely grateful if you could mail it to me at the address in my sig.

Maybe then I'll be able to get my new ST game finished....! :)

Thanks people,
Blood.

--
* Another fantastic mail message from *
* The Infamous BLOOD! *
* He's CRAP! (in a funky skillo kind of way) *
* aw369@freenet.hsc.colorado.edu *

1554. Author MidiMaze

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 11:50:10 UTC
From: bondservant@delphi.com
Message-ID: <54+yrRi.bondservant@delphi.com>
Source record: 182885

Hi
I am Rick Ladage with Binary Sounds, We have taken over the marketing of the Barefoot Software line, Smpte/editTrack,Gen-Edit,EZ Score Midi maze ect...
We are trying to find the Author of MidiMaze, if anyone can help please e-mail bondservant@delphi.com.
Thank-you

Binary Rick

1555. printer drivers for Canon BJ200e?

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 12:10:57 UTC
From: MPARKHUR@UCSVAX.UCS.UMASS.EDU
Message-ID: <31ld4h$831@nic.umass.edu>
Source record: 182890

My shiny new Canon looks great, but I've one small problem:

I'm using an archaic version of WordPerfect (4.1), written before
anyone had conceived of bubblejets apparently.

Is there any hope of ftp'ing the right driver?

Also, I have a similar problem with Pagestream 2.1. is there
and ftp site? Can I e-mail them (Softlogik) directly?

Thanks.

--mp

1556. Re: TO UK GAMES SOFTWARE DISTRIBUTERS

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 12:28:34 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <31le5i$h12@bognor.barclays.co.uk>
Source record: 182732

In article <1994Aug2.113733.6092@acri.fr>, lonsdale@acri.fr (Andrew Lonsdale) writes:
|>
|> I am looking for a reasonably priced copy of OMAR SHARIFFS
|> BRIDGE. I want to buy it mail order and fairly quickly.
|>
|> Do any of you have it in stock?
Who is the publisher? You would be better approaching them. I don't think many UK retailers are on the net.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

1557. Mouse Slipping!

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 12:38:24 UTC
From: rrice@netnews.upenn.edu
Message-ID: <31leo0$qjo@netnews.upenn.edu>
Source record: 182891

Has anybody had this problem...and solved it?

No air conditioning in the apartment, and the humidity for the last MONTH has been over 90%. Anyway, my mouse has been slipping--HELL when you're trying to draw!

I've cleaned the mouse twice in the last week, and yesterday I took my foam-rubber mouse pad and washed it in the sink with detergent. That didn't help. It might be my perspiration flowing down from my hand, or...? Does anyone have a suggestion as to what might help?

Thank you so much.

Rob S. Rice
rrice@ccat.sas.upenn.edu

1558. Re: .PRG compresser/decompresser

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 13:04:18 UTC
From: teh@unix.brighton.ac.uk
Message-ID: <1994Aug2.130418.5927@unix.brighton.ac.uk>
Source record: 182898

Get pack ICE! 2.4 from an ftp site, its excellent.
Also sentry, which I think was on a format cover disk.

Tom.

1559. Enlarging Megafile 30

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 13:06:00 UTC
From: dan.dreibelbis@f422.n250.z1.tor250.org
Message-ID: <bf862504@f422.n250.z1.tor250.org>
Source record: 182784

I would suggest getting ahold of the ICD PRO Utilities - it'll work with the host adaptor inside your Megafile, and is designed to work with a LOT of different SCSI drives. And it offers a number of great enhancements that will make your drive a joy to work with - caching, built-in fix for the 40-folder bug, etc.

... Intel inside. Idiot outside.
___ Mountain Reader II - #Demo 001

1560. Re: Transputer Addon

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 13:18:54 UTC
From: cgra@se.alcbel.be
Message-ID: <4788@btmwj1.se.bel.alcatel.be>
Source record: 182896

In article <8938.9407281030@mail.bris.ac.uk>, P.J.Groves@bristol.ac.uk (PJ. Groves) writes:

> Did Atari ever release their transputer addon for the ST series. I
> believe they were talking about it 3 years ago. It had a target price of
> 600 pounds sterling and could be fitted with up to 4 transputers.

They did make some Atari Transputer Workstattions, but that was more like 7 years ago. The ATW had space for up to 13 transputers, and an video card which was advanced-for-its-time. It cost a lot more than UKP 600.

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

1561. Re: Modem Purchase Help!

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 13:23:28 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <31lhcg$d82@msuinfo.cl.msu.edu>
Source record: 182894

In article <5Q6Sjhp.stchip@delphi.com>, stchip@delphi.com writes:
>Gregory D Clark <clark@ee.ualberta.ca> writes:
>
>> and what are the GOOD modems out there that people have in
>> RELIABLE use on their Ste's NOW.
>> And what about FAX capability? Is there software for the Ste
>> to support FAX? If so, what is it, how much, and where.
>
>Look at a Zoom great modem and can fax. Straight Fax is the way to go.

All the Zoom 14.4 modems I've seen don't have hardware based v.42bis or MNP 5; you need software that supports a special protocol for it. (Sorry, don't remember what the protocol was called). However, they are cheaper than the competition.

>
> Jon O:}

Tom
hopper_t@msupa.pa.msu.edu

1562. Re: Mouse Slipping!

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 13:30:56 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <31lhqg$l8g@mailer.fsu.edu>
Source record: 182895

Rob S. Rice (rrice@netnews.upenn.edu) wrote:
> Has anybody had this problem...and solved it?
>
> I've cleaned the mouse twice in the last week, and yesterday I
> took my foam-rubber mouse pad and washed it in the sink with
> detergent. That didn't help. It might be my perspiration
> flowing down from my hand, or...? Does anyone have a suggestion
> as to what might help?

If the mouse ball has a sort of hard glazed appearance, try rubbing it
on a piece of carpet or scrubbing it with a toothbrush and rubbing alcohol.
If the ball is not slightly "grippy", it won't turn the rollers correctly.
Lots of folks clean the rollers, but forget the ball. Hope that helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1563. Re: printer drivers for Canon BJ200e?

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 13:42:24 UTC
From: aa740@FreeNet.Carleton.CA
Message-ID: <Ctwu2p.LGL@freenet.carleton.ca>
Source record: 182900

In a previous article, MPARKHUR@UCSVAX.UCS.UMASS.EDU (Mike Parkhurst) says:

>My shiny new Canon looks great, but I've one small problem:
>
>I'm using an archaic version of WordPerfect (4.1), written before
>anyone had conceived of bubblejets apparently.
>
>Is there any hope of ftp'ing the right driver?

You should be able to put the Canon into Epson LQ mode and use it
with an LQ-500 (or equivalent Epson 24 pin) driver. I imagine most software
packages support this emulation as it has been a popular one in the past.

Dennis Brown | Operator: "I have you both connected, |
Ottawa Ontario Canada | sir,...but first, |
aa740@freenet.carleton.ca | these commercials." |
"""
--

1564. Atari don't give a TOS (was: Re: PIRACY! etc.)

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 13:48:23 UTC
From: cgra@se.alcbel.be
Message-ID: <4789@btmwj1.se.bel.alcatel.be>
Source record: 182897

In article <Up-EG3OAGUT@dksoft.ping.dk>, Kim@dksoft.ping.dk (Kim Andersen) writes:

| In <9407261428.AA04226@ilmen.lanl.gov> Hutch wrote :
|
| >If there are, in fact, UK firms selling unlicensed copies of Atari TOS ROMs,
| >then they are doing so illegally... and that's not just by U.S. laws!
| >
|
| Says who ??
|
| A little story from the real world.
| A company here in Denmark got the permission to translate Tos 2.06 to
| danish. In fact they got the permisson to do whatever they wanted with
| the Tos, just as long Atari Co. isn't responsible for anything around it.
| Now they'r translating the German Tos 2.06 to danish and sell it. They havn't
| got any licens to do it, they were just told by atari Co. that they really
| didn't care at all about their Tos.

Then they have a licence, which cost them nothing.

|
| Maybe this is illegal, but it sure did help that many people bought this
| Tos.
|
| Greets
| Kim

This is entirely rational behaviour on the part of Atari (for once :>). They "sell" one TOS per machine, and the after-market is so small as to be more of a nuisance than a source of income. If someone is willing to produce a specialised version for a niche market (like Denmark ;>), then Atari should be glad of the few extra machine sales this might generate. Just as long as nobody screws it up and then passes the result off as genuine Atari. I'm sure they'd let me do something similar if I just wrote and asked (and wrote again two months later, after reading here that the person I first wrote to had left, and finally sent a recorded-delivery letter to the effect that since they hadn't replied I'd just go ahead anyway... ;^>)

The situation with MS-DOS is rather different; when MS bring out a new bug-fix^H^H^H^H^H^H^Hupgrade, gazillions of people _must_ have it, and Bill Gates wants to make $1 on every one of them. In this case I suspect that the after-market is more lucrative than the market for first-time DOSses.

None of the above justifies unlicensed copying of anything whatever.

Now who'd like to start a grey market in pre-compiled MiNT 1.10's? 8-.

-- Chris "I was in K\benhavn only last weekend" Gray

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

1565. Re: Gemulator... any feedback

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 14:40:10 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9408021354.AA05196@ilmen.lanl.gov>
Source record: 182802

In article burnight@delphi.com, dav <burnight@delphi.com> () writes:
> Has any one had any feedback on the gemulator? A friend, ex atarian now
>using a clone, purchased gemulator and after bout a week he is ready to
>send it back... seems like it doesn't work very well and he can't
>get it to print out Pagestream files (among other problems)
> I would like some feedback from others who may have had or have heard
>of experiences with the gemulator

The first thing you (or your friend) must understand is that the Gemulator is, first and foremost, an _emulator_. As with all other emulators, there are tradeoffs and quite frequently you will find that all things considered, they are never quite as good as the 'real' thing. The Gemulator is a special product for a select group of people... Atarians who have moved to the PC but who still want _occasional_ access to their Atari software. If you really intend to do a lot of Atari work, then by all means, use a REAL Atari computer for that. After all, used Atari computers are dirt cheap now. The desk space they occupy is the biggest expense, IMHO.

The Gemulator works, but works well only with a very fast PC, IMHO. I would not want to use it on anything LESS than a 486-33DX, and much prefer to do so on a 486-66DX2 or 100-DX4. You need as much speed as you can get to keep things flowing smoothly under emulation. To be fair, this is very much due to the configuration of the specific PC, however. Your mileage may vary. :)

The Gemulator is currently a poor choice for games and was never intended to be used as such. No sound, no joystick support, and many games 'break the rules' by making direct hardware calls and thus won't run on a Gemulator.

The Gemulator is also a poor choice for MIDI since there is no support for MIDI ports. This may be corrected later on, however.

I don't know why your friend has trouble printing Pagestream files. I might guess that he does not have the latest version of the software. If he is using old version of the software, he is WAY behind the times and should upgrade immediately to the latest version... or else stop bitching. :)

If you or your friend have more detailed questions, the best bet is to go ask the author himself. Darek Mihocka is available via email at the address darek.m@microsoft.com or on GEnie at BRASOFT. He actively supports his products so contact him with your questions.

Cheers,

-Hutch- @ Fair Dinkum Tech

cc: burnight@delphi.com

1566. Re: [Q:] trackball for atari?

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 14:56:24 UTC
From: a1624091@athena.rrz.uni-koeln.de
Message-ID: <31lmqolNN108p@rs1.rrz.Uni-Koeln.DE>
Source record: 182803

Eric S Johansson (esj@harvee.billerica.ma.us) wrote:
: is there any way I can replace my atari mouse with a PC trackball?

This might be possible as there is some software that allows operation of serial mice (i.e. PC mice) on Ataris. I saw that demonstrated at CeBIT 1993, as a means to get a real mouse on an ST book. If you could get a hold of this driver, you should be able to use any PC-mouse compatible pointing devices, they include trackballs of course. Other than that, you could check out Atari/Amiga products. Many third party mice and trackballs have a switch that allows to set them to Atari or Amiga mode, so check out stores that carry Amiga hardware (if you dare enter them ;-) . I, for one, have a trackball made by Alfa Data. Works quite well for me. I've also seen an even nicer trackball made by Marcus (I think), that one is really cool as the ball is heavy and runs with zest, somewhat reminiscent of my all-time favorite trackball, the one that was mounted in Atari's arcade game missile command...

Greetinx, Jan
--
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

1567. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 15:00:13 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9408021414.AA05202@ilmen.lanl.gov>
Source record: 182801

In article 1@mettav.exnet, Colin.Campbell@mettav.exnet.com (Colin Campbell) writes:
>Rick bibbled on 30 Jul 94 to All...
>
> >> Whats wrong in borrowing software from a friend, and at least make
> >> sure the software isn't run twice at the same time on two different
> >> computers. I guess this is not against any rule of copyrights, right?
> >
> > Wrong. There are "two" users involved on "two" different computers.
> > Doesn't matter if the software isn't being run at the "same time".
> > That still violates both U.S. and European copyright laws. This about
> > it, "two" people are using the software, yet only "one" copy was
> > bought.
>
>This sounds rather odd to me, Rick. So that means we can't give software as
>presents nor can we sell second hand software? I hardly see the point of
>preventing people from borrowing s/w from one another....
>
>If borrowing s/w and running it on _one_ machine only is classified as software
>piracy then it looks like I'm a pirate - as are about 99% of everybody reading
>this message!

To clarify what I think Rick Flashman really meant...

Copyright laws have nothing at all to do with you loaning (or selling) your
original software (including ALL copies, manuals, etc) to a friend as long
as you do not keep a copy while the other person is in possession of the
original (including hard disk installations). As intellectual property, it is
much the same as loaning a book to a friend (fortunately for book publishers,
it is much more difficult/expensive to copy a book than a floppy disk).

You should realize, however, that as the owner of the software YOU may be
held liable should your friend make an illegal copy of the loaned software!

Granted, certain software companies grant rather odd LICENSING rights that
severely limit what you may or may not do with the software, but those vary
widely and are really catch-as-catch-can as far as their reasonableness is
concerned. Most agreements have back come down to earth, fortunately.

At least I THINK that's what Rick meant. ;-)

-Hutch- @ Fair Dinkum Tech

1568. How do I setup a HD on an ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 15:20:11 UTC
From: Kevan.Winch@eccles.seuk.com
Message-ID: <d31_9408022233@seuk.com>
Source record: 182831

Hi,

Can anyone shed any light on the cheapest way to attach a HD to my ST ?
What do I need apart from the HD ? Can I use IDE drives or what ?

Cheers.

--
Standard disclaimer: My views are strictly my own.

1569. Re: Comp's Nodesk

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 15:25:06 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <31logi$em7@percy.cs.bham.ac.uk>
Source record: 182806

cgra@se.bel.alcatel.be writes:
>
>In article <31aehb$1nh@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>
>> Well, if you read the article, you'll find that noDesk will not be
>> sold outside of Germany.
>
>Warum nicht?
>

They didn't say. Does anyone have any hands-on experience of the
product?

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1570. Re: [Q:] trackball for atari?

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 16:12:58 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <31lraa$f43@msuinfo.cl.msu.edu>
Source record: 182807

In article <31lmqoINN108p@rs1.rrz.Uni-Koeln.DE>, a1624091@athena.rrz.
uni-koeln.de (Jan T. Kim) writes:
>Eric S Johansson (esj@harvee.billerica.ma.us) wrote:
>: is there any way I can replace my atari mouse with a PC trackball?
>
>This might be possible as there is some software that allows operation
>of serial mice (i.e. PC mice) on Ataris. I saw that demonstrated at
>CeBIT 1993, as a means to get a real mouse on an ST book. If you could
>get a hold of this driver, you should be able to use any PC-mouse
>compatible pointing devices, they include trackballs of course.

What's this? Last I checked you could use PC Bus mice/trackballs, but the
serial mice were out of the question. If anyone knows anything about this
driver, please let me know! I'm in need of a new mouse, and I've found a
cheap PC serial mouse I like...

>Greetinx, Jan

Thanks,
Tom
hopper_t@msupa.pa.msu.edu

1571. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 17:27:10 UTC
From: rflashma@mtholyoke.edu
Message-ID: <31lvle$8j9@mudraker.mtholyoke.edu>
Source record: 182804

Phil Mills (millsp@govonca.gov.on.ca) wrote:
> Er...how sure are you on this? It was my impression that copyright law
> only dealt with limitations on people infringing your distribution
> rights and license agreement -- whatever that might be. Not that it
> dictated what terms your license must include.

The license EXPANDS upon the "copy" rights. Without a license, you can do
almost nothing without permission from the author. Not the other way around.

> I think the answer is: you get to do what the vendor says you do, so
> pick nice, understanding vendors. :-)

I agree.

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

1572. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 17:29:07 UTC
From: rflashma@mtholyoke.edu
Message-ID: <31lvp3$8j9@mudraker.mtholyoke.edu>
Source record: 182805

Colin Campbell (Colin.Campbell@mettav.exnet.com) wrote:
> > Wrong. There are "two" users involved one "two" different computers.
> > Doesn't matter if the software isn't being run at the "same time".
> > That still violates both U.S. and European copyright laws. This about
> > it, "two" people are using the software, yet only "one" copy was
> > bought.

> This sounds rather odd to me, Rick. So that means we can't give software as
> presents nor can we sell second hand software? I hardly see the point of
> preventing people from borrowing s/w from one another....

You can give software as a present or sell it second hand, but you CAN'T
then keep a copy! That would be piracy. Think about it, you are creating
two copies from one original.

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

1573. Wanna Gemulator Info!

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 19:03:21 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Aug2.160321.26315@dal1>
Source record: 182811

Looking for a Gemulator 3. Where does one get one and how much
in US funds are they listed at?

1574. Re: Atari don't give a TOS (was: Re: PIRACY! etc.

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 19:15:16 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EHCUAAVU@dksoft.ping.dk>
Source record: 182812

In <4789@btmwj1.se.bel.alcatel.be> Chris Gray wrote :

>Then they have a licence, which cost them nothing.

No licence. And they were very impressed to see how little atari actually
cared about their Tos. But on the other hand, atari wasn't going to translate
it, so they gained as well as this company, and as well as the users here
in Denmark.

>This is entirely rational behaviour on the part of Atari (for once :>). They
>"sell" one TOS per machine, and the after-market is so small as to be more of
>a nuisance than a source of income. If someone is willing to produce a special-
>ised version for a niche market (like Denmark ;>), then Atari should be glad
>of the few extra machine sales this might generate. Just as long as nobody
>screws it up and then passes the result off as genuine Atari. I'm sure they'd
>let me do something similar if I just wrote and asked (and wrote again two
>months later, after reading here that the person I first wrote to had left,
>and finally sent a recorded-delivery letter to the effect that since they
>hadn't replied I'd just go ahead anyway... ;^>)

In my opinion, you don't even have to ask, (which ofcouse is against the
laws of copyright). But as long as you, like you said, don't screw up
anything, my guess is, that everybody is pleased.
On the other hand, it wouldn't hurt to ask before doing anything.

>
>The situation with MS-DOS is rather different; when MS bring out a new
>bug-fix^H^H^H^H^H^H^Hupgrade, gazillions of people _must_ have it, and Bill
>Gates wants to make $1 on every one of them. In this case I suspect that
>the after-market is more lucrative than the market for first-time DOSses.

MS isn't the only one making operating systems for the PC. Which means
there are other alternatives.

>
>None of the above justifies unlicensed copying of anything whatever.

Nope, and i didn't say that either.

>
>Now who'd like to start a grey market in pre-compiled MiNT 1.10's? 8-.

Perhaps! If it's needed.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

1575. Re: Power-UP2 Falcon 030 Accelerator

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 19:22:54 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EHCUAAVX@dksoft.ping.dk>
Source record: 182813

In <10465@gos.ukc.ac.uk> M.D.Griffiths wrote :

>I've just had a POWER-UP2 32mhz 68030 accelerator fitted to my Falcon and
>just thought I'd tell you all what a bargain it is. It is available from
>System Solutions (UK) and costs (59.95 !) -> the performance improvement is
>about 30-40% for most apps (demo/assembler code runs 50-80% faster!), v. good
>value for money if you ask me, esp. considering the competition.
>

Just ordered one myself, (it'll hopefully arrive in about a week).

Greets
Kim

--

-- --
UPoint News-Signature
-- --

1576. Atari/Amiga Article in EM

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 19:57:24 UTC
From: none
Message-ID: <none-020894135724@beethoven.la.utk.edu>
Source record: 182821

Did anyone catch the article on the status of the Atari (Falcon) and Amiga platforms in the August '94 edition of Electronic Musician ("The Handwriting on the Wall" by Michael Brown)? To my eyes, it's one of the most pragmatic, non-Mac/IBM-biased articles I've seen in a long time. Michael Brown, instead of trashing both systems, gives an insightfully truthful state-of-these-computers report. Anybody else see the article and have any comments? (We just received our issue here at the UT Music Library, so I imagine that everybody else has had it for 30 days or so).

Eric White (wewhite@utkvx.utk.edu)
University of Tennessee
Knoxville, Tennessee USA
--The opinions expressed herein lie solely with the individual posting this message.--

1577. Re: Atari/Amiga Article in EM

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 20:28:59 UTC
From: jbeeghly@u.washington.edu
Message-ID: <31maab$a0n@news.u.washington.edu>
Source record: 182814

I thought it was "on target" as well. The one thing I missed in the article though, is the positive side of the computers. If someone wanted to get into sequencing, the can purchase a used 1040 for $100 - $200 (which includes a monitor, floppy drive, CPU, and MIDI interface), and pick up a decent sequencer for quite a bit less than getting a Mac or Windows system.

Granted, the buyer won't have direct to HD recording, and all of the fancy new DSP stuff, but the way I see it, Stienberg, Cu-base, Dr. T's, and Hybrid Arts/Big Foot sequencers were great a few years ago, why aren't they just as good now?

1578. Re: Mouse Slipping!

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 20:37:55 UTC
From: a1624091@athena.rrz.uni-koeln.de
Message-ID: <31mar3INN1poq@rs1.rrz.Uni-Koeln.DE>
Source record: 182815

Rob S. Rice (rrice@netnews.upenn.edu) wrote:

: I've cleaned the mouse twice in the last week, and yesterday I
: took my foam-rubber mouse pad and washed it in the sink with
: detergent. That didn't help. It might be my perspiration
: flowing down from my hand, or...? Does anyone have a suggestion
: as to what might help?

It depends on whether the ball itself slips on the mouse pad, or
the ball moves, but slips on the axles inside the mouse. In the
former case, you might try wrapping your mouse pad into a dish towel
or a piece of table cloth or whatever, any fabric piece that is
reasonably smooth but does not become slippery when getting wet
could work.
If the ball slips on the axles, you could try opening the mouse
and lubricate the axles. The problem here is that (1) grease can
damage the plastic bearings of the axles and (2) that you have to
take care not to lubricate the parts that make contact with the
mouse ball -- these you want to have as much friction as possible.
Lubricants that don't (likely don't, at least) harm the plastic are
(a) graphite, (b) soap and (c) candle wax. Use small screwdrivers like
those used to disassemble glasses to apply lubricants to the bearings
as precisely as possible.
You can also try to make the surfaces of the axles a bit rougher
with fine-grained emery paper.

ob.disclaimer: I've used all the techniques with the exception of
candle wax, with reasonable, more or less long lasting results and
without butchering a mouse. If your's dies from a treatment I suggested
though, that's not my fault...

Greetinx, Jan
--
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

1579. Re: Atari/Amiga Article in EM

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 23:28:06 UTC
From: sammcgee@crl.com
Message-ID: <31mkq6$dfc@crl5.crl.com>
Source record: 182822

James Grunke at Atari didn't like it too much...

Category 30, Topic 6
Message 157 Thu Jul 07, 1994
JAMES-GRUNKE [James] at 23:41 EDT

Well Folks, It looks as though Electronic Musician will be printing a pretty harsh scoop on Atari in an upcoming issue. They did an article on Commodore and Atari despite my protests that putting Atari in that article is an unfair association. I asked the publisher to do a seperate article on Atari but he declined, hence, it will go to print.

I've always liked EM and respected their editorial work, but I find this article reckless to the concerns of the developers, dealers, and end users who are professionals within the Atari community. I am interested in your comments after you read the issue.

I am looking forward to "Future Falcons," and you will hear about them first on GEnie. Thanks for your support.

James

1580. Re: Modem Purchase Help!

Newsgroup: comp.sys.atari.st
Date: 1994-08-02 23:42:15 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <31mlkn$2jk@golem.wcc.govt.nz>
Source record: 182829

In article <31jlua$arm@quartz.ucs.ualberta.ca>, clark@ee.ualberta.ca (Gregory D Clark) writes:
>
> Hi there,
> Well the time has come for me to upgrade from my old 2400 baud
> supramodem to something a bit more 'up to date', ie: at least
> a 14.4 or maybe a 28.8.
> I need HELP though.
> I have a 1040Ste with 4meg, what is the maximum speed of modem
> I can RELIABLY use? Do I need any special software other than
> what I am using now (Storm 1.02), Do I need to upgrade any
> chips on the computer itself (as in a 16550 for the PC),
> and what are the GOOD modems out there that people have in
> RELIABLE use on their Ste's NOW.
> And what about FAX capability? Is there software for the Ste
> to support FAX? If so, what is it, how much, and where.
> Anything else I should know? If so, please help me out.
> I nned it.
> (er...need)
> Thanks in advance...
> -clark

Check out a ZyXEL they are the best you can get for a cheap modem,
a lot of other cheap modems use the Rockwell chip set (Supra/Zoom), and don't
work to well..

There are Modem reports in a lot of PC mags worth having a look at, one that
comes to mind is the May PC Digest...

THE STORM only supports modem port 1 and from memory STORMS fastest speed
is 19.2, so no mods needed there, with a 14.4 modem, you would not get any
faster speed with a 28.8 modem, as the input port speed is limited to
19.2 bps......

Hayes did a article in comp.dcomp.modems a few weeks back, stating to hold of on
buying 28.8 V34 modems for at least 6 months, the reason was so that the bug
can be ironed out..

Some V.FAST 28.8 modems can't be updated to V34...

There is a Mod RSVE that changes the lower baud rates to up to 112k bps, but
THE STORM does not support these high rates, but the German program Connect
does, the main problem with this mod is you need to get a GAL programed..

Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

P.S From a real person, not a Copy ! GEnie - r.sheppard5

1581. Re: CWACS

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 00:07:33 UTC
From: misc223@csc.canterbury.ac.nz
Message-ID: <1994Aug3.120733.1@csc.canterbury.ac.nz>
Source record: 182823

In article <31l4ek$nj3@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
> Well some corrections with the problems with CWACS the multible
> archive converter..
[deleted]
> ARC does not store Folders, I new I had put my foot in it some ware,
> what looks like folders is that DCX22B the Double Click archiver
> can do what no otheres can't, it can extract multible ARC's in one Archive..

AFAIK, ARC 6 has something that looks very much like folders from the
command line.

[deleted]
--
__ +--------------------------------+
/<o__n .... | Carey Evans |
<| .=== | misc223@csc.canterbury.ac.nz |
____ <| | +--------------------------------+
/ __ \ <| |
~~~~~~
~~~~~~

1582. ATARI 1040ST WORD PROCESSOR

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 01:11:36 UTC
From: contardo@pilot.njin.net
Message-ID: <Aug.2.21.11.35.1994.14410@pilot.njin.net>
Source record: 182825

A co-worker as asked me to ask what word processor(s) are available for the 1040ST system. These system are currently part of a network, but that network is being discontinued. It is hoped that the computers can be used as stand-alone systems in various schools. Is there an Atari Works program, as there is an Apple Works, Microsoft Works, and Claris Works? If so, this might be one solution.

Any comments or suggestions would be greatly appreciated.

Clem C

1583. Re: .PRG compresser/decompres

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 01:38:56 UTC
From: frank@theshack.demon.co.uk
Message-ID: <775877936snz@theshack.demon.co.uk>
Source record: 182762

In article <31jk3o$153@hasle.oslonett.no>
larserik@oslonett.no "Lars-Erik Oesterud" writes:

> I have a program that is faster and better than DCSquish....
> And it's free (called PACKER.PRG, at least my copy is called that)
> Compresses to between 1/2 and 2/3 size and decompresses very fast)
> GEM-shell also available (my own invention :-)

Is this available from an ftp site, Lars? Failing that, could you
possibly UUe/MIME it and email it to me, please? Thanks.

--

==
Frank Charlton : ST Format Software/Hardware Reviewer
Email : frank@theshack.demon.co.uk
==

1584. XYZ202b

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 01:43:01 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <31msn5$416@golem.wcc.govt.nz>
Source record: 182826

Those of you that keep pushing XYZ202b, IMHO GSZRZ is way better
and more upto date, it support all the Atari Comm ports and the MIDI
port, and support the ARGV standard...

XYZ202b has no support for these at all...

There are full working version of GSZRZ228 on most sites,
but it is upto version 4.7..

Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

P.S From a real person, not a Copy ! GEnie - r.sheppard5

1585. Needed Replacement for ST-225!

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 01:51:34 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Aug2.225134.26323@dal1>
Source record: 182832

I have a friend who's ST-225 is shot and requires a new
mech. I can't Remember if it's a RLL or a MFM. Could someone
let me know and if they know where a good working replacement
may be found, please E-mail me and let me know! Much appreciated
in advance guys and gals!

1586. Re: printer drivers for Canon BJ200e?

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 02:29:30 UTC
From: mparrott@connected.com
Message-ID: <31mvea$sic@hebron.connected.com>
Source record: 182828

You probably won't find a specific driver for the BJ-200e for either

WordPerfect or PageStream. WP stopped Atari development long ago; I
recommend you experiment with different Epson 24-pin drivers, with the
200e in Epson mode. You should find one that will work properly.

PageStream has a few BJ-specific drivers; you might try the BJ-10 driver,
or again, put the printer in Epson mode and try any of the Epson 24-pin
drivers.DO NOT count on Soft Logik to write a specific driver for the
200e! They
have stated on their BBS that they "will not be writing any more 2.2
drivers."
This is particularly frustrating for BJC-600 users, as their LQ-2550C driver
doesn't work as well as the printer is capable of performing.

Hope this helps...

- -
Michael Parrott v.v.v v.v.v TT030~48Mhz/4/4/630
mparrott@hebron.connected.com v.v !!! v.v Stacy~20Mhz/4/105
mparrott@delphi.com v (. .) v Despite the high cost
"Old Immortals don't die; ((v)) of living, the practice
they just... DON'T..." o-----/m-m------o remains popular...
- -

1587. LZH222-3101 Bug..

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 03:46:30 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <31n3um$5fm@golem.wcc.govt.nz>
Source record: 182836
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have fould a big problem when replacing LZH201L with
Christian Grunenberg version..

There is a unlisted feature (I think) of setting the base
page with LZH201L, this does not work at all with LZH222-3101..

This is a compatibilty problem...

This is how LZH201l treats -r recursive directories...

Please note the use of the SPACE character..!!

:\dum1\dum2\ *.*

Archives all files in dum2 and adds no folder paths,
of dum1 and dum2 but adds all files and folders/paths to the right
of *.*, ie, tree..

:\dum1\ *.*

Archives all files in dum1, but not the dum1 folder but adds all
files and folders/paths to the right of *.* , ie, tree..

:\dum1\dum2*.*

Archives all files in dum2 and includes both folder paths,
and adds all files folders/paths to the right of *.*, ie, tree..

:\dum1*.*

Archives all files and folders/paths in the dum1 and adds
all files folders/paths to the right of the *.*, ie, tree..

I have sent this info/problem to Christian Grunenberg at

Christian_Grunenberg@S2.maus.de

But I don't know if he is still involved with LZH....

Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

P.S From a real person, not a Copy ! GEnie - r.sheppard5

1588. Hard drive virus checker

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 04:39:02 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <775967198.1@mettav.exnet>
Source record: 182711

It was none other than Matt McAlister that wrote on 29 Jul 94 that ,
MM> Can someone recomend a good virus protection program for the hard
MM> drive. A good public doamian one preferably. Or can you tell me the

Sagrotan . Has extensive HD virus library facility's including Link virus's
having said that I haven't come across any atari Virii that attack Hard drives
...I assume they exist but we ain't talking PC or Amiga numbers.

////
Graham Irvine
grin.mettav.exnet.com

* Origin: Graham's Point at the Tavern (100:1011/0.8)

1589. Atari ST comm programs?

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 05:04:32 UTC
From: ue364@freenet.Victoria.BC.CA
Message-ID: <1994Aug3.050432.1822@freenet.victoria.bc.ca>
Source record: 182847

Hi a friend of mine has on Atari ST and is looking at getting on the internet. However he doesn't how a comm program, getting an ext modem is easy , but the software isn't. Is there an FTP site for Atari ST programs? Also is there a really good comm program, thats easy for a beginner to use? If you could e-mail me that would be great as I'm not always able to read this group. Thanks!

James
--

1590. For Sale: ST Software

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 05:50:48 UTC
From: ddlee@crl.com
Message-ID: <31nb7o$dhq@crl2.crl.com>
Source record: 182830

```
For Sale:

Electra Spell - $10
Quantum Paint - $10

Chrono Quest - King's Quest type game by Psygosis - $10
Captain Blood - Space role playing game - $10

All programs include original disk, manual, and box. E-mail if interested.

-Dave Lee-
ddlee@crl.com
```

1591. Midi software for sale

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 06:04:01 UTC
From: atariman@aol.com
Message-ID: <31nc0h$2j6@search01.news.aol.com>
Source record: 182833

Master Tracks Pro MIDI Sequencer and Band In A Box Ver 5 for the Atari ST.
Both programs for $100.
Leave mail to Atariman@aol.com

1592. Re: Mail to AtariNet addresses

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 06:41:40 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940803Z064140.172dbrewood@nest.demon.co.uk>
Source record: 182795

In article <31l46s$kqm@m1.cs.man.ac.uk>
oldcornd@cs.man.ac.uk "David Oldcorn" writes:

> Stupid Question number One, but how on earth can I get mail to an AtariNet (or
> even a FidoNet address)? I've had a look in a lot of places to try to find
> some sort of information but so far it has proved elusive...

Dave I'm European Host for AtariNet, so if you want any messages passing on
into NeST or AtariNet just let me know.

--


```
================================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
================================================================================
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
================================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
================================================================================
```

1593. Re: Copyright Laws...!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 06:59:59 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cty63z.ILJ@cix.compulink.co.uk>
Source record: 182834

```
>> Are all Yanks dick heads or as stupid as you..??
>
>Careful, Roger... your IQ is showing. I cannot answer for all Yanks, of

Or maybe it's too small to show :-)

-------------------------------
Ofir ogal@cix.compulink.co.uk
-------------------------------
```

1594. NEC CD-ROM drive

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 07:43:06 UTC
From: etmrosc@crosby.ericsson.se
Message-ID: <1994Aug3.074306.10560@ericsson.se>
Source record: 182835

Hello,

Is there anybody out there who has any experience with connecting
a NEC CD-ROM drive to an ATARI ??. The drive in question is a
NEC CDR 210. My question is, will it work together with Metados ??
And if I want to play audio cd's, will this work as well ??

Thanx in advance
Rob

1595. Re: Multitasking (yep - again !)

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 07:56:50 UTC
From: aw@zaphot.abg.sub.org
Message-ID: <EHDIBAWM1-UP@zaphot.abg.sub.org>
Source record: 182850

In <31hioa$2jq@agate.berkeley.edu> Douglas Frank Tarico wrote :

>Who makes MagiC? Do they have an email address? Thanks.
>

MagiC is a commercial product wich is sold by

Application Systems Heidelberg
Postfach 102 646
69016 Heidelberg

Phone: (+49)-6221-300002
Fax: (+49)-6221-300389

Germany

The programmer's email-address is: Wilfried_Behne@h.maus.de

But i don't know if one can send mails from outside of germany to this
address.

Hope this helps you.

Ciao ...

--
Arno Welzel (aw@zaphot.abg.sub.org)
PGP public key available on request

1596. Re: Freeze Dried Term

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 08:05:12 UTC
From: alberto@terapin.com
Message-ID: <alberto.66ih@terapin.com>
Source record: 182837

> whitema@rtsg.mot.com wrote:
>
> In article <Ctp0tK.CMI@cix.compulink.co.uk>,
> Ofir Gal <ogal@cix.compulink.co.uk> wrote:
> >
> >Do yourself a favour and get CoNnect, FDT looks silly in comparison.
> >
>
> Are we going to start this again? FDT is easy to set up, and works
> great on low end STs. Connect is a nice piece of software, I'm sure,
> but I don't wish to spend my time setting up scripts to use Zmodem
> etc... Besides, Connect will not wrap around (at least I couldn't find
> a way to make it do so), is unusable in anything less than ST high, and
> is slow on 8 MHz systems (compared to FDT).
>
> I'll stick with FDT until I find something better (and yes, I did try
> Connect, version 2.46).
>
> Michael
> whitema@rtsg.mot.com
>

Have you guys tried Steno? I'm currnetly using Stalker and Steno as accessories and after having used FZT and Connect I think this combo is better. Let me know what you think.

L8rs,

alberto@terapin.com

1597. Re: MERCURY UUCP for ST

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 08:17:18 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.8mhTXvUXRCI@albemuth.equinox.gen.nz>
Source record: 182845

In <31g1vk$ikm@renux.frmug.fr.net>, Marc Savard writes:
>Help !!!!
>Can anyone help me ?
>I need any information about the 'paths' file used by
>MERCURY (MERCBIN ?) UUCP package, for ST.
>I really need to configure this file but can't understand how it
>works... The documentation is more than poor about this subject...
>Is there someone here who managed to do this ???

I think you need to get hold of an Atari of the Unix tool "pathalias".
It writes a file in the correct format. The docs that go with this
will help in setting it up also.

Mail me if you can't find a copy.

--
|John Collis: Email in order of preference
| john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|or: John Collis at 3:770/105.7 @ fidonet.org
|Phone: +64-3-379-8921

1598. Re: Graphics/Samples Ripper Programs?

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 08:17:29 UTC
From: diehl@io.org
Message-ID: <31njqp$97p@ionews.io.org>
Source record: 182842

There are three music rippers that I've been able to come across: Crackin' Musexx II, which will rip MODs from files, or chip music from files or memory (has a reset ripper for chip music, but not for MODs), Probe ST, which will rip anything, but mostly MODs, chip music and graphics, and last but not least, Mega Ripper, which does graphics and several types of MODs.

Of these, only Probe ST is able to rip things from RAM, and comes with a reset program to split your RAM in half so that when you reset, RAM is copied into the second half of your RAM so that it's not overwritten when you reboot and load up Probe ST. None of these will work ripping things from demos because most demos steal the reset vector for their own purposes (either for a reset demo or just to purge RAM) and Probe ST's reset program isn't smart enough to steal it back.

THere are a few hardware rippers available, too ... such as the Discovery cartrige (I believe that was done by The Lost Boys) adn The Ultimate Ripper, which you have to build yourself. (The docs tell you how, and come with the ROM images to burn into the chips)

Unfortunately, I don't know where any of these might be found, but at least now you know what to look for. :-)

```
___________ ______ ______ ___________________________________
____<____ >/ __ // ____/ ___ Tail of ________ Eric March _____
__________> // <_/ // <___ ___ The Comet ______ diehl@io.org _____
__________<_/<_____/<_____/ ___ Productions ____ "ANSI? FANSI!" _____
```

1599. Re: ATARI 1040ST WORD PROCESSOR

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 08:26:36 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <31nkbs$h12@bognor.barclays.co.uk>
Source record: 182739

In article <Aug.2.21.11.35.1994.14410@pilot.njin.net>, contardo@pilot.njin.net (Clement Contardo) writes:

> A co-worker as asked me to ask what word processor(s) are available for the
> 1040ST system. These system are currently part of a network, but that
> network is being discontinued. It is hoped that the computers can be used
> as stand-alone systems in various schools. Is there an Atari Works program,
> as there is an Apple Works, Microsoft Works, and Claris Works? If so, this
> might be one solution.
>
> Any comments or suggestions would be greatly appreciated.

Yes, there is an Atari Works program The WP is good but the Spreadsheet & database are average at best. Other good ones to consider are Papyrus, That's Write 3 and Protext, the latter isn't GEM based but is very fast and well specified.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

1600. Re: How do I setup a HD on an ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 08:28:23 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <31nkf7$h12@bognor.barclays.co.uk>
Source record: 182738

In article <d31_9408022233@seuk.com>, Kevan.Winch@eccles.seuk.com (Kevan Winch) writes:
|> Hi,
|>
|> Can anyone shed any light on the cheapest way to attach a HD to my ST ?
|> What do I need apart from the HD ? Can I use IDE drives or what ?
You can either buy an ST specific HD or buy a SCSI drive for a MAc or whatever
and buy an ICD link to connect it to the ST. I think there is an IDE adaptor out
or out very soon. One is on the way at least. In the UK you can buy complete ST
hard drives for a little under 200GBP.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

1601. Re: Starball, ARGH!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 08:37:08 UTC
From: oldcornd@cs.man.ac.uk
Message-ID: <31nkvk$4r0@m1.cs.man.ac.uk>
Source record: 182753

In article <Up-EHBUEBXC@dksoft.ping.dk>, Kim@dksoft.ping.dk (Kim Andersen) writes:
|> In <31icj5$6pa@m1.cs.man.ac.uk> David Oldcorn wrote :
|>
|> >Basically the problems that exist in the current release of Starball (which
|> >is 1.10 I think) are mostly incompatibilities with many different versions
|> >of the hard driver, and it will only reliably work from HD on Falcon (and
|> >I believe TT's as well). There are also some other inconsistencies which
|> >CAN stop it working occasionally from floppy on certain machines.
|> >
|> >The new version which will be out soon has had a lot of these tidied up. I
|> >really don't know how much more compatible it is, but at the very least it
|> >now works with the vast majority of hard drives. Without a lot more different
|> >types of ST I think that's the best that can be managed at the moment....
|> >
|>
|> Will this new version also be able to accept a score of more than 100mill.
|> The version i tried didn't manage that. It sat my score for some randomize
|> number between 25-40mill when it ran above 100mill. This happened to me twice
|> in the same play.
|>
|> Greets
|> Kim

Ahhhh.... errr somebody found that bug.... hey weeeelll you're just too good for us (I must admit I honestly thought it couldn't seriously be done...) but it will be fixed!

(Sorry for including all my old rubbish up there but I couldn't be bothered deleting it all and this newsreader is something unprintable).

Dave Oldcorn

1602. Neodesk 3 and TEX

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 09:13:37 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <31nn41$rdo@infa.central.susx.ac.uk>
Source record: 182843

Cs-TeX 4 runs fine under the normal Tos 1.6 Desktop.

If run under Neodesk 3, after texing a document, or some such operation,
i get a 'stack space exhausted' message and a system crash.

If run under Neodesk 3 and Geneva, everything works fine except every
operation is run twice - once on the root window and once in the
'tos-in-a-window' window.

Cs-TeX is a great piece of software, output is excellent, but there do
seem to be some incompatibilities with these newer bits of software.

Anyone got any ideas???

Thanks, Steven

1603. Re: XYZ202b

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 09:31:17 UTC
From: vctec@westminster.ac.uk
Message-ID: <CtyCxz.6M@westminster.ac.uk>
Source record: 182844

Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:
: Those of you that keep pushing XYZ202b, IMHO GSZRZ is way better
: and more upto date, it support all the Atari Comm ports and the MIDI
: port, and support the ARGV standard...

: XYZ202b has no support for these at all...

: There are full working version of GSZRZ228 on most sites,
: but it is upto version 4.7..

And where else to get this version 4.7, but HENSA. ;->

ftp to micros.hensa.ac.uk
micros/atari/tos/n/n144/
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

1604. ATARI ST games CLEARANCE! Yoo-hoo!

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 09:38:59 UTC
From: jorge@mercury.sfsu.edu
Message-ID: <31nojj$dd4@news.csus.edu>
Source record: 182846

Great Atari ST games clearance!
(everything with box, manual, etc. in good shape
unless otherwise stated)

GAMES:
For $4/each game:
Deep Space, Obliterator, Terrorpods,
Mr. Heli, Forgotten Worlds.

For $8/game
Wanderer 3-D (3d glass included, a real virtual world!).

Compilations (3 or more games per package! what a deal!)
"World Beaters"--Outrun, Gauntlet II, 1943, Street Fighter-- $9
"Triad II"--Menace, Tetris, Baal---------- $9
"Triad III"--Speedball, Blood Money, Rocket Ranger---------- $9

buyer pays shipping
Prices in US dollars

Interested? please e-mail me! :)

1605. Re: Enlarging Megafile 30

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 11:37:10 UTC
From: mparrott@connected.com
Message-ID: <31nvh6$8b9@hebron.connected.com>
Source record: 182751

There's probably a way to do it with Atari's utils, but I've never liked using them... I would recommend dropping $40 and getting the ICD PRO Utilities, which does not require an ICD host adapter and allows you to do just about anything you need to with a hard drive, including formatting and partitioning MFM and RLL drives provided you know the number of cylinders and heads the drive uses (this should be stamped, stickered or printed on the drive mechanism somewhere).

I recently formatted a 120 Mb RLL drive with their Link version software, and it worked like a champ - even let me us BGM partitioning for larger partition sizes. ICD's stuff is hard to beat...

- -
Michael Parrott v.v.v v.v.v TT030~48Mhz/4/4/630
mparrott@hebron.connected.com v.v !!! v.v Stacy~20Mhz/4/105
mparrott@delphi.com v (. .) v Despite the high cost
"Old Immortals don't die; ((v)) of living, the practice
they just... DON'T..." o-----/m-m------o remains popular...
- -

1606. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 11:43:52 UTC
From: reschke@uni-muenster.de
Message-ID: <31nvto$187m@obelix.uni-muenster.de>
Source record: 182752
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article 2e3f66c615805@discworld.oche.de, rincewind@discworld.oche.de (Michael Schwingen) writes:
> Self extracting archives are a pain - you can't look what's in before
> extracting, plus they consume extra file space and download time due to the
> build-in extractor routines.
> Furthermore, they don't profit from new packer/depacker versions. If I
> install a new lharc which runs twice as fast on my computer, the TOS archives
> still depack with the old, slow speed.

The extra time is negligable for archives that large. And of course you can look into them. Try unzip -v gmn19999.tos on a Unix box.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

1607. Re: Toad Catalog Out (Finally!)

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 12:07:18 UTC
From: rappleye@felix.kodak.com
Message-ID: <31o19m$red@kodak.rdcs.Kodak.COM>
Source record: 182701

In article <31kapp$p3t@sun.cais.com>
scotty@cais2.cais.com (Scott Chilcote) writes:

> Sure enough, the big, yellow (not green), TOAD COMPUTERS Product Catalog
> was here! Priced at $3.00 yet, but they sent me mine because they like
> me a Whole Lot (and because I've spent $$$ there annually).

Gee, I spent $69 for a power supply a couple of years ago and they
still sent me one. Great catalog, great company. Without them the ST
would have been in the dumpster years ago.

1608. Die Siedler/The Settlers for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 12:47:45 UTC
From: minidis@urz.unibas.ch
Message-ID: <1994Aug3.124745.43909@yogi>
Source record: 182848

Hi, does the game DIE SIEDLER (german title, english
probably THE SETTLERS?) exist for the atari?
Alexander

1609. Is the Lynx dead?

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 12:50:02 UTC
From: minidis@urz.unibas.ch
Message-ID: <1994Aug3.125002.43910@yogi>
Source record: 182849

What happened to the LYNX? Is it dead or what? Atari
once said that the Lynx and the Jaguar will both be
supported inthe furue - well Jaguar ok. but the Lynx?
Alexander

1610. Re: ATARI 1040ST WORD PROCESSOR

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 13:41:25 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <31o6q5$ln9@msuinfo.cl.msu.edu>
Source record: 182761

In article <Aug.2.21.11.35.1994.14410@pilot.njin.net>, contardo@pilot.njin.
net (Clement Contardo) writes:
>A co-worker as asked me to ask what word processor(s) are available for the
>1040ST system. These system are currently part of a network, but that
>network is being discontinued. It is hoped that the computers can be used
>as stand-alone systems in various schools. Is there an Atari Works program,
>as there is an Apple Works, Microsoft Works, and Claris Works? If so, this
>might be one solution.

There are lots of excellent word processors, data bases, etc. for the
Atari. If you have 2Mb RAM, then AtariWorks + SpeedoGDOS might be just the
thing you're looking for. Call up TOAD Computers at 1(800)448-TOAD; they
can help you out, and you can get their new 52 page product catalog, most
of which is software for the ST/STE/TT030/Falcon030 computers.

>Any comments or suggestions would be greatly appreciated.

You're welcome.

>Clem C

Tom
hopper_t@msupa.pa.msu.edu

1611. Editing Lisp

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 13:58:34 UTC
From: f91-men@alv.nada.kth.se
Message-ID: <31o7qa$nu9@news.kth.se>
Source record: 182755

Does anyone have an editor suitable for Lisp/Scheme code? Counting parentheses
is a must, lisp-sensitive indentation would be nice. An editor which can be
programmed to do either is fine, too. Since I am constrained to an
old 1 meg ST with no hard disk, GNU emacs isn't the answer :-(.

Many thanks in advance (I hope)!

o
Mattias Engdegard

1612. Re: Multitasking (yep - again !)

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 14:18:55 UTC
From: and@sun1.mim.uni-hannover.de
Message-ID: <1994Aug3.141855.18327@newsserver.rrzn.uni-hannover.de>
Source record: 182766

In article UP@zaphot.abg.sub.org, aw@zaphot.abg.sub.org (Arno Welzel) writes:
>In <31hioa$2jq@agate.berkeley.edu> Douglas Frank Tarico wrote :
>
>>Who makes MagiC? Do they have an email address? Thanks.
>>
>
>MagiC is a commercial product wich is sold by
>
> Application Systems Heidelberg
> Postfach 102 646
> 69016 Heidelberg
>
> Phone: (+49)-6221-300002
> Fax: (+49)-6221-300389
>
> Germany

There is a british distributor who sells the English version.
But I don't know the address by heart.

>
>The programmer's email-address is: Wilfried_Behne@h.maus.de
>

This is one of the three programmers. I am another one.

>But i don't know if one can send mails from outside of germany to this
>address.

Wilfried should know the address.

ANDREAS KROMKE
UNIVERSITAET HANNOVER

1613. Poor Atari Archives = Lazy ST Owners?

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 14:23:13 UTC
From: aw369@freenet.hsc.colorado.edu
Message-ID: <199408031422.IAA13646@Freenet.HSC.Colorado.EDU>
Source record: 182756

What is it with the ST softwarearchives?
The only one which is even half good is the umich archive, and even that could do with a lot more stuff. Half of the games and new programs advertised in
PD library ads in ST Format are nowhere to be seen on the net, WHY?

Top games like the Grandad adventures and walls of illusion are just ignored and no-one seems to complain! Is it just that Atari users are too lazy to upload any new stuff they get? Compared to the MS-DOS games archives, the ST archives are tiny!!

Before people start flaming me, I'm not having a go at anyone in particular, I'm just trying to raise a little interest in whats going on. As a gesture of good will I'm going to grab a fistful of ST stuff and upload it to an archive or two. I hope others will follow my example, I'm fed up of downloading 5 year old versions of Tetris!!

Just my #0.02 worth....

Blood.

--
* Another fantastic mail message from *
* The Infamous BLOOD! *
* He's CRAP! (in a funky skillo kind of way) *
* aw369@freenet.hsc.colorado.edu *

1614. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 14:31:13 UTC
From: rflashma@mtholyoke.edu
Message-ID: <31o9nh$bqp@mudraker.mtholyoke.edu>
Source record: 182765

Kim Andersen (Kim@dksoft.ping.dk) wrote:

> Wrong. We both order a copy.

I apologize, I mis-read your letter.

> My next step will be a direct call to his board, (probably cost me alot
> of money, but they doesn't seem to care), as this seems like beeing the only
> way i can make sure he gets my message.

Have you tried writing a letter (on paper)? It's quite cheap and usually
works best for developers that are hard to reach online.

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

1615. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 14:34:16 UTC
From: rflashma@mtholyoke.edu
Message-ID: <31o9t8$bqp@mudraker.mtholyoke.edu>
Source record: 182757

Kim Andersen (Kim@dksoft.ping.dk) wrote:

> Well, i'm not the big pirate, so i can't really tell, but i have heard this
> excuse myself. And also somebody has to buy a program, (or getting their
> hands onto it another way) before they're able to crack it.

Maybe I'm being dense or something. What do you mean by "crack it"? I have
no idea what this means. If it was a copy protected program, I would guess
that means to remove the copy protection. Otherwise, I have no clue.
Convert the exectable back into assembler? Can you clarify, please?

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

1616. Re: Wanna Gemulator Info!

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 14:39:49 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9408031354.AA00457@ilmen.lanl.gov>
Source record: 182758

In article 26315@dal1, stevedc@ac.dal.ca () writes:
>Looking for a Gemulator 3. Where does one get one and how much
>in US funds are they listed at?

I'm not sure what the current retail price is of the Gemulator and I don't have Toad's excellent new catalog in front of me. I think the price has dropped to around US$149 or something like that.

But you can send email to Darek Mihocka (Gemulator's author) at darekm@microsoft.com and he'll be happy to answer your questions and let you know where US and overseas suppliers are located.

-Hutch- @ Fair Dinkum Tech

1617. Re: Modem Purchase Help!

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 14:53:29 UTC
From: gaghon@nevada.edu
Message-ID: <31ob19$7f1@post-office.nevada.edu>
Source record: 182769

: THE STORM only supports modem port 1 and from memory STORMS fastest speed
: is 19.2, so no mods needed there, with a 14.4 modem, you would not get any
: faster speed with a 28.8 modem, as the input port speed is limited to
: 19.2 bps......

: Hayes did a article in comp.dcomp.modems a few weeks back, stating to hold of on
: buying 28.8 V34 modems for at least 6 months, the reason was so that the bug
: can be ironed out..

: Some V.FAST 28.8 modems can't be updated to V34...

: There is a Mod RSVE that changes the lower baud rates to up to 112k bps, but
: THE STORM does not support these high rates, but the German program Connect
: does, the main problem with this mod is you need to get a GAL programed..

: Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz
: r.sheppard5@genie.geis.com
:
: P.S From a real person, not a Copy ! GEnie - r.sheppard5

Unless you are using the FAST SERIAL .96B. Then Storm is at 57000 even
though it says it is at 19200. :) I have been using this setup for
some time and the Fix also makes the RTS/CTS work on the Falcon.

Vince

1618. Re: [Q:] trackball for atari?

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 14:58:08 UTC
From: rm03@cscmgb.cc.ic.ac.uk
Message-ID: <1994Aug3.145809.29998@cc.ic.ac.uk>
Source record: 182754

in article <31lraa$f43@msuinfo.cl.msu.edu>, hopper_t@msupa.pa.msu.edu wrote:
[...]
:What's this? Last I checked you could use PC Bus mice/trackballs, but the
:serial mice were out of the question. If anyone knows anything about this
:driver, please let me know! I'm in need of a new mouse, and I've found a
:cheap PC serial mouse I like...

I believe Mouse Tricks 2 lets you use a serial PC mouse with the ST. I haven't
tried this though. MT2 is available for UKP 9.95 from the ST Club. (Sorry,
I don't have any contact info.)
Mouse Tricks is a mouse accelerator with a few extra bits. It also comes with
a groovy virtual screen program.

-- Robert Mellish, F.O.G. --
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
-- and also the mrs joyful prize for rafia work. --

1619. Re: IDE drives for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 15:07:54 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <31obsa$jji@vishnu.jussieu.fr>
Source record: 182768

I bought a 420Mo for my Falcon. The retailer told me that WD disks did not work with Falcons. However, I think the author of Outside knows how to patch that. There is an excellent article about that in ST Magazine (french mag), but I don't know it by hart.
Yet :-)

MB.

1620. 3"5 IDE internal drives for Falcon (was Re: IDE drives for Falcon)

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 15:10:11 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <31oc0j$jji@vishnu.jussieu.fr>
Source record: 182767
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Of course you can fit 3"5 IDE drives into a Falcon. Many french retailers do that, you just lose your internal HP, and the keyboard seems to move on 3 mm nearly. But, hey, 420Mo (that's what I have) or 540 is REALLY great, and the drive is faster than the previous 2"5 65 Mo I had....

MB.

1621. TOWERS - Great shareware RPG

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 15:18:36 UTC
From: gaghon@nevada.edu
Message-ID: <31ocgc$9r8@post-office.nevada.edu>
Source record: 182760

Towers just got an 80% in ST Format (august issue). It is a tryware RPG available from PD houses, online services, and is FTPable from several sites. Towers ver 1.4 even supports two player null-modem connection and Modem play with 14.4k modems or better. (you need more than one meg of RAM to play the two player option.) It is a good game and worth the try.

Vince

1622. Re: Freeze Dried VT100

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 15:22:25 UTC
From: s9205525@otto
Message-ID: <31ocnh$lcg@aggedor.rmit.EDU.AU>
Source record: 182770

: I have the Demo of Freeze Dried Terminal which I like. However it is
: pretty useless for logging onto VT100 machines. Does anyone know if
: there is a patch to do VT100 on FZT???

: You can use the ansi emulation instead of vt100, my site allows me
: to use a preference of my own. The only problem I have found is
: using the WWW, as the text wont wrap sometimes. I also suggest that
: you dont use "nn" as your news reader (FZDT does not seem to operate
: properly in the capture buffer, the text will not wrap around)
: if you use "tin", the capture buffer will work almost perfectly.
: I have STalker, Connect, both versions of FLASH and a few other
: term prg's, but FZDT is the quickest, if only it had VT100, then
: it would be untouchable......John Moon s9205525@otto.bf.rmit.edu.au

1623. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 15:26:30 UTC
From: daveh@netcom.com
Message-ID: <davehCtytK6.2Ds@netcom.com>
Source record: 182774

Michael Schwingen (rincewind@discworld.oche.de) wrote:
: In <davehCtB8KE.3nn@netcom.com>,
: Dave Halliday (daveh@netcom.com) wrote:

: DH>Self extracting TOS acrchives are much nicer. Saves all that tedious
: DH>looking around for the correct archiver, I wish all archives were self
: DH>extracting.

: Self extracting archives are a pain - you can't look what's in before
: extracting, plus they consume extra file space and download time due to the
: build-in extractor routines.
: Furthermore, they don't profit from new packer/depacker versions. If I
: install a new lharc which runs twice as fast on my computer, the TOS archives
: still depack with the old, slow speed.

Not so, unzip -v will give you a listing you can even use unzip to
extract the thing if you prefer.

unzip gmni2.tos

warning: extra 4922 bytes at beginning or within zipfile
(attempting to process anyway)

Inflating: GEMINI2/TOOLS/IMPLOID/IMPLOID.ACC
Inflating: GEMINI2/TOOLS/IMPLOID/MANUAL.TXT
Inflating: GEMINI2/TOOLS/IMPLOID/READ.ME

<etc>

Dave.

1624. Re: Poor Atari Archives = Lazy ST Owners?

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 15:34:10 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <31oddi$89b@charm.magnus.acs.ohio-state.edu>
Source record: 182759

>Before people start flaming me, I'm not having a go at anyone in
>particular, I'm just trying to raise a little interest in whats going on.
>As a gesture of good will I'm going to grab a fistful of ST stuff and
>upload it to an archive or two. I hope others will follow my example, I'm
>fed up of downloading 5 year old versions of Tetris!!

I know what you mean. It get's frustrating to read about interesting programs in the europress mags only to find out that the only hope of getting a copy is to wait for 6-9 weeks to get it shipped to you by mail. It would be nice to see some more stuff out of germany up on the net. I know that there isn't as much coming out as there used to be, but you still hear about programs that just don't seem to be available on the net. And what's the story with France? I mean there seem to be several houses still programming for the atari there, Brainstorm, Loricels etc., but the amount of shareware that comes out onto the net from there is small. Do all french programmers work for professional houses ? ;)

Well enough of my rambling.

Dan

1625. Re: Power-UP2 Falcon 030 Accelerator

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 15:36:45 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <31odid$jji@vishnu.jussieu.fr>
Source record: 182771

Yes, sounds good. However, - and I think you'll understand me very well, since you're a demo/game coder - code must run as smoothly on EVERY Falcon ! So, can you switch to 16 Mhz back, easily, and as you want ??

MB.

1626. Re: Brainstorm DSP JPEG and Speed of Light!

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 15:41:52 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <31ods0$jji@vishnu.jussieu.fr>
Source record: 182772

Beware : you must be a developper to get the JPEG decoder - but perhaps
you're already one! - and someone told me that Atari US hadn't got the european Falcon
devs lists.....which means they don't know us....

1627. Re: Brainstorm DSP JPEG and Speed of Light!

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 17:05:34 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940803Z170534.813dbrewood@nest.demon.co.uk>
Source record: 182718

In article <Ctw5H3.7Ct@beaver.cs.washington.edu>
sdenman@wolf.cs.washington.edu "Stuart Denman" writes:

> Ok, here's the deal, many people have asked if I could support Brainstorm's
> DSP JPEG decoder in Speed of Light for Falcon030. The only problem is that
> it costs $100 for information on how to do it. Basically, I need to know if
> it is worth $100 to add this feature? Are there people out there who would
> register (and otherwise wouldn't) if I added Brainstom DSP support? If I get
> enough support on this matter, I'll definitely add it! As few as 4 people
> would do it for me (just enough to cover costs.)

It would certainly hurry my registration.

--

==
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
==
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
==
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
==

1628. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 17:22:56 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <775934574@amazon.cs.duke.edu>
Source record: 182763
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

From the Holy Book of <31nvto$187m@obelix.uni-muenster.de>
as spake by reschke@uni-muenster.de :

>In article 2e3f66c615805@discworld.oche.de, rincewind@discworld.oche.de (Michael
Schwingen) writes:

>> Self extracting archives are a pain - you can't look what's in before
>> extracting [...]

> [...] And of course you can
>look into them. Try unzip -v gmn19999.tos on a Unix box.

_If_ you know which archiver was used to create it. Before you told us,
how would the user have known that this was a self-extracting zip
archive as opposed to, say, an AFX archive or something more exotic?
With a non-self-extracting archive, you can tell from the filename.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1994 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
| Darn Good Reason(tm).

1629. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 17:25:41 UTC
From: vctec@westminster.ac.uk
Message-ID: <Ctyywp.no@westminster.ac.uk>
Source record: 182775
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael Schwingen (rincewind@discworld.oche.de) wrote:
: In <davehCtB8KE.3nn@netcom.com>,
: Dave Halliday (daveh@netcom.com) wrote:

: Self extracting archives are a pain - you can't look what's in before
: extracting, plus they consume extra file space and download time due to the
: build-in extractor routines.

You can look into self extracting archives......unzip allows it at
least...I can't remember if LHarc allows it, but ST-Zip does.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

1630. Re: Atari don't give a TOS (was: Re: PIRACY! etc.)

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 18:08:16 UTC
From: ersmith@netcom.com
Message-ID: <ersmithCtz11s.Gu2@netcom.com>
Source record: 182782

```
In article <4789@btmwj1.se.bel.alcatel.be> cgra@se.bel.alcatel.be writes:
>Now who'd like to start a grey market in pre-compiled MiNT 1.10's? 8-.
>_______________________________________________________________________
>
>Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102
>_______________________________________________________________________
>

Someone who never wants MiNT 1.11 to see the light of day.

I'm serious about the MiNT 1.10 copyright. So is Atari.
Unauthorized distribution of MiNT 1.10 binaries is piracy, pure and
simple. There's nothing "grey" about it.

I hope that the next version of MiNT will have much more liberal
licensing terms. But unless the terms of MiNT 1.10 are respected,
that is unlikely to happen.
--
Eric R. Smith ersmith@netcom.com
No, I don't know when MiNT 1.11 will be released. Soon after I find
enough time to finish it, I would guess...
```

1631. Pure C, Any upgrades in the near future?

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 18:17:49 UTC
From: bjgrier@bnr.ca
Message-ID: <31on0d$284@bmerha64.bnr.ca>
Source record: 182778

This is directed at Rick Flashman but I thought I'd ask in public.

Is the creator of Pure C updating it to work with Multi-TOS?
If so will Gribnif be importing it?
If so what will the upgrade policy be?

Thanks for any information you can make available.

Brian

1632. Re: Modem Purchase Help!

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 18:20:46 UTC
From: sammcgee@crl.com
Message-ID: <31on5u$bau@crl5.crl.com>
Source record: 182777

GEORGE GAGHON (gaghon@nevada.edu) wrote:

: Unless you are using the FAST SERIAL .96B. Then Storm is at 57000 even
: though it says it is at 19200. :) I have been using this setup for
: some time and the Fix also makes the RTS/CTS work on the Falcon.

I have tried Fast Serial .96B with Storm on my Falcon. It shows
CONNECT 57000 (or whatever the exact rate is) whenever I connect. Storm's
title bar still shows 19200, though.

Sam

1633. Re: Poor Atari Archives = Lazy ST Owners?

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 18:34:18 UTC
From: sammcgee@crl.com
Message-ID: <31onva$bl3@crl5.crl.com>
Source record: 182779

Daniel D Ackerman (dackerma@magnus.acs.ohio-state.edu) wrote:

: I know what you mean. It get's frustrating to read about interesting
: programs in the europress mags only to find out that the only hope of getting a
: copy is to wait for 6-9 weeks to get it shipped to you by mail. ......

I think alot of those UK games are Licenseware and are only available on
disk. Part of the purchase price goes to the author instead if sending in
the registration fee afterwards. The fees are still in the ballpark of
shareware but you don't get to try before you buy. It basically keeps
honest people honest.

Sam

PS I bet if you find some shareware authors and send them some e-mail
they may send you a beta version of some game or new project they're
working on. It doesn't hurt to send them a pre-shareware fee and
complement them on there past programs. :)

1634. Re: 3"5 IDE internal drives for Falcon (was Re: IDE drives for Falcon)

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 18:38:48 UTC
From: sammcgee@crl.com
Message-ID: <31oo7o$bm6@crl5.crl.com>
Source record: 182780
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Marc BOURLON (bourlon@gla.ecoledoc.ibp.fr) wrote:
: Of course you can fit 3"5 IDE drives into a Falcon. Many french
: retailers do that, you just lose your internal HP, and the keyboard seems
: to move on 3 mm nearly. But, hey, 420Mo (that's what I have) or 540 is
: REALLY great, and the drive is faster than the
: previous 2"5 65 Mo I had....

What's 'an internal HP?'

What does 'move on 3 mm' mean?

Thanks, Sam

1635. Re: Atari/Amiga Article in EM

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 19:50:11 UTC
From: none
Message-ID: <none-030894135011@beethoven.la.utk.edu>
Source record: 182776

In article <31mkq6$dfc@crl5.crl.com>, sammcgee@crl.com (Sam McGee) wrote:

> James Grunke at Atari didn't like it too much...
>
>
> Category 30, Topic 6
> Message 157 Thu Jul 07, 1994
> JAMES-GRUNKE [James] at 23:41 EDT
>
> Well Folks, It looks as though Electronic Musician will be printing a pretty
> harsh scoop on Atari in an upcoming issue. They did an article on Commodore
> and Atari despite my protests that putting Atari in that article is an unfair
> association. I asked the publisher to do a seperate article on Atari but he
> declined, hence, it will go to print.
>
etc., etc.

Well, I'd like to say that I'm surprised, but although I like James (read his articles on STs and MIDI for years in the Atari mags), he *does* work for Atari Corp. I think he was probably insulted that anyone would lump Atari in with Commodore. (Gee, James, how's it feel to be in the real world for a change?) Seems to me that the only current difference between Commodore and Atari is the fact that Atari--at least as of today--is more or less solvent.

I used to be a tried and true ST-or-die user. I edited the local user group newsletter, did MIDI/ST demos, and attended Atari cons whenever finances and scheduling allowed. I still love my ST. Cubase is so easy to use and so powerful I doubt I'll ever have to buy another sequencer. But the day is coming when I see myself plopping down the bucks on a Mac or PC, simply because I no longer have any faith in the company that made my computer. Imagine General Motors announcing, "We're going to stop make automobiles, and just make go-carts. We'll still sell some cars, but right now all our resources are pointed toward the recreational go-cart. Besides, there are plenty of companies making car parts for our vehicles."

[Eric steps down off his soapbox.]

Anyway, I think James hadn't really seen the article. And as press coverage goes, the article falls into the category, "Any news that ain't bad is good!"

Eric White (wewhite@utkvx.utk.edu)
University of Tennessee
Knoxville, Tennessee USA
The opinions expressed herein are the sole property of the user.

1636. Re: good Falcon Games

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 20:07:53 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Aug3.200753.26737@abo.fi>
Source record: 182786

In <31jchu$a15@post-office.nevada.edu> gaghon@nevada.edu writes:

> There will be a Falcon only game, comming out from JV Enterprises within
> the next couple of months.Around september. It is a TC smooth scrolling
> RPG. Check out Towers I for the ST, which got a rating of 80% in August
> STF.

Something like Dungeon Master? Towers is pretty good, btw. Works on Falcon,
too.

But does anyone know about commercial Falcon-games like TORNADO (from Digital
Integration), VROOM 2, Black Crypt (from France), Caesar - and those others that
were promised to come out..?

Have they been silently cancelled, or what? Anyone having any "inside
information"..?

Did MicroProse make _any_ Formula One GP update for ST since version 1.02..?
Did they only make the latter improvements to PC and Amiga versions?

If so, =-(

Tommi

1637. FZ-1 Editor Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 20:40:18 UTC
From: jmax@panix.com
Message-ID: <31ovbi$828@panix.com>
Source record: 182787

I am looking for an editor for the Casio FZ-1. Does anyone have one they want to sell?

Thanks in advance,

jmax@panix.com

1638. zoo

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 20:46:57 UTC
From: shall@oregon.uoregon.edu
Message-ID: <31ovo1$edb@pith.uoregon.edu>
Source record: 182788

I've been using ARC, stZip, LZH and UU-EE, but I haven't been able to find a good ZOO program. The one I first downloaded wouldn't work, I didn't have all the files that came with it, they were huge and I'm on a 2400 baud modem. All the other Zoo type programs I see are with the extension .zoo. What gives? I'd appreciate some info on why we have all these extractor formats, their histories, and which are currently the best. Hensa is easier for me to get files from, aaue seems to be busy all the time. Or bet
better yet, just hand deliver it to my door!! :)
Tanks loads, stan

1639. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 21:01:56 UTC
From: ab164@yfn.ysu.edu
Message-ID: <31p0k4$gid@news.ysu.edu>
Source record: 182764

>: DH>Self extracting TOS acrchives are much nicer. Saves all that tedious

>: DH>looking around for the correct archiver, I wish all archives were self

>: DH>extracting.

Haven't you guys ever heard of installing as application? All I do is double
click on a zip,arc or lzh file and the appropiate utility starts with my file
already load and ready to extract! With a tos extension I have to do a trial
and error to find which one it was packed with! This is stupid! We aren't all
brain dead and helpless!
Just my 2 cents worth!

--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

1640. Re: PAK3/33 accelerator in MSTE (repost)

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 21:32:47 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <31p2dv$9sc@charm.magnus.acs.ohio-state.edu>
Source record: 182773
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>I have a selfmade PAK3/030 running at 36MHz in my 1040ST - it works great. I
>have tried Outside - it works if you use the supplied HDDRIVER instead of the
>ICD harddisk driver (I have been told that it is sufficient to turn of the ICD
>cache).

HELLO!!! Did you say *selfmade*, hmmm, sounds complex. Where can I find
information on how to do this (sounds great!)

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"To my mind the most frightening book ever published is Lewis F. Richardson's
'Statistics of Deadly Quarrels'. You've probably never heard of it even though
its relevance to the mess you're in is at least as great as that of Darwin's
'On the Origin of Species,' which you learned about in fourth grade. And that's
because it's so completely terrifying only those 'experts' who are adequately
armoured with preconceived contrary ideas which will enable them to disregard
Richardson's work completely ever get to study it."
- Chad C. Mulligan

1641. starball question

Newsgroup: comp.sys.atari.st
Date: 1994-08-03 23:28:17 UTC
From: healy@nosc.mil
Message-ID: <1994Aug3.232817.1899@nosc.mil>
Source record: 182798

I still can't exit the game. If I hit shift-esc twice,
I get 2 bombs. How can I get the hiscore file saved?

I'm running it off a floppy in a 4Mb 1040st with
TOS 1.04.

Mike Healy

healy@nosc.mil

1642. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 00:46:22 UTC
From: Colin.Campbell@mettav.exnet.com
Message-ID: <776032374.1@mettav.exnet>
Source record: 182742

Rick bibbled on 2 Aug 94 to All...

>> Wrong. There are "two" users involved one "two" different computers.
>> Doesn't matter if the software isn't being run at the "same time".
>> That still violates both U.S. and European copyright laws. This
>> about it, "two" people are using the software, yet only "one" copy
>> was bought.
>
>> This sounds rather odd to me, Rick. So that means we can't give
>> software as presents nor can we sell second hand software? I hardly
>> see the point of preventing people from borrowing s/w from one
>> another....
>
> You can give software as a present or sell it second hand, but you
> CAN'T then keep a copy! That would be piracy. Think about it, you are
> creating two copies from one original.

Phew, for a minute there you had me going.... I thought you meant that you had to buy 2 copies of the s/w in order to stay on the right side of the law even if you gave the s/w to a friend to try out and DIDN'T keep copies of it. :)

Col

Gabber system: Col@Bibble.Mettav.exnet.com

* Origin: ~~ Col's Burblings... ~~ (100:101/12.4)

1643. Re: Modem Purchase Help!

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 00:52:10 UTC
From: Matt.McAlister@dataport.com
Message-ID: <e77_9408031710@dataport.com>
Source record: 182703

I've bought a Practical Peripherals 14.4 fax/modem that supports v42bis as well as some other great data compression and error checking protocols and when connected to a modem that also supports this I'm able to connet at upto 58,600.

As for Faxing it works great, I have a 1040st (no e) and a copy of STraightFax, (cost around $100) and it works just fine.

The modem I bought for $110 at Fry's Electronics it's the PM14400fmxt mini tower. Last time I saw them listed though, they were about $135. So for around $240 you can get set up and be ready to fax.

Matt McAlister.

InterNet: Matt.McAlister@dataport.com
FidoNet : Matt McAlister 1:143/106

1644. Re: Freeze Dried Term

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 01:01:32 UTC
From: Matt.McAlister@dataport.com
Message-ID: <e78_9408031710@dataport.com>
Source record: 182704

I highly recomend Teddy Term212. It supports x,y,yg,z-modem and word wraps.
It's very easy to set up and doesn't need any special script.

InterNet: Matt.McAlister@dataport.com
FidoNet : Matt McAlister 1:143/106

1645. Re: zoo

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 01:20:34 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <775963233@amazon.cs.duke.edu>
Source record: 182783

From the Holy Book of <31ovo1$edb@pith.uoregon.edu>
as spake by shall@oregon.uoregon.edu :

[Just FYI, whatever software you're using to post isn't putting in
linefeeds, so your post came out as one long line; I've reformatted it
for readability.]

>I've been using ARC, stZip, LZH and UU-EE, but I haven't been able to
>find a good ZOO program. The one I first downloaded wouldn't work, I
>didn't have all the files that came with it, they were huge and I'm on
>a 2400 baud modem. All the other Zoo type programs I see are with the
>extension .zoo. What gives?

Get Mint/Utilities/bmintzoo.tos at a.a. It's the one I use, and I've
never had a problem with it.

>[...] Hensa is easier for me to get files from, aaue seems to be busy
>all the time. [...]

No kidding. :-/ I usually use the mirror site src.doc.ic.ac.uk,
directory /packages/atari/umich. I don't know whether or where this
particular file is on Hensa.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1994 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
| Darn Good Reason(tm).

1646. .PRG compresser/decompres

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 01:27:37 UTC
From: fuzzy@ars.ath.forthnet.gr
Message-ID: <13817OSCNEEJNRWWETG@ars.ath.forthnet.gr>
Source record: 182781

IL>> A long time ago I had this program, like DCSquish, that would compress
IL>> .PRG
IL>> files down quite a bit. But when you double clicked them, they'd
IL>> decompress
IL>> and run right off the bat.

IL>I have a program that is faster and better than DCSquish....
IL>And it's free (called PACKER.PRG, at least my copy is called that)
IL>Compresses to between 1/2 and 2/3 size and decompresses very fast)
IL>GEM-shell also available (my own invention :-)

IL>Lars-Erik 0sterud Phone: +47 67131571 Fax & ABK-BBS: +47 67132659
IL> Atari Developer Pager: +47 96634222 Email: larserik@oslonett.no
IL> SysOp ABK-BBS

I'm not sure which one you're talking about, but the very best
packer i've used was ATOMIK 3.5. It was the most efficient & fastest
packer (even a bit better than ice 2.40). Only trouble is that it
gives me 4 bombs on my falcon, so for compatibility i'd recomend ice.

However i recently saw a program packed with atomik (those little
messages while depacking can be usefull after all eh?) which worked
perfectly.. So is there a new version of this great little program for
[Be falcon? I'd like to get it...

Kristian. (fuzzy@ars.ath.forthnet.gr)

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services

1647. For Sale: Spectre128 with 128K Roms

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 02:02:57 UTC
From: ggreenbe@rodan.syr.edu
Message-ID: <31pi8h$rg3@newstand.syr.edu>
Source record: 182785

I've got a Spectre 128 (not GCR) with 128K Roms that I could sell, but I've got no idea what this kind of package is bringing these days. If it is too little, then I'll probably just hold on to these things, but let's see:

Spectre 128 with 128K Mac Roms. I've got version 3.0 software, along with manual and earlier software versions, manuals, and newsletters.

MagicSac with 64K Mac Roms for a much earlier-Mac emulation. I think the software I have for this is the last version, or next to last.

Translator One (I've got two of them). This allows your ST to read Mac disks directly in Mac mode. It is very very slow, but at least it works. You hook this thing to your ST via the MIDI port with MIDI cables, which you'll have to supply yourself.

If you're interested, send me an offer.
--Gerry
ggreenbe@mailbox.syr.edu

1648. New Falcon (&ST) case...Cheap!

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 02:44:20 UTC
From: sammcgee@crl.com
Message-ID: <31pkm4$oer@crl5.crl.com>
Source record: 182710

I just read an article in STReview about the DeskTopper, a new Falcon case for extra hard drives and big accelerator boards. Does anyone know how we money-spending Yanks get System Solutions goodies? They should have an e-mail ordering address.

Sam

ps case+keyboard shell=100 UK pounds

1649. Wanted: Fax Send/Receive Software.

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 03:00:31 UTC
From: mat@smug.student.adelaide.edu.au
Message-ID: <31plkf$k91@quandong.itd.adelaide.edu.au>
Source record: 182709

I've searched /atari/Telecomm at atari.archive.umich.edu but found nothing useful (or in English). Can anyone provide me with details of fax software for the atari STE? Any advice appreciated.

Thanks,

___ __ ______
___\ Mat Farrington _\ e4mafarr@aelmg.adelaide.edu.au _____
____\ Elec.Eng/Comp.Sc Student _\ mafarrin@byron.apana.org.au ____
_____\ APANA User & MIDI Musician _\ mat@student.adelaide.edu.au ___

1650. Re: Atari/Amiga Article in EM

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 04:38:37 UTC
From: bnp@waikato.ac.nz
Message-ID: <1994Aug4.163837.31779@waikato.ac.nz>
Source record: 182790

In article <none-020894135724@beethoven.la.utk.edu>, none (Public user) writes:
> Did anyone catch the article on the status of the Atari (Falcon) and Amiga
> platforms in the August '94 edition of Electronic Musician ("The
> Handwriting on the Wall" by Michael Brown)? To my eyes, it's one of the
> most pragmatic, non-Mac/IBM-biased articles I've seen in a long time.
> Michael Brown, instead of trashing both systems, gives an insightfully
> truthful state-of-these-computers report. Anybody else see the article and
> have any comments? (We just received our issue here at the UT Music
> Library, so I imagine that everybody else has had it for 30 days or so).
No, but I'd appreciate it if you'd post a summary :-)
--

Bruce Parkinson
Physics Department, Waikato University, Hamilton, New Zealand
email: bnp@waikato.ac.nz

.signature not found. reformat hard drive [Yn]?

1651. Author Midimaze

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 04:39:00 UTC
From: dan.dreibelbis@f422.n250.z1.tor250.org
Message-ID: <5c47af6e@f422.n250.z1.tor250.org>
Source record: 182719

Rick - so you're taking over Barefoot Software - AND you're interested in re-issuing MIDImaze? YES!

I was able to find a (used) copy of MIDImaze last year, and have been having fun with it ever since. I'd LOVE to be able to get a backup disk, or at least have the original version of MIDImaze so it is hard drive installable.

Heck, an updated '90s version of MIDImaze (complete with a solo adventure mode for practice, something MIDImaze II sorely lacked) that could take advantage of the Falcon's architecture would be AWESOME! (Hey, if you could update it for the Jaguar, that'd be just as awesome......)

... It's Ensign Jerry Garcia - he's Dead, Jim.....
___ Mountain Reader II - #00000007

1652. Re: Modem Purchase Help!

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 04:47:51 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <31prtn$b3v@charm.magnus.acs.ohio-state.edu>
Source record: 182789

In article <5Q6Sjhp.stchip@delphi.com>, <stchip@delphi.com> wrote:
>Gregory D Clark <clark@ee.ualberta.ca> writes:
>
>> and what are the GOOD modems out there that people have in
>> RELIABLE use on their Ste's NOW.
>> And what about FAX capability? Is there software for the Ste
>> to support FAX? If so, what is it, how much, and where.
>
>Look at a Zoom great modem and can fax. Straight Fax is the way to go.
>
>
> Jon O:}

I use a TT030 with a ZyXel U-1996E Plus, it is 19,200 baud, and can
compress the data for DTE through put of up to 76,800 bps.

It does Data, FAX, and Voice.

Raymond Collins	Atari TT030 4/4 MB ST/TT RAM 245 HD
rcollins@magnus.acs.ohio-state.edu	Travel By ZyXEL 19,200 bps
or rcollins@freenet.columbus.oh.us	Die Hard Atari Fan since 1984

1653. [Q:] Trackball For At

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 04:53:00 UTC
From: dan.dreibelbis@f422.n250.z1.tor250.org
Message-ID: <649ab29e@f422.n250.z1.tor250.org>
Source record: 182720

There IS a solution. Cybercube Research in Toronto, Ontario,
Canada has a program, the Cyrel Mouse Manager, that allows for
utilizing serial mice for DOS/IBM through the ST's serial port;
it'll also allow you to utilize your ST mouse simultaneously!

For more information on this, you can contact Cybercube at
cybercube.research@canrem.com, or phone at 1-905-882-0294 from
10AM-4PM EST.

... Mr. Safety Tip#7 - never throw a porcupine and yell THINK FAST!
___ Mountain Reader II - #00000007

1654. Atari/amiga Article In Em

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 04:58:00 UTC
From: dan.dreibelbis@f422.n250.z1.tor250.org
Message-ID: <d9f836c6@f422.n250.z1.tor250.org>
Source record: 182721

I've read it. In fact, seeing the fact it was mentioned on the front cover caused me to pick it up.

It was a very balanced, very fair article, and definitely didn't talk down to Atari users (or Amiga users, for that matter) - not like a certain OTHER keyboard magazine who earlier this year told the Atari and Amiga users that it was the 90s, idiot, so get a Mac or IBM platform.

... Mr. Safety Tip #5 - DON'T punch bears.
___ Mountain Reader II - #00000007

1655. The future of Atari Computers

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 05:27:07 UTC
From: myrddine@aol.com
Message-ID: <31pu7b$p05@search01.news.aol.com>
Source record: 182791

Hello

I would like to engage in a little mental excercise here.

If Atari were to attempt to re-enter the Personal Computer market in a meaningful way, how should they do it?

What type of platform and architecture should a new design follow? CPU type? Bus architecture?

What type of OS (personal choice here would be a Mach based system that would look like NeXT: NeXT Lite?)? Should there be a TOS compatibility layer?

Anyway, just interested in what people think

Thanx

Steven Leary
MyrddinE@aol.com

1656. Re: Hard drive virus checker

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 05:27:14 UTC
From: Paul.Civati@mettav.exnet.com
Message-ID: <776032374.0@mettav.exnet>
Source record: 182741

On 02 Aug 94 at 23:39:02 (Graham Irvine) wrote the following:

MM>> Can someone recomend a good virus protection program for the hard
MM>> drive. A good public doamian one preferably. Or can you tell me
MM>> the
>
> Sagrotan . Has extensive HD virus library facility's including Link
> virus's having said that I haven't come across any atari Virii that
> attack Hard drives ...I assume they exist but we ain't talking PC or
> Amiga numbers.

IIRC there's about 5 Atari HD virii in existance. There's been Beilstein (sp?)
quite recently which is really bad news, like it's got a random mutation so
looks different _every_ time. Oh yeah it's got 600,000 or something like that
mutations! Not sure if it attacks HDs.

-Paul-

--
~=~=~=

1657. Atari 520STFM (1-Meg) For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 06:15:10 UTC
From: icc1000@cus.cam.ac.uk
Message-ID: <icc1000-040894061510@mac101.chem.pwf.cam.ac.uk>
Source record: 182799

Atari 520STFM, 1 MB memory, double sided disk drive. TOS 1.4. 4 years old,
in mint condition. Complete with manuals, leads, mouse etc and fully boxed.

Please e-mail me with sensible offers or requests for further info

1658. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 07:32:05 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <31q5hlINNpil@sat.ipp-garching.mpg.de>
Source record: 182713

Scott Bigham (dsb@duke.cs.duke.edu) wrote:
: From the Holy Book of <31nvto$187m@obelix.uni-muenster.de>
: as spake by reschke@uni-muenster.de :

: >In article 2e3f66c615805@discworld.oche.de, rincewind@discworld.oche.de (Michael Schwingen) writes:

: >> Self extracting archives are a pain - you can't look what's in before
: >> extracting [...]

: > [...] And of course you can
: >look into them. Try unzip -v gmn19999.tos on a Unix box.

: _If_ you know which archiver was used to create it.

a) Try your most favourite decompression programs. The one which uncompresses without error is probably the right one :-)

b) Have a look at the compressed file with od or another tool which can dump the code (e.g. a disk monitor). Most compression programs tend to write some information in a header in order to provide information about the compression method.

c) I don't know if file gmn19999.tos on a Unix box might work?

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

1659. Re: Pure C, Any upgrades in the near future?

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 07:34:49 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <31q5mpINNpil@sat.ipp-garching.mpg.de>
Source record: 182714

Brian Grier (bjgrier@bnr.ca) wrote:

: Is the creator of Pure C updating it to work with Multi-TOS?

As far as I know Application Systems has currently some license problems with another company concerning PureC (this other company is not Borland :-). I think they have promised an update later this year. (Sorry, I haven't the letter here at work.)

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

1660. Re: starball question

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 08:54:33 UTC
From: oldcornd@cs.man.ac.uk
Message-ID: <31qac9$i5r@m1.cs.man.ac.uk>
Source record: 182715

In article <1994Aug3.232817.1899@nosc.mil>, healy@nosc.mil (Mike Healy) writes:
|>
|> I still can't exit the game. If I hit shift-esc twice,
|> I get 2 bombs. How can I get the hiscore file saved?
|>
|> I'm running it off a floppy in a 4Mb 1040st with
|> TOS 1.04.

You can't exit the game. And at the moment it doesn't save the high scores. The 'leave game' option (which was supposed to be hidden) is only there in case I am testing the run version and I need it to activate the debugger. The reason for not allowing it to exit the game is that I wouldn't trust system integrity after it had been running. I have enough trouble exiting cleanly in the JPEG viewer and that is totally O/S and memory legal... so Starball (which isn't) I would trust about as far as I could comfortably spit a rat.

Dave Oldcorn
V11 Software

1661. Re: UK Atari show

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 08:57:46 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cu0623.M8n@westminster.ac.uk>
Source record: 182792

Iain.Laskey@barclays.co.uk wrote:
: I went to a UK Atari show yesterday. It wasn't particularly large but what and
: who were there was good. I finally got to see a Medusa running. Very nice,
: complete with 105Mb Syquest and other bits. It looked seriously fast. The New ST
: Emulator for PCs, Janus was also on show. This too looked impressive although I
: suspect the UK price will be a little too high for my pocket.
: There were 2 different colour digitisers, some cheap TTs and Stacys(!), That's
: Write 3, the new Speedo 5 and lots of bargains. Nearly every stand was armed with
: Falcons with a few TTs. Calamus SL and other such heavyweights were being demoed
: to good effect.
I went to the same London Atari show....and boy, was I impressed! It
was in a smaller space than the Gasteiner one a few eeks ago....but was
much better.....

As I do UK support for some foreign Shareware programs, I received a
few shareware fees, and i also regsitered for shareware while there.

I also got to meet all the guys who I've known from the net. Joe
Connor, Graeme Rutt, and Vic Lennard. I now write some for Vic and ST
Review, and so it was good to meet these guys.

Karl gave me a very good Demo of the Medusa....and I just fell in love
with it. It's a really good machine...and fast....

David Encill from Titan gave me a demo of APEX Media...the image
processing program, but Dextrous was still not to be seen. 8(

One thing surprised me.....HiSoft were not there....

Another thing surprised me...Best Electronics were there....

I got my Key Clicks from them....a 15 minute job, and my keyboard feels
a lot better.

Overall, a very good show.....there was no stuff like PCs are better
than Ataris, etc. The whole plave was full of Ataris....and so many
people.....you wouldn't normally realise that so many people have an
Atari. I was there with leaflets about my User Group (a new one just
formed), and i got responses from these.

Who said the Atari market is dead?

Dan.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk

danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

1662. Re: UK Atari show

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 09:02:49 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cu06AH.MCw@westminster.ac.uk>
Source record: 182793

Forgot to mention...a report about the London show, as well as some pics will be appearing on hensa's WWW pages, if you are lucky enough to have access to WWW browsers.

http://micros.hensa.ac.uk/

Give me till Tuesday next week for the report to appear...

Dan.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

1663. Re: zoo

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 09:23:23 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cu078r.7E@westminster.ac.uk>
Source record: 182794

Scott Bigham (dsb@duke.cs.duke.edu) wrote:
: From the Holy Book of <31ovo1$edb@pith.uoregon.edu>
: as spake by shall@oregon.uoregon.edu :

: Get Mint/Utilities/bmintzoo.tos at a.a. It's the one I use, and I've
: never had a problem with it.

: directory /packages/atari/umich. I don't know whether or where this
: particular file is on Hensa.

Sorry to disappoint you, but I haven't got round to installing many MiNT packages on HENSA, yet. I still have to recover the backlog of file that didn't appear on HENSA, since the Atari section was neglected for a very long time. I also have to keep up with new files appearing, and and and....

But I promise you....loads and loads of backlog files, as well as new ones will be appearing on hensa.....

Back to the point.....

The tools index for Atari, has IMHO, got the latest tools for archiving, etc. I have also put them all in self extracting TOS format. Zoo 2.1 is the latest version that I know about.

you want the file:

micros/atari/tos/tools/zoo21.tos

This is the full version, and comes with all the necessary docs. If you have any problems, then mail me, and I'll try and help.....I've used this program like anything.

Oh, file size: 89500

Hope this helps.

Oh, and Scott.....know what's happening about the Heat n Serve mailing list? Is it coming back?

Dan.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

1664. Re: Die Siedler/The Settlers for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 10:06:22 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <31qeiu$ku9@irz401.inf.tu-dresden.de>
Source record: 182796

In article <1994Aug3.124745.43909@yogi>, minidis@urz.unibas.ch writes:
>Hi, does the game DIE SIEDLER (german title, english
>probably THE SETTLERS?) exist for the atari?
>Alexander
NO! Blue Byte doesn't makes any atari-conversion anymore.

Matthias

1665. Error dumping emacs 18.59 under mint

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 10:37:12 UTC
From: dave.buss@studorg.uio.no
Message-ID: <31qgco$a33@hermod.uio.no>
Source record: 182797

The error message was "Symbol's value as variable is void:disabled.

So, is emacs 18.59 workable for atari ST ?

Thanks.

Chuck

1666. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 10:44:26 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.BHAAZbh9_2c@albemuth.equinox.gen.nz>
Source record: 182554
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

rincewind@discworld.oche.de (Michael Schwingen) writes:
> Self extracting archives are a pain - you can't look what's in before
> extracting, plus they consume extra file space and download time due to the
> build-in extractor routines.
> Furthermore, they don't profit from new packer/depacker versions. If I
> install a new lharc which runs twice as fast on my computer, the TOS archives
> still depack with the old, slow speed.

Well, this is not completely true. Most self-extracting archives on the
Atari though are either based on ZIP archives or LZH archives. Both
STZIP and LHarc allow you to load and treat them just like any other
type of archive.

Cheers,
John
--
|John Collis: Email in order of preference
| john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|or: John Collis at 3:770/105.7 @ fidonet.org
|Phone: +64-3-379-8921

1667. Re: UK Atari show

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 11:01:20 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <31qhq0$6lm@percy.cs.bham.ac.uk>
Source record: 182702

Iain.Laskey@barclays.co.uk writes:
>I went to a UK Atari show yesterday. It wasn't particularly large but
>what and who were there was good. I finally got to see a Medusa
>running. Very nice, complete with 105Mb Syquest and other bits. It
>looked seriously fast. The New ST Emulator for PCs, Janus was also on
>show. This too looked impressive although I suspect the UK price will
>be a little too high for my pocket.
>
>There were 2 different colour digitisers, some cheap TTs and
>Stacys(!), That's Write 3, the new Speedo 5 and lots of bargains.
>Nearly every stand was armed with Falcons with a few TTs. Calamus SL
>and other such heavyweights were being demoed to good effect.

Also, DA's Layout TC, Interface, MagiC, Ease, Neodesk 4, DA's
Picture, CaTTamaran board...

>One stand, System Solutions, estimated they had shifted GBP20,000 over
>the 2 days. Early on Sunday, the boss turned around and said 'Where
>did all the Falcons go?' All sold! with several outstanding orders
>too. I saw many people walking around with new Falcon boxes under
>their arms plus a fair few with Apple CD300 cdroms.

They didn't get any orders for Medusas though :-(It *felt* about
twice as fast as my unaccelerated TT; but there were a few 'funnies'
because the disk interface was 32-bits wide and some programs break
'cos they hit the hardware (etc).

>Finally, it was good to see Bradly from Best Electronics over from the
>US again with his table top of the wierd and wonderful in Atari
>spares.
>
>On the whole, a small show but with the amount of heavyweight
>applications and hardware plus utilities, extras and even a few new
>games being demoed, it was reassuring to know the ST is still far from
>dead.

Hisoft were advertised as attendees; they never showed. Maybe they
didn't want a deluge of "Where's Papyrus???" queries!
--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1668. Re: UK Atari show

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 11:01:39 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <31qhqj$bvj@bognor.barclays.co.uk>
Source record: 182677

In article <Cu0623.M8n@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta) writes:

|> I also got to meet all the guys who I've known from the net. Joe
|> Connor, Graeme Rutt, and Vic Lennard. I now write some for Vic and ST
|> Review, and so it was good to meet these guys.
That was the main reason I went, to meet all my CIX cohorts. I've written a few bits for STR too an was looking forward to meeting Vic.
Why not join CIX? There are a lot of familier names there.

|> One thing surprised me.....HiSoft were not there....They were at the Saturday one but sickness meant they had to pull out of the SUnday one.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

1669. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 11:30:19 UTC
From: diehl@io.org
Message-ID: <31qjgb$sl8@ionews.io.org>
Source record: 182705

> In fact, Starball was the program i'd refering to. I also want to
> registre, (if it wasn't for a very annoying bug in it). And i also said
> it was no excuse for not paying. Just mention one of the problems with
> shareware.

Indeed, it is an inherent problem, I suppose, with Shareware, in that to get the program, or at the very least to send money for it, you must send your dosh to wherever the author lives (r the PD library he/she deals through, which would likely be near where they live as to make no difference anyway). Generally, this can often get costly. But I figure that even with exchange rates as they are and the cost of mailing a money order or cheque or somesuch to that person, it still comes out cheaper than if the program were commercial and you bought it from a store, so it is still a deal.

Especially where Starball is concerned. Five quid is far more than reasonable IMHO for such a quality game.

> Maybe someone could help you. at least it's worth a try.

One of my beta testers has a Falcon030 w/ TOS 4.02 and 4 megs. However what is required to get Fansi to work perfectly on a Falcon in 640x480 would require me commandeering his machine several hours a day for several weeks. By that time, I think, he'd likely be sick of the sight of me. :-)

_____ _____ _____ _____
____<____ >/ __ // ____/ ___ Tail of ________ Eric March _____
_____> // <_/ // <___ ___ The Comet ______ diehl@io.org _____
_____<_/<_____/<_____/ ___ Productions ____ "ANSI? FANSI!" _____

1670. Re: Starball, ARGH!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 11:34:18 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EHEMCJUW@dksoft.ping.dk>
Source record: 182722

In <31nkvk$4r0@m1.cs.man.ac.uk> David Oldcorn wrote :

>|> Will this new version also be able to accept a score of more than 100mill.
>|> The version i tried didn't manage that. It sat my score for some randomize
>|> number between 25-40mill when it ran above 100mill. This happened to me twice
>|> in the same play.
>|>
>|> Greets
>|> Kim
>
>Ahhhh.... errr somebody found that bug.... hey weeeelll you're just too good for us
>(I must admit I honestly thought it couldn't seriously be done...) but it will be
>fixed!

And it couldn't. My score went back everytime i reach 100mill 8-)

Greets
Kim

--

-- --
UPoint News-Signature
-- --

1671. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 11:35:58 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EHEMCJUZ@dksoft.ping.dk>
Source record: 182723

In <31lvp3$8j9@mudraker.mtholyoke.edu> Rick Flashman wrote :

>You can give software as a present or sell it second hand, but you CAN'T
>then keep a copy! That would be piracy. Think about it, you are creating
>two copies from one original.
>

I did say borrow his original disk's. If i didn't thats was what i meant.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

1672. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 11:40:22 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EHEMCJVC@dksoft.ping.dk>
Source record: 182724

In <31o9nh$bqp@mudraker.mtholyoke.edu> Rick Flashman wrote :

>> Wrong. We both order a copy.
>
>I apologize, I mis-read your letter.

No problem.

>
>> My next step will be a direct call to his board, (probably cost me alot
>> of money, but they doesn't seem to care), as this seems like beeing the only
>> way i can make sure he gets my message.
>
>Have you tried writing a letter (on paper)? It's quite cheap and usually
>works best for developers that are hard to reach online.
>

Why should i need to do that, just tell me. This guy got several support BBS's which should port all information to him. He also is online at the same net as i am, (in the same area also). Just give me one good reason to write him snail-mail then. And what would i gain. If he ignores my echomail and netmail, why shouldn't he just ignore my snail-mail then. (I'm not sayin thats what he's doing, but since i don't get any answers i can't tell).

Greets
Kim

--

-- --
UPoint News-Signature
-- --

1673. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 11:43:18 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EHEMCJVF@dksoft.ping.dk>
Source record: 182725

In <31o9t8$bqp@mudraker.mtholyoke.edu> Rick Flashman wrote :

>Maybe I'm being dense or something. What do you mean by "crack it"? I have
>no idea what this means. If it was a copy protected program, I would guess
>that means to remove the copy protection. Otherwise, I have no clue.
>Convert the exectable back into assembler? Can you clarify, please?
>

As far as i know, it do means that the pirate will remove any copyprotection
from the original disk, so they'll able to spred more copies without any
limit's. Also key's and codes are beeing changed so the user can use the
software without any limits, as bought.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

1674. Re: The future of Atari Computers

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 11:57:24 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1994Aug4.115724.14654@apgea.army.mil>
Source record: 182733

In article <31pu7b$p05@search01.news.aol.com> myrddine@aol.com (Myrddin E) writes:
>Hello
>
>I would like to engage in a little mental excercise here.
>
>If Atari were to attempt to re-enter the Personal Computer market in a
>meaningful way, how should they do it?
>
>What type of platform and architecture should a new design follow? CPU
>type? Bus architecture?
>
>What type of OS (personal choice here would be a Mach based system that
>would look like NeXT: NeXT Lite?)? Should there be a TOS compatibility
>layer?
>
>Anyway, just interested in what people think

Well, I am not expert, but here is what I think.

1. Atari should concentrate on the Jag. When (if) Atari becomes fat from
fees from game makes, then look at computers again.
2. They should look at a hybrid of the Jag and the ST. Try to reinvent the
concept of the home computer or the HC. Atari will never be able to
compete in the PC market.
3. The market(s) they should aim for:
a. people who want to get a computer but don't want to spend $1000.
b. Present atari loyalist
c. People who want to get they kids a computer but don't want to
spend $1000 for a toy
4. The system: 68k based, compact case, rfmodulator and rgb, 3.5 floppy,
cdrom. It should be ST TOS compatible and atlest run JAG cds. The cost
should be under $500.
5. advertise!

Robert Merritt
-* Disclaimer: Opinions posted here are mine and not of my employer
-*"There is always death and taxes. However death doesn't get worse every year"

1675. Binary Sounds Announcement!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 12:06:43 UTC
From: bondservant@delphi.com
Message-ID: <Zm5RkCD.bondservant@delphi.com>
Source record: 182800

Binary Sounds
ANNOUNCES !!!
We have taken over the marketing and distribution and support of The
MidiTrack ST Series (Smpte/Edit/EasyTrack), GenEdit, EZ-Score and MidiMaze
of Hybrid-Arts Fame. Stefan Daystrom will continue support and upgrading
of the MidiTrack ST Sequencers. We are also lowering prices to make
our products some of the best values for the amateur, semi-pro and
pro musician!

List prices are as follows , in addition we are offering special
pricing thru Oct-31-1994 as an incentive to get to know us.Demo's
will be available on Genie, Delphi and Compuserve as well as the
Midiworld BBS and other fine BBS's in your neighborhood!

SmpteTrack Platinum 7.1 W/SMPTEmate Plus...To be announced Soon!

EditTrack Platinum 7.1...List $149.95...Special $ 99.95

EditTrack/SmpteTrack Upgrades to Platinum 7.1 (software and manuals only)
From Gold 6.xx ....List $ 70.00
From before 6.xx.........List $ 95.00

EditTrack Gold...........List $ 89.95...Special $ 59.95

EasyTrack................List $ 24.95...Special $ 19.95

GenEdit 2.0..............List $124.95...Special $ 99.95

EZ-Score Plus............To be Announced Soon!!

MidiMaze.................List $ 24.95...Special $ 19.95...2 for $35.00

All prices are in U.S. Dollars plus shipping and handling.

For all those Platinum user who received Gold Manuals with addendums
we now have Platinum Manuals available for $18.95 plus shipping.

Binary Sounds is operated by:
Rick Ladage and Bob Semaan in Houston, TX. USA
We can be reach by E-mail or snailmail or tele or fax!

Rick Ladage
Genie...R.Ladage
Delphi...Bondservant
Internet...bondservant@delphi.com

Bob Semaan
Genie...B.semaan
Delphi...Bosem

Internet...bosem@delphi.com

Binary Sounds
431 Oak Dale
Houston, Tx. 77477 USA
713-776-9118 9am-9pm Cental Time Mon-Sat
713-449-3129 6pm-9pm Tue-thurs

look for us in the Binary/Barefoot/Hybrid areas of Genie,Delphi and Compuserve

1676. Re: Toad Catalog Out (Finally!)

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 12:32:03 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Aug4.123203.23380@news.unige.ch>
Source record: 182706

Does anyone know if it is possible to order from Toad in Europe?
And ditto to obtain a catalogue and price list here?
Mike
****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

1677. Re: New Falcon (&ST) case...Cheap!

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 12:53:57 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cu0Gzr.BGo@westminster.ac.uk>
Source record: 182737

Sam McGee (sammcgee@crl.com) wrote:
: I just read an article in STReview about the DeskTopper, a new Falcon
: case for extra hard drives and big accelerator boards. Does anyone know
: how we money-spending Yanks get System Solutions goodies? They should
: have an e-mail ordering address.

They are e-mailable...on:

ssolutions@cix.compulink.co.uk

Tony Campo will reply.

: ps case+keyboard shell=100 UK pounds

Also, if you want extra things, you goto add on:

To bring disk drive from the side to the front: 19.95 UKP
Power Up -- Move the reset and on/off switch to front: 14.95 UKP
Hard Drive kit....cables....19.95 UKP

Dan.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

1678. Re: Editing Lisp

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 13:01:02 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cu0HBJ.BtC@westminster.ac.uk>
Source record: 182746

Mattias Engdeg&#65533;rd (f91-men@alv.nada.kth.se) wrote:
: Does anyone have an editor suitable for Lisp/Scheme code? Counting parentheses
: is a must, lisp-sensitive indentation would be nice. An editor which can be
: programmed to do either is fine, too. Since I am constrained to an
: old 1 meg ST with no hard disk, GNU emacs isn't the answer :-(.

Try Everest, now at v3.3e.

You may find it at hensa, under micros/atari/tos/n/n139/

Dan
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

1679. Atari 1040St Word Process

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 13:08:00 UTC
From: dan.dreibelbis@f422.n250.z1.tor250.org
Message-ID: <4852e6a9@f422.n250.z1.tor250.org>
Source record: 182557

yes, there IS an Atari Works - made by Atari themselves. It comes with a word processor, database, and a spreadsheet. There are a few problems, though, in that it requires at least 2 megabytes to run properly, AND it suffers from a printing problem called "Black Page Syndrome" (the latest version anyway).

Others you may want to consider:

First Word Plus (venerable word processor, rock solid with a LOT of nice features - however, GST Software has just told their ST clients to take a flying leap in regards to support, since they have bigger fish to fry (IBM))

That's Write 3 (by Compo Software, really nice, lots of features, and you can use Bitstream's SPEEDO fonts with it. Compo right now is probably the BEST company with support for their products word-processor wise)

Protext 6 (the choice of a lot of European users)

Marcel 2.34 (a shareware offering, looks pretty powerful)

dB Writer (a FREEWARE word processor that also has a lot of great editing/formatting/layout features.

... In the space ship, the silver spaceship, the lion waves goodbye
___ Mountain Reader II - #00000007

1680. Re: Hard drive virus checker

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 13:17:18 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <31qpou$t7v@msuinfo.cl.msu.edu>
Source record: 182716

In article <775967198.1@mettav.exnet>, Graham.Irvine@mettav.exnet.com
(Graham Irvine) writes:
>It was none other than Matt McAlister that wrote on 29 Jul 94 that ,
> MM> Can someone recomend a good virus protection program for the hard
> MM> drive. A good public doamian one preferably. Or can you tell me the
>
>Sagrotan . Has extensive HD virus library facility's including Link virus's

Anyone know if there's an english version floating around? I've come
across Sagrotan before, but not being fluent in German it's of little use
to me.

BTW, I mentioned Protect6 a while back as an excellent shareware solution,
but I thought I'd add Ultimate Virus Killer v6 (UVK6) to the list. This
is supposed to be the best virus detector/killer package available for the
ST/STe/TT/Falcon computers, and can even recognize the new and virtually
undetectable "Beilstein" virus. It's listed as US$29.95 in the new TOAD
catalog. For the best protection, this may be the way to go. ST Format
has a demo on the cover disk of issue 57, along with a fully working
version of Protect6.

Thanks,
Tom
hopper_t@msupa.pa.msu.edu

1681. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 13:27:13 UTC
From: avg@cwi.nl
Message-ID: <Cu0IpD.CHH@cwi.nl>
Source record: 182750
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

vctec@westminster.ac.uk (Denesh Bhabuta) writes:

>You can look into self extracting archives......unzip allows it at
>least...I can't remember if LHarc allows it, but ST-Zip does.

The LHarc executable itself contains other files, so I suppose LHarc
can look into self extracting archives as well. (Perhaps a bad case
of abduction?)

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901
--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

1682. Re: Storm 1.02 Zmodem Help

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 13:38:17 UTC
From: mbmccabe@bronze.coil.com
Message-ID: <31qr09$1ho@bronze.coil.com>
Source record: 182651

I still haven't had a single hitch using STorm's Zmodem.
--
"The reasonable man adapts himself to the world; the unreasonable one
persists in trying to adapt the world to himself. Therefore all progress
depends on the unreasonable man." -- George Bernard Shaw
-=-=-=-=- Matt McCabe -=-=-=-=-=-=-=- mbmccabe@bronze.coil.com -=-=-=-=-

1683. Re: The future of Atari Computers

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 13:42:55 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <31qr8v$t7v@msuinfo.cl.msu.edu>
Source record: 182736

In article <1994Aug4.115724.14654@apgea.army.mil>, rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) writes:
>In article <31pu7b$p05@search01.news.aol.com> myrddine@aol.com (Myrddin E) writes:
>>Hello
>>
>>I would like to engage in a little mental excercise here.
>>
>>If Atari were to attempt to re-enter the Personal Computer market in a
>>meaningful way, how should they do it?
[deletia]
>1. Atari should concentrate on the Jag. When (if) Atari becomes fat from
> fees from game makes, then look at computers again.
>2. They should look at a hybrid of the Jag and the ST. Try to reinvent the
> concept of the home computer or the HC. Atari will never be able to
> compete in the PC market.
>3. The market(s) they should aim for:
> a. people who want to get a computer but don't want to spend $1000.
> b. Present atari loyalist
> c. People who want to get they kids a computer but don't want to
> spend $1000 for a toy

Agreed on all three (six) points. I've come across a number of people who buy computers rather than TVs or game consols for their kids; the kids can still play games, especially with CD, but it also becomes a learning tool. This sort of market might be a good place for Atari to look in to in the future. The only problem: they would need some really good software for games, education, and productivity, and that software would have to be supported for several years.

>4. The system: 68k based, compact case, rfmodulator and rgb, 3.5 floppy,
> cdrom. It should be ST TOS compatible and atlest run JAG cds. The cost
> should be under $500.

I agree with rfmofulator, RGB, and 3.5" HD floppy. CDROM should be an option ($200+-), it should be in a TT (MegaSTE) case, to allow for third-party upgrades/enhancements/emulators/etc. The chipset should not be 68k; within a couple of years that chip will probably be available in only limited quantities anyway. Perhaps a low-end PowerPC chip (maybe 603?), assuming it takes Atari a couple of years to get back in the swing of things.

Say $900 - $1100 for a system packaged with monitor and software (say Atariworks, breakout, and a graphing ProCalc) in a 4/150 or maybe 8/150 configuration.

It should also have true color capabilities, not less than 8-bit stereo sound, and a true multitasking, windowed OS.

>5. advertise!

If Atari had done some real advertising in the past five years, they probably would still be making Falcons, so I think Atari management should be tied down and forced to listen to that statement for a couple of days. :-)

FWIW,
Tom
hopper_t@msupa.pa.msu.edu

1684. IDE drives

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 14:22:43 UTC
From: foltin@cherokee.nsuok.edu
Message-ID: <1994Aug4.142243.19181@cherokee.nsuok.edu>
Source record: 182655

I have a Seagate ST-157A drive and would like to use it with my
520ST (1meg). I have read various postings and faq's about
adapting drives to the ST, but seem to have missed any info on
the IDE drives. About a month back there was some info in a
posting about someone working on adapting IDE drives. Is there
any info available on how to do it?
Thanks for any help.

Bela Foltin

foltin@cherokee.nsuok.edu

1685. Kawai Soundrobot sought..

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 14:46:38 UTC
From: cczdvh@unicorn.nott.ac.uk
Message-ID: <31qv0e$huc@unicorn.ccc.nottingham.ac.uk>
Source record: 182659

Greetings Atarists.. Im "desparately seeking" a copy of a German PD
program called K4 Soundrobot. It is an Editor/Librarian for the Kawai
K4 synthesiser. It was mentioned in my last issue of ST Applications but
I've had no luck at all so far in finding it. If anyone knows of an
anonymous FTP site which has it or if some kind soul could uuencode and mail
me a copy I will personally burst all over them with gratitude ahem....

Thanks in advance.

Dave Valentine-Hagart

1686. Re: Toad Catalog Out (Finally!)

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 14:51:51 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <31qva7$e0u@mailer.fsu.edu>
Source record: 182744

Mike Morris (mike@divsun.unige.ch) wrote:
> Does anyone know if it is possible to order from Toad in Europe?
> And ditto to obtain a catalogue and price list here?

You might try sending email and asking about this. Their address is:

toad@genie.geis.com

You might be able to do credit card orders via email.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1687. Re: The future of Atari Computers

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 14:56:39 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1994Aug4.145639.22532@apgea.army.mil>
Source record: 182726

In article <31qr8v$t7v@msuinfo.cl.msu.edu> hopper_t@msupa.pa.msu.edu writes:
>In article <1994Aug4.115724.14654@apgea.army.mil>, rcmerrit@apgea.army.mil
>(Robert C. Merritt <rcmerrit>) writes:
>>In article <31pu7b$p05@search01.news.aol.com> myrddine@aol.com (Myrddin E)
>writes:
>>>Hello
>>>
>>>I would like to engage in a little mental excercise here.
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>>>If Atari were to attempt to re-enter the Personal Computer market in a
>>>meaningful way, how should they do it?
>[deletia]
>>1. Atari should concentrate on the Jag. When (if) Atari becomes fat from
>> fees from game makes, then look at computers again.
>>2. They should look at a hybrid of the Jag and the ST. Try to reinvent the
>> concept of the home computer or the HC. Atari will never be able to
>> compete in the PC market.
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>> a. people who want to get a computer but don't want to spend $1000.
>> b. Present atari loyalist
>> c. People who want to get they kids a computer but don't want to
>> spend $1000 for a toy
>
>Agreed on all three (six) points. I've come across a number of people who
>buy computers rather than TVs or game consols for their kids; the kids can
>still play games, especially with CD, but it also becomes a learning tool.
>This sort of market might be a good place for Atari to look in to in the
>future. The only problem: they would need some really good software for
>games, education, and productivity, and that software would have to be
>supported for several years.
>
>>4. The system: 68k based, compact case, rfmodulator and rgb, 3.5 floppy,
>> cdrom. It should be ST TOS compatible and atlest run JAG cds. The cost
>> should be under $500.
>
>I agree with rfmofulator, RGB, and 3.5" HD floppy. CDROM should be an
>option ($200+-), it should be in a TT (MegaSTE) case, to allow for
>third-party upgrades/enhancements/emulators/etc. The chipset should not be
>68k; within a couple of years that chip will probably be available in only
>limited quantities anyway. Perhaps a low-end PowerPC chip (maybe 603?),
>assuming it takes Atari a couple of years to get back in the swing of
>things.
>
>Say $900 - $1100 for a system packaged with monitor and software (say

>Atariworks, breakout, and a graphing ProCalc) in a 4/150 or maybe 8/150
>configuration.

But then your talking about a PC again. If the complete system is ~$899,
People will buy a cheap intel box runing dos/windows/hack of two. Atari's
only hope is the reinvent the home computer market. I can see the point
about the TT case. As for the chip set, I don't think PowerPC is the way to
go. First off, it will become instantly incompatable with all existing
st software. Atari can't do that. They did that with their 8bit line and
it cost them dearly. A million users isn't anything in the pc world, but
a million advocates is a good starter base. But lets face it, for the most
part, the pentium and the powerpc were created souly to run software
kludges that existed back in 83-85 after and to allow multi-tasking.
Basically, to cut to the bone, its to allow GUI multimedia games on
systems that barely can keep themselves running. I just feel that a 68k
based ST with the Jag chip set could make games that bounce all over PC
games. As for applications, there is already descent applications for the
ST. I'm sure that will enough units, they could be updated to satisfy any
home computer user. The CDrom is very important. They can be made for
about $40. They aren't a huge added cost if the computer has one built in.
The idea is that the programs would mostly run from the CD rom and store
data on floppy. This solves the ever shrinking HD space problems.

>It should also have true color capabilities, not less than 8-bit stereo
>sound, and a true multitasking, windowed OS.
>
>>5. advertise!

I guess. The ST has a GUI os. Whether is should be multi-tasking or not
should be optional. Lack of multi-tasking hasn't hurt the PC one bit.
(and I don't feel that windows multi-task). As for True color and 8 bit
stereo, doesn't the Jag chip set have that?

>
>If Atari had done some real advertising in the past five years, they
>probably would still be making Falcons, so I think Atari management should
>be tied down and forced to listen to that statement for a couple of days.
>:-)
>
I think we ALL can agree on that.

>FWIW,
>Tom
>hopper_t@msupa.pa.msu.edu

Robert Merritt
-* Disclaimer: Opinions posted here are mine and not of my employer
-*"There is always death and taxes. However death doesn't get worse every year"

1688. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 14:59:12 UTC
From: Colin.Campbell@mettav.exnet.com
Message-ID: <776032374.2@mettav.exnet>
Source record: 182743

Hutch bibbled on 2 Aug 94 to All...

>> Wrong. There are "two" users involved on "two" different computers.
>> Doesn't matter if the software isn't being run at the "same time".
>> That still violates both U.S. and European copyright laws. This
>> about it, "two" people are using the software, yet only "one" copy
>> was bought.
>>
>> This sounds rather odd to me, Rick. So that means we can't give
>> software as presents nor can we sell second hand software? I hardly
>> see the point of preventing people from borrowing s/w from one
>> another....
> To clarify what I think Rick Flashman really meant...
>
> Copyright laws have nothing at all to do with you loaning (or selling)
> your _original_ software (including ALL copies, manuals, etc) to a
> friend as long as you do not keep a copy while the other person is in
> possession of the original (including hard disk installations). As
> intellectual property, it is much the same as loaning a book to a
> friend (fortunately for book publishers, it is much more
> difficult/expensive to copy a book than a floppy disk).

Yup, got it! Thanx matey.

> You should realize, however, that as the owner of the software YOU may
> be held liable should your friend make an illegal copy of the loaned
> software!

Are you sure about this? Surely the law can't reasonably expect me to follow this friend around all day looking over his/her shoulder all the time, or can it?

> Granted, certain software companies grant rather odd LICENSING rights
> that severely limit what you may or may not do with the software, but
> those vary widely and are really catch-as-catch-can as far as their
> reasonableness is concerned. Most agreements have back come down to
> earth, fortunately.

The thing with these "licensing" agreements that you see on certain packages is that nobody actually reads them! Well, I don't for a start. It's all legal gibberish and makes very boring reading - even if you can understand all its nuances. :)

> At least I THINK that's what Rick meant. ;-)

Yes, he's clarified it up himself... It's just the way he originally phrased it had me thinking of something else! :)

Col

Gabber system: Col@Bibble.Mettav.exnet.com

* Origin: ~~ Col's Burblings... ~~ (100:101/12.4)

1689. Re: what's sms2?

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 15:01:10 UTC
From: yockneyj@cs.man.ac.uk
Message-ID: <31qvrm$ll2@m1.cs.man.ac.uk>
Source record: 182657

In article <314h68$k8t@pith.uoregon.edu>, shall@oregon.uoregon.edu (Stanley Wayne Hall) writes:
|> Saw an article in ST Format, I believel, that showed the Furst ltd. product
|> SMS2 that seems great. Hope you've seen it. What do you know/think/speculate?

I _know_ that it's an alternative operating system to TOS
and is compatable with: QDOS, Minerva, SMSQ and Argos.
I also know that it's also available from another company
(Merz) in Germany, though whether they and Furst provide
the same product or different implementations of SMS2
I don't know.

I also know that many people say they have seen and/or
used the Furst SMS2, so it isn't vapourware.

I _think_ SMS2 (from experience of similar OSes and
having read an awful lot about SMS2) is one hell of
a lot better than TOS and even nicer than system 7 on
my applemac or windows on a pc.

I _speculate_ that someone is going to start up a magazine
for SMS2 computers in Europe soon, and it might even be
me...

I _enquire_ whether you saw an advert or a review, since
if it has been properly reviewed in the ST press I want
to read what they had to say about it!

Jennifer

1690. Hardrive for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 15:12:24 UTC
From: lannie@ins.infonet.net
Message-ID: <31r0go$op3@insosf1.infonet.net>
Source record: 182727

I have a SCSI hardrive for sale. Iy is a Maxtor
3.5" 130 Meg drive. I used it on my 1040ST fro 6 months.
I then went to an IBM (yuk) and have to sell the remaining
parts. Best offer takes it.

Lannie Schafroth
Lannie@ins.infonet.net

1691. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 15:45:29 UTC
From: daveh@netcom.com
Message-ID: <davehCu0p3t.918@netcom.com>
Source record: 182669

```
: >: DH>Self extracting TOS acrchives are much nicer. Saves all that tedious
: >: DH>looking around for the correct archiver, I wish all archives were self
: >: DH>extracting.

: Haven't you guys ever heard of installing as application? All I do is double
: click on a zip,arc or lzh file and the appropiate utility starts with my file
: already load and ready to extract! With a tos extension I have to do a trial
: and error to find which one it was packed with! This is stupid! We aren't all
: brain dead and helpless!
: Just my 2 cents worth!

Oh yes I do just that but then I find the archive is packed with say
gzip not one of the half dozen or so archivers I already have so its
off to the archive sites to get yet another archiver. I have also have
problems were I double click on an archive anly to find that the Lharc
(or whatever) that executes can't handle that file so its of the the
archive sites to grab another version.

As for having to guess the archiver used for self extracting archives
perhaps we should use somthing like gemini2.zip.tos? Or standadize on
an underlaying archive type for self extracting archives.

Dave.
```

1692. Re: The future of Atari Computers

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 16:52:10 UTC
From: brad@tazboy.jpl.nasa.gov
Message-ID: <BRAD.94Aug4095210@tazboy.jpl.nasa.gov>
Source record: 182729

In article <31pu7b$p05@search01.news.aol.com> myrddine@aol.com (Myrddin E) writes:

Path: elroy.jpl.nasa.gov!usc!howland.reston.ans.net!europa.eng.gtefsd.com!newsxfer.itd.umich.edu!uunet!newstf01.cr1.aol.com!search01.news.aol.com!not-for-mail
From: myrddine@aol.com (Myrddin E)
Newsgroups: comp.sys.atari.st
Date: 4 Aug 1994 01:27:07 -0400
Organization: America Online, Inc. (1-800-827-6364)
Lines: 20
Sender: news@search01.news.aol.com
NNTP-Posting-Host: search01.news.aol.com

Hello

I would like to engage in a little mental excercise here.

If Atari were to attempt to re-enter the Personal Computer market in a meaningful way, how should they do it?

What type of platform and architecture should a new design follow? CPU type? Bus architecture?

What type of OS (personal choice here would be a Mach based system that would look like NeXT: NeXT Lite?)? Should there be a TOS compatibility layer?

Anyway, just interested in what people think

I think they should get out of the Personal Computer hardward business an just port thier software to a PREP complient architecture. The PowerPC is fast enough to emulate a 68K faster than most Atari STs. If you could sell the system software for $150 or less then parents probably wouldn't mind buying this for the kids if they have already got the PREP machine to run OS/2 (or whatever) for themselves. If enough games and home user programs worked under emulation this would support enough of a startup market. The next step would be to develop PPC native apps that took full advantage of the hardware. All of this is assuming that lots of companies start producing PREP complient machines so that prices are driven as low as possible.

Brad

1693. STE Dallas Clock Driver needed

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 16:57:56 UTC
From: coffey@ucssun1.sdsu.edu
Message-ID: <31r6ml$lc4@pandora.sdsu.edu>
Source record: 182671

I just had a Dallas Clock (SmartWatch by Delkin Devices) (28 pin)
installed in my 1040 STE. The clock software for the st only works for
a vanilla st or Mega ST. Does anyone know where I can get STE software
to read and set the clock?

Please reply by E-mail to coffey@rohan.sdsu.edu

Thanks in advance,

1694. Re: Brainstorm DSP JPEG and Speed of Light!

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 17:02:58 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940804Z170258.418dbrewood@nest.demon.co.uk>
Source record: 182747

In article <31ods0$jji@vishnu.jussieu.fr>
bourlon@gla.ecoledoc.ibp.fr "Marc BOURLON" writes:

> Beware : you must be a developper to get the JPEG decoder - but perhaps
> you're already one! - and someone told me that Atari US hadn't got the european
> Falcon
> devs lists.....which means they don't know us....

It was released publically, the decoder that is, the development docs are th
things you have to pay for.

--

==
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
==
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
==
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
==

1695. Re: Toad Catalog Out (Finally!)

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 17:52:51 UTC
From: sammcgee@crl.com
Message-ID: <31r9tj$c3a@crl5.crl.com>
Source record: 182735

Mike Morris (mike@divsun.unige.ch) wrote:
: Does anyone know if it is possible to order from Toad in Europe?
: And ditto to obtain a catalogue and price list here?

Try to send them email: toad@genie.geis.com

1696. Re: The future of Atari Computers

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 18:07:43 UTC
From: sammcgee@crl.com
Message-ID: <31rapf$cgb@crl5.crl.com>
Source record: 182745

I think Atari needs to upgrade their hardware like they did when they switched from the 8-bit to the ST. The hardware must be so advanced that people will buy it because it's radically powerful. Of course it would be backwards compatible with the ST in emulation mode. Atari can't compete with PC's in there arena, they must take computers to a higher level.

1697. Re: UK Atari show

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 18:22:15 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9408041736.AA00621@ilmen.lanl.gov>
Source record: 182712

In article 15l@bognor.barclays.co.uk, Iain.Laskey@barclays.co.uk () writes:
>I went to a UK Atari show yesterday. It wasn't particularly large but what and
>who were there was good.
[...]
>On the whole, a small show but with the amount of heavyweight applications and
>hardware plus utilities, extras and even a few new games being demoed, it was
>reassuring to know the ST is still far from dead.

Thanks for the comments about the show, Ian. I had heard it had the makings
of a good one and it's great to see it came out that way. The MIST show in
Indiana here in the US also turned out very nicely, although lots smaller.

Indeed, it is very good to know that what developers and publishers left
still support the Atari lineup with such fervor.

But why in the world wasn't HiSoft represented? They LIVE there, after all!

Cheers,

-Hutch- @ Fair Dinkum Tech

1698. Re: The future of Atari Computers

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 18:27:57 UTC
From: none
Message-ID: <none-040894122757@beethoven.la.utk.edu>
Source record: 182658

In article <1994Aug4.115724.14654@apgea.army.mil>, rcmerrit@apgea.army.mil (Robert C. Merritt <rcmerrit>) wrote:

> 3. The market(s) they should aim for:
> a. people who want to get a computer but don't want to spend $1000.
> b. Present atari loyalist
> c. People who want to get they kids a computer but don't want to
> spend $1000 for a toy
> 4. The system: 68k based, compact case, rfmodulator and rgb, 3.5 floppy,
> cdrom. It should be ST TOS compatible and atlest run JAG cds. The cost
> should be under $500.

Gee. Where have I seen a description like this before? Sounds like the original ST concept to me. A low-cost (<$1000) computer that current/former 8-bit and/or game machine owners would by, easy enough for a child to use, and based on the (then state-of-the-art) 68000 processor. Yep! That's a 520STfm alright (other than the CD-ROM, i.e.).

Atari probably never realized how much their consumer-oriented machine could do. But then along came Calamus and PageStream, and blew Pagemaker out of the water, not to mention the scores of MIDI users (not a month goes by that I don't see an ST in the background in a shot of a famous musician in the trade mags). Seems to me that Atari had their bread buttered and ready, they just didn't follow through with it. Sure, the Falcon's great! but that was the end of the line. Meanwhile Apple and IBM kept going, incrementing their 680x0 and 80x86 processors and adding more powerful and compatible peripherals while Mr. T was grandstanding instead of pouring in the profits.

Why can't somebody explain to the suits at Atari that although they're behind currently, with a little work, they could build the best machines around?

Eric White (wewhite@utkvx.utk.edu)
* Insert disclaimer of exclusivity here *

1699. Re: The future of Atari Computers

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 18:41:15 UTC
From: ritz@ritz.mordor.com
Message-ID: <Cu0x8r.FMn@ritz.mordor.com>
Source record: 182717

Public user (none) wrote:

: Why can't somebody explain to the suits at Atari that although they're
: behind currently, with a little work, they could build the best machines
: around?

With what money? For a company that expects to make a big splash in
the consumer electronics market, they are practically broke. Building
PC's/game consoles costs money. Advertising costs money. R&D costs money.

If Atari introduced a machine that was 10 times faster than a PowerMAC
at half the price, they still couldn't sell any because they can't even
afford to tell people about it.

I think the "suits" have figured that out (after all this time) and have
decided to concentrate on a market where they can possibly use their
name recognition to their advantage. Playing Don Quixote with the
personal computer market only weakens them further....

The computer business is over for them. Time to move on...

Chris
--
Christopher Mauritz | Ask me about public access unix
ritz@mordor.com | and interactive internet services.
Mordor International BBS | BBS: (201)433-7343,(212)843-3451
Jersey City, NJ | FAX: (201)433-4222

1700. ***** 1040 and 520ST system For Sale *******

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 20:19:34 UTC
From: gathings@cs.utk.edu
Message-ID: <31rigmINNpug@duncan.cs.utk.edu>
Source record: 182652
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The following are scanners I have with no docs or
drivers:

1) IBM model 3117
2) Golden Image Scanner Model Digital Eye 64
made by Kin-Tech Corp.

If any one has any of the drivers/docs for the above scanners,
please reply via email.

Thanks

Golando

1701. Re: The future of Atari Computers

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 21:41:06 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EHEWBCVC@ttgk.textlitho.nl>
Source record: 182561

In <31pu7b$p05@search01.news.aol.com> Myrddin E wrote :

>Hello
>
>I would like to engage in a little mental excercise here.
>
>If Atari were to attempt to re-enter the Personal Computer market in a
>meaningful way, how should they do it?
>
>What type of platform and architecture should a new design follow? CPU
>type? Bus architecture?
>
>What type of OS (personal choice here would be a Mach based system that
>would look like NeXT: NeXT Lite?)? Should there be a TOS compatibility
>layer?

Well, they could start by making the system board the size of a standard PC board, then they could take whatever computer case and plug the thing in. There would be room for CD-ROMS, Tape Streamers, Harddisks etc. A decent power supply is standard in every PC case so there will be no messing about with 'lame' power supplies.

As for architecture:

Let them set up a modulair system with 3 or 4 processor slots so people can decide what processor to plug in to run the software they need (or already have).
Make the whole I/O and memory mapping programmable (a sort of RAM based GLUE) so the whole construction is configurable by software. If you want to have a PC, just run the 'set hardware to PC' program and away you go, just run the 'set hardware to Atari ST/STE/TT/Falcon' utility and it's a truly compatible Atari.

The bus expansion system could be made in a similar way but the main thing is that the machine should be 'upgradable'. Us Atarians hate the PC world but fact is that through the PC systems modularity it can be turned into almost anything. If you want to have sound, plug in a sound card, if you want to have better sound, plug in a better card...

Only problem for all of this is that I don't think Atari will ever enter the computer market again, especially not when the Jaguar is going to be a hit, they will just 'invent' a better game computer next time.

Gert

--

-- --
Atari TT-Point
-- --

1702. Re: Atari/Amiga Article in EM

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 22:09:09 UTC
From: healy@nosc.mil
Message-ID: <1994Aug4.220909.2516@nosc.mil>
Source record: 182660

Yeah, the EM article seemed to have a reasonable tone, except that it gave the impression that Atari once supported its customers and doesn't anymore.

I think I'm getting close to the same level of support from Atari now that I was when I bought my 1040st in 1987 :-)

Mike Healy

healy@nosc.mil

1703. Re: NEC CD-ROM drive

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 22:14:59 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cu174z.2A5@cix.compulink.co.uk>
Source record: 182661

>a NEC CD-ROM drive to an ATARI ??. The drive in question is a

I have a NEC CDR-37 attached to my MSTE. I use an ICD host adaptor and the ICD Pro CD-ROM.XFS under MiNT 1.04.

AFAIK, MetaDOS *only* works with either:

a) Falcon
b) TT
c) Genuine Atari CD-ROM drive.

You don't have (c), so if you don't have either (a) or (b), then you've got a problem ;-)

Most people seem to reomend ExtendaDOS as a decent CD-ROM driver. Its supposed to be better than the ICD one I'm using.

As for playing audio CDs, then there is a shareware program AUD_CD20, which can be coaxed into playing audio CDs on a NEC. You need a config file (which isn't supplied.) This program is also AFAICR ST only (no TT or Falcon). Also I don't believe it is supported as shareware any longer as the next version has gone commercial.

The commercial version - AUDIO CD-MASTER 3.0 is better, and has the NEC config file supplied. Even so, I can't get all the features to work on my (admittably pretty obsolette) drive. Its probably my drive at fault.

There's a FAQ around here somewhere, and I can supply some more details if you want, although I'm away on holiday next week.

:-)

Roland.

@CiX

1704. Re: ATARI 1040ST WORD PROCESSOR

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 23:15:54 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <31rsra$1jg@golem.wcc.govt.nz>
Source record: 182728

In article <31o6q5$ln9@msuinfo.cl.msu.edu>, hopper_t@msupa.pa.msu.edu writes:
>In article <Aug.2.21.11.35.1994.14410@pilot.njin.net>, contardo@pilot.njin.
>net (Clement Contardo) writes:
>>A co-worker as asked me to ask what word processor(s) are available for the
>>1040ST system. These system are currently part of a network, but that
>>network is being discontinued. It is hoped that the computers can be used

>There are lots of excellent word processors, data bases, etc. for the
>Atari. If you have 2Mb RAM, then AtariWorks + SpeedoGDOS might be just the
>thing you're looking for. Call up TOAD Computers at 1(800)448-TOAD; they
>can help you out, and you can get their new 52 page product catalog, most
>of which is software for the ST/STE/TT030/Falcon030 computers.

Atari stated if you are using a 300/360 dpi printer it will just work with
a 4 meg machine will all acc/tsrs removed...

I also would not recomend it as its very buggy, and I don't for the fist time
user.....

There have been plenty of Demo versions on some of the UK mags, like
Protext 6 and Calligrapher...

I have been reading themessages regarding Atari Works on GEnie, a lot
of people think it stinks, even parts of the manual is upside down..

>>Clem C
>
>Tom
>hopper_t@msupa.pa.msu.edu

Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

P.S From a real person, not a Copy ! GEnie - r.sheppard5

1705. Wanted: Maniac Mansion & Zack McCracken

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 23:20:32 UTC
From: mattk@netcom.com
Message-ID: <mattkCu1A69.2u7@netcom.com>
Source record: 182670

A friend of mine would like these games...does anyone have them for sale
or any dealer that might be a good place to call?

Bye for now,
Matt (mattk@netcom.com)

1706. Re: PAK3/33 accelerator in MSTE (repost)

Newsgroup: comp.sys.atari.st
Date: 1994-08-04 23:35:47 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cu1Avo.7t7@cix.compulink.co.uk>
Source record: 182662
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>>I have a selfmade PAK3/030 running at 36MHz in my 1040ST - it works great. I
>>have tried Outside - it works if you use the supplied HDDRIVER instead of th
>>ICD harddisk driver (I have been told that it is sufficient to turn of the I
>>cache).

I seem to have missed the original of this message, but would be very interested in hearing some more about Outside on the PAK. I'm planning to use the ICD drivers so a possitive test would be *very* much appreciated.

Also How much memory do you have, and have you tried MiNT and/or GCC in it?

I'm *seriously* considering a PAK3 for my MSTE, but want to be sure of the Outside aspect before I buy. Mainly because I want Virtual Memory as well as speed.

Finally when you say the HDDRIVER is supplied, is it on the install disk or what?

Thanks

Roland.

@CiX

PS Please reply by mail as I'm away for a week or so, and my local site won't keep newsgroup stuff that long :-(

1707. Re: Enlarging Megafile 30

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 00:25:52 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <31s0ug$7t1@cxc1.cl.msu.edu>
Source record: 182734

dan.dreibelbis@f422.n250.z1.tor250.org (Dan Dreibelbis) writes:

>... Intel inside. Idiot outside.

My Falcon proudly displays its "Intel OUTSIDE" sticker everywhere it goes!
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

1708. SpeedoGDOS/Bitstream Fonts Sources?

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 00:29:54 UTC
From: frank@theshack.demon.co.uk
Message-ID: <776046594snz@theshack.demon.co.uk>
Source record: 182694

Does anyone know of an ftp source for SpeedoGDOS/Bitstream fonts?
I've seen the small selection on umich, and I was wondering if anyone
had come across any others?

--

==
Frank Charlton : ST Format Software/Hardware Reviewer
Email : frank@theshack.demon.co.uk
==

1709. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 00:37:50 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EHFBCEVI@dksoft.ping.dk>
Source record: 182686

In <31qjgb$sl8@ionews.io.org> Eric March wrote :

>Indeed, it is an inherent problem, I suppose, with Shareware, in that to get
>the program, or at the very least to send money for it, you must send your
>dosh to wherever the author lives (r the PD library he/she deals through,
>which would likely be near where they live as to make no difference anyway).
>Generally, this can often get costly. But I figure that even with exchange
>rates as they are and the cost of mailing a money order or cheque or
>somesuch to that person, it still comes out cheaper than if the program were
>commercial and you bought it from a store, so it is still a deal.

My point was rather around spending money which the author wont get.
Spending 5 quid on a game like Starball is a good deal, but spending 10 quid
just to transfer the 5 is pretty stupid in my opinion. I would rather give
him 15 quid personally.
But i will hopefully work out a better solution. Maybe by collecting those
who want to registre from Denmark, all in one go.

>One of my beta testers has a Falcon030 w/ TOS 4.02 and 4 megs. However what
>is required to get Fansi to work perfectly on a Falcon in 640x480 would
>require me commandeering his machine several hours a day for several weeks.
>By that time, I think, he'd likely be sick of the sight of me. :-)
>

I know it may be difficult to work for an machine you don't have, but i think
there is a need for it. (Hmm! i just saw a message from you in where you told
how many, or should i say less, people who have registred. Maybe it's not such
a bad need after all).

Greets
Kim

--

-- --
UPoint News-Signature
-- --

1710. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 00:49:32 UTC
From: frank@theshack.demon.co.uk
Message-ID: <776047772snz@theshack.demon.co.uk>
Source record: 182697

In article <31p0k4$gid@news.ysu.edu> ab164@yfn.ysu.edu "tom lamparty" writes:

> Haven't you guys ever heard of installing as application? All I do is double
> click on a zip,arc or lzh file and the appropiate utility starts with my file
> already load and ready to extract! With a tos extension I have to do a trial
> and error to find which one it was packed with! This is stupid! We aren't all
> brain dead and helpless!

If you use the archiver-shell TwoInOne, you can also install it as
an application, and when you double-click the archive files, they're
extracted straight away to your specified directory without doing
anything...

--

==
Frank Charlton : ST Format Software/Hardware Reviewer
Email : frank@theshack.demon.co.uk
==

1711. Speedo 5 Upgrade - Can someone send me the details!?

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 00:58:39 UTC
From: h8ip021@stan.xx.swin.OZ.AU
Message-ID: <31s2rvINN7l@edna.cc.swin.edu.au>
Source record: 182731

Hi.

A while back someone posted some information about the upgrade version of speedo 5, and something about sending in you speedo 4.2 disk, etc. I accidentally killed the file containing the info, so could some kind soul send me the info again!? Down here in oz the only have heard about 4.2 just recently ...

Many Thanks,

Karl.

1712. Ethernet on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 01:10:17 UTC
From: sccoe@ucscb.UCSC.EDU
Message-ID: <31s3hp$qoc@darkstar.UCSC.EDU>
Source record: 182730

What do I need to hook my Falcon to an Ethernet connection?
Do I need special terminal program or somesuch?
tia.

1713. Re: printer drivers for Canon BJ200e?

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 01:29:37 UTC
From: warwick@cs.uq.oz.au
Message-ID: <31s4m1$hql@uqcspe.cs.uq.oz.au>
Source record: 182664

aa740@FreeNet.Carleton.CA (Dennis Brown) writes:

>You should be able to put the Canon into Epson LQ mode and use it
>with an LQ-500 (or equivalent Epson 24 pin) driver.

Of course, this halves your vertical resolution - from 360dpi to 180dpi.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /
/ * <-- Computer Science Department, / WIT SPACE TO LET
_.-._/ University of Queensland, /
v Brisbane, Australia. /

1714. Re: Ethernet on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 01:38:39 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <31s56v$ev8@charm.magnus.acs.ohio-state.edu>
Source record: 182676

>What do I need to hook my Falcon to an Ethernet connection?
>Do I need special terminal program or somesuch?
>tia.

At the moment the only option, I've been able to uncover would be to get the tuw-tcp software off of a.a.u.e. in Networking/EtherNet or at ftp.tu-clausthal.de under Telcom/tcpip (i'm not 100% certain on the second). Inside this kit is documentation on how to build an adaptor for the cartridge port and source code in C for a driver for your ethernet card. Unless you get 1 of 2 cards listed in the kit you will need to edit this driver and recompile it to use on your card. Then you just need a network to plug into.

The other hope would be to either write yourself or find some kind soul to write a SCSI device driver for Mint. If we had this you could get practically any SCSI ethernet card and plug and go.

Hopefully some other kind soul out there will read this and tell us all of some easier way to do this... but don't get your hope up. If you had a TT you could look around for an old Riebl card. Look in the TCPIP.FAQ on a.a.u.e. in it you will find the adress of the person who was at last search maintaining the tuw-tcp code. He might have some new info by now.

Hope this helps,

Dan Ackerman
ackerman.29@osu.edu

1715. NeXT monitors on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 01:46:09 UTC
From: sccoe@ucscb.UCSC.EDU
Message-ID: <31s5l1$r0g@darkstar.UCSC.EDU>
Source record: 182682

Does anyone have the pinouts for the DB19 port of a NeXT monitor, by any chance?
I was wondering if I could get the nice-looking monitor to work with my Falcon. It is basically a four-color monitor (greyscale). WILL IT WORK? And if so, would it work with like ScreenBlaster or something so I could get some decent resolutions on it? Any info appreciated.

1716. CAIN Atari Fun Fest 94 -- Final vendor listing

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 02:16:29 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <31s7du$pq6@usenet.INS.CWRU.Edu>
Source record: 182740
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari,alt.games.lynx,alt.atari.2600

CAIN Atari Fun Fest 94 Confirmed Vendors/User Groups
-=-=-=

The dealer listing is very close to being final. All dealers listed have stated that they will be at the show.

More developers may attend.

Tempest 2000 Contest
-=-=-=-=-=-=-=-=-=-

Jeff Morin from Jeff's Atari Action Outpost is sponsoring a Jaguar Tempest 2000 contest at the CAIN Atari Fun Fest '94. Winner will receive a $100.00 gift certificate good for any item(s) from their table or catalog!

Door Prizes at CAIN Atari Fun Fest 94
-=-
Updated: 07/19/94

Below is a list of confirmed door prizes for the CAIN Atari Fun Fest '94. The method for distributing the door prizes has not been determined yet. Stay tuned to the Cleveland Free-Net Atari SIG for the latest show information, or send internet mail to "xx004@cleveland.freenet.edu".

Atari Corporation - 3 Jaguar Systems.
- 3 Tempest 2000 cartridges

FMH Games - Atari 2600 console
- New Atari 2600/5200/7800/8-bit cartridges

Jeff's Atari Action Outpost - 2 $50.00 Gift certificates good for table or catalog
1 $100.00 Gift certificate to winner of
Tempest 2000 contest winner good for table or
catalog

Toad Computers - To be announced.

CAIN Atari Fun Fest 94 is the Atari -=- FUN -=- show of the year! Don't miss it! Bring the entire family down! Get great deals! See the latest technology! And have a lot of fun!

Central Atari Information Network
Presents
C.A.I.N. Atari Fun Fest 94
August 7, 1994 / 10:00AM to 5:00PM
Knights of Columbus Hall
7637 Chardon Road
Kirtland, OH 44094

^
* THE FIRST CLEVELAND-AREA ATARI SHOW IN YEARS!!! *
^

Free Admission!

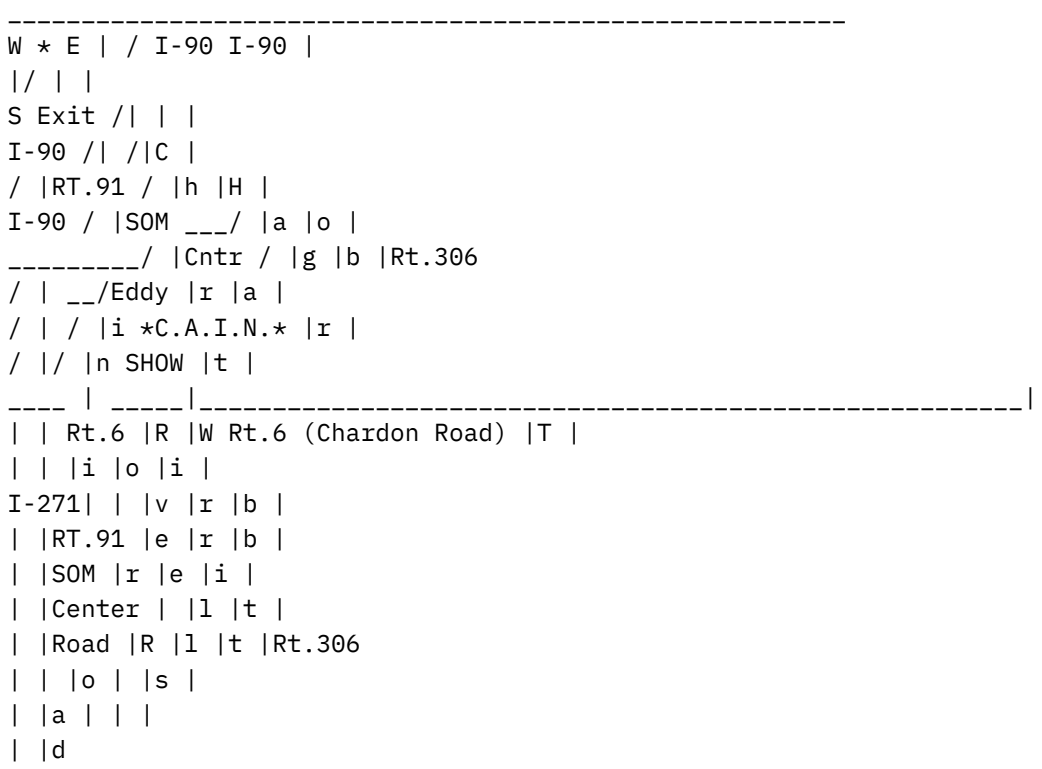
What to See and Do!

The New Jaguar Game System!
The LYNX handheld game unit
Bring your LYNX and games to COMLYNX with other players!
The Falcon Multimedia computer
Gemulator (IBM emulator running Atari ST Software)
8-bit computers and products
16/32-bit computers and products
Portfolio palmtop computer
Meet the editors of C.A.I.N.
Classic game systems 2600/5200/7800 and games
Catalogs and brochures for Atari line of products
Atari products for sale / Plus Much More!

Fred Horvat
216-729-0761
Internet ID : ap748@cleveland.freenet.edu

Knights of Columbus Hall, 7637 Chardon Road, Kirtland, Ohio

N



If traveling I-271 North, keep going North then take I-90 East to Route 91 (SOM Center Rd.). You will go South on Rt.91 to Rt.6 (Chardon Rd.) where you will go East for several miles until you are at 7637 Chardon Road.

If traveling I-90 South, exit at Bishop Road and head South until you reach Chardon Road. You will then go East for several miles until you are at 7637 Chardon Road.

If traveling I-90 West, keep going West then exit at Route 306. You will go South on Rt.306 (passing Eagle) to Rt.6 (Chardon Rd.) where you will gWest for several

miles until you are at 7637 Chardon Road.

Hope to see you there!

--

1717. Re: Hard drive virus checker

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 02:52:41 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <31s9hp$ri1@msuinfo.cl.msu.edu>
Source record: 182656

In article <776032374.0@mettav.exnet>, Paul.Civati@mettav.exnet.com (Paul Civati) writes:

>IIRC there's about 5 Atari HD virii in existance. There's been Beilstein (sp?)
>quite recently which is really bad news, like it's got a random mutation so
>looks different _every_ time. Oh yeah it's got 600,000 or something like that
>mutations! Not sure if it attacks HDs.

According to the Oregon Research add for UVK 6 in the TOAD Computers catalog, only UVK 6 can recognize the Beilstein virus, which was discovered in March and is a "MS-DOS-mimic virus."

...places itself on a disk under the guise of an MS-DOS boot sector such as the one formatted by TOS 1.04 and higher. In addition to this, it uses a variety of methods to evade "Virus Probability Factor" algorithms, and exists in a total of over 650,000 versions that do the same thing but look totally different.
The Beilstein virus includes TWELVE destruction routines. These vary from clearing hard disk partition C and reseting the computer to deleting files after the user loads them and corrupting screen/printer/modem output. Due to a rather devious system involving the buffering of the original boot sector, your disk can be said to be virus-free even after being infected with the Beilstein virus. Note that the Beilstein virus cannot yet be recognized by ANY other virus killer!

Sounds like a good reason to out and buy the Ultimate Virus Killer. If I didn't know better, I'd think Oregon Research had concocted the virus just to sell their UVK 6! :-) Of course, their an excellent company, and I don't want anyone to think that I actually think that.

FWIW,
Tom
hopper_t@msupa.pa.msu.edu

1718. Re: Papyrus vs Redacteur - any thoughts

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 03:17:49 UTC
From: rengbers@netcom.com
Message-ID: <rengbersCu1L5q.DH8@netcom.com>
Source record: 182693

Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
: spbcajk@ucl.ac.uk (Mr Andrew John Kale) writes:
: >chris@buran.fb10.tu-berlin.de (Christian Nieber) writes:
: >
: >>>- Or PostScript support..?
: >
: >>No way. This is definitely too complex, and besides it wouldn't be
: >>WYSIWYG anymore as long as Type 1 faces can't be used.
: >>But maybe Speedo 5 or NVDI 3 will provide a PostScript GDOS driver.
: >
: >SpeedoGDOS 5 has got PostScript type 1 font support built in, and will also
: >handle TrueType fonts (according to this month's ST Review.) Does this make
: >it more feasible?

: NVDI 3 and Speedo 5 will not have Postscript printer drivers.

: Word has it that NVDI 3 is several *times* faster than Speedo 5, which
: will be very nice!

: Speedo 5 is out *now*, NVDI 3 will be out in about 2 month: --
: --Chr

Going back to the original topic, That's Write 3 is the only word processor
that has true PostScript output (uses PS fonts).

SpeedoGDOS 5 does not include a PostScript driver, but one may be made in
the future.

As for comparing NVDI 3 and SpeedoGDOS 5, NO ONE has used both yet, so who
is saying NVDI is "several times faster"? It may be, but it's awfully
unlikely. SpeedoGDOS 5 has new output routines, and will actually work with
NVDI if it's installed, throughput is up to 600% faster than SpeedoGDOS 4.x.
That's for real (as opposed to "word has it"-vaporware-rumor mill kind of
stuff).

Besides, it isn't completely fair to compare them at all; NVDI is a screen
accelerator that can scale (some formats of) fonts. SpeedoGDOS 5 is a
type scaler that has some screen acceleration. We asked ourselves, how would
one get the the best system/performance, and the answer is with
SpeedoGDOS 5 and NVDI (any version) together. SpeedoGDOS 5 sets a new
standard for type scalers (in supporting all major font formats and
killer performance) and by using NVDI for some display routines, you get
capabilities and performance that outstrip one or the other alone.

Robert@COMPO

1719. Self-extracting archives was Re: Gemini 2

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 04:26:51 UTC
From: misc223@csc.canterbury.ac.nz
Message-ID: <1994Aug5.162651.1@csc.canterbury.ac.nz>
Source record: 182696
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2e3f66c615805@discworld.oche.de>, rincewind@discworld.oche.de (Michael Schwingen) writes:
> In <davehCtB8KE.3nn@netcom.com>,
> Dave Halliday (daveh@netcom.com) wrote:
>
> DH>Self extracting TOS acrchives are much nicer. Saves all that tedious
> DH>looking around for the correct archiver, I wish all archives were self
> DH>extracting.
>
> Self extracting archives are a pain - you can't look what's in before
> extracting, plus they consume extra file space and download time due to the
> build-in extractor routines.

I'm sure that STZip can read it's self-extracting archives, and I think
it can rewrite them as well. I thought LHArc did this as well?
The header added by STZip is pretty small.

> Furthermore, they don't profit from new packer/depacker versions. If I
> install a new lharc which runs twice as fast on my computer, the TOS archives
> still depack with the old, slow speed.

Ummm... Okay, you've got a point :-). But as long as they're
readable anyway, no probs.

The only problem is working out _what_ they were packed with.

--
__ +--------------------------------+
/<o__n .... | Carey Evans |
<| .=== | misc223@csc.canterbury.ac.nz |
____ <| | +--------------------------------+
/ __ \ <| |
~~~~~~
~~~~~~

1720. Re: SpeedoGDOS/Bitstream Fonts Sources?

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 04:49:49 UTC
From: aspect@cats.ucsc.edu
Message-ID: <31sgdd$s17@darkstar.UCSC.EDU>
Source record: 182748

In <776046594snz@theshack.demon.co.uk> frank@theshack.demon.co.uk (Frank Charlton) writes:

> Does anyone know of an ftp source for SpeedoGDOS/Bitstream fonts?
>I've seen the small selection on umich, and I was wondering if anyone
>had come across any others?

Speedo fonts are all commercial. There are no freeware fonts. There are
free GDOS bitmap fonts, though. If there really are speedo fonts on Umich,
they are either impressive hacks into the speedo font code (you see, speedo
does not release font specs or editors for people to make their own fonts)
or illegal copies.

If you want PD fonts, you can upgrade to Speedo 5.0 which uses TrueType and
Postscript type 1 fonts in addition to Speedo fonts.

~Chris
>--

>===
> Frank Charlton : ST Format Software/Hardware Reviewer
> Email : frank@theshack.demon.co.uk
>===

1721. KARL MEYLAND were are you..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 05:30:38 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <31sipu$783@golem.wcc.govt.nz>
Source record: 182653

Hi Karl,

I am not getting replies
to this new address you gave me...

h8ip021@stan.xx.swin.oz.au

Is there some thing wrong with your site..??

Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

P.S From a real person, not a Copy ! GEnie - r.sheppard5

1722. Re: Pure C, Any upgrades in the near future?

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 05:32:55 UTC
From: mabdul@viking.dvc.edu
Message-ID: <31siu7$20p@viking.dvc.edu>
Source record: 182700

Yes, Pure C does work under MultiTOS (including the libraries and better support for the new AES v4.2). It was released and is available from Gribnif.

And I did hear that they [ASH] are working on a new release that will no longer carry the Borland copyrights.. I have not heard anything beyond that.

I hope they release a C++ compiler; I'm still waiting to upgrade to their next release.

Hope that helps.

1723. Re: Enlarging Megafile 30

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 05:34:31 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <31sj17$783@golem.wcc.govt.nz>
Source record: 182654

In article <bf862504@f422.n250.z1.tor250.org>, dan.dreibelbis@f422.n250.z1.tor250.org (Dan Dreibelbis) writes:
> I would suggest getting ahold of the ICD PRO Utilities - it'll work
>with the host adaptor inside your Megafile, and is designed to work
>with a LOT of different SCSI drives. And it offers a number of great
>enhancements that will make your drive a joy to work with - caching,
>built-in fix for the 40-folder bug, etc.
>
>.... Intel inside. Idiot outside.
>___ Mountain Reader II - #Demo 001

I can't see how it can, the Megafile 30 uses RLL drives, not easy to come buy these days..

The Atari utils can be used with any MFM/RLL drive you just enter the details into the Windcap file....

Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

P.S From a real person, not a Copy ! GEnie - r.sheppard5

1724. Re: NEED HARD DRIVE!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 05:53:24 UTC
From: Ansy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <5i2TkgM.mindbomb_bbs@delphi.com>
Source record: 182749

An Mac hardrive will connect to your st IF you have the LINK or LINK II
scuzzi controller from ICD, its easy to install and use, and flawless... :)

I use it on my bbs to run a mac drive.... retails for $99

Andy

1725. Re: How do I setup a HD on an ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 06:05:38 UTC
From: t92tj@ypsilon.hh.se
Message-ID: <T92TJ.94Aug5080539@ypsilon.hh.se>
Source record: 182552

In article <31nkf7$h12@bognor.barclays.co.uk> Iain.Laskey@barclays.co.uk writes:

-> I think there is an IDE adaptor out
-> or out very soon. One is on the way at least. In the UK you can buy complete ST
-> hard drives for a little under 200GBP.

There is a IDE adaptor available from Hard & Soft in Germany. I is a combined interface and TOS upgradeboard. You will need TOS 2.06 to run HD with this so there really isn't any option on the TOS upgrade. But I won't complain. I lived with TOS 1.2 before buying this interface. ;-) There is a switch that makes it possible to switch back to your old TOS if you have to. But then you can't access the HD anymore. :-P

The board require some fiddling (sp?) with your machine but no excessive soldering, unless you have a soldered CPU like I have. Then you have to solder a socket on the CPU, or alternatively, desolder the CPU and solder the socket to the main circuitboard. The upgradeboard rides piggyback on the CPU.

If you have socketed CPU (like the large majority has) then it's only a handfull of wires to solder to various places on the main circuitboard. None of these any hard if you have a little experience with soldering. Be prepared that if you have the CPU under the keyboard, then it can be difficult/impossible to put the shielding and the keyboard back again. I have this problem due to the extra height caused by soldering a socket on top of the CPU.

Cost? Well here in Sweden I had to pay ~1800 Sek (~ £150) with TOS 2.06 chips,
but I recon that in GB it costs/would cost a _lot_ less.
(guess who is drooling over the ads in the english ST mags? ;-))

Tryggve
--

____
Tryggve Johannesson student @ Halmstad University Sweden
email: t92tj@hh.se (main address)
yfn: ak332@yfn.ysu.edu

A Christian who claims to be innocent of sin
is like a divorcee pretending to be a virgin. -- C. S. Lewis

1726. Re: UK Atari show

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 06:31:35 UTC
From: djs@jet.uk
Message-ID: <1994Aug5.063135.18352@jet.uk>
Source record: 182551

In <Cu0623.M8n@westminster.ac.uk> vctec@westminster.ac.uk (Denesh Bhabuta) writes:

>One thing surprised me.....HiSoft were not there....
I have been told that their non-appearance was due to illness.
--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1727. Re: UK Atari show

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 08:47:56 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cu209n.HFz@westminster.ac.uk>
Source record: 182663

Iain.Laskey@barclays.co.uk wrote:
: In article <Cu0623.M8n@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta)
writes:

: |> I also got to meet all the guys who I've known from the net. Joe
: |> Connor, Graeme Rutt, and Vic Lennard. I now write some for Vic and ST
: |> Review, and so it was good to meet these guys.
: That was the main reason I went, to meet all my CIX cohorts. I've written a few
: bits for STR too an was looking forward to meeting Vic.
: Why not join CIX? There are a lot of familier names there.

I am going to join CIX. Just waiting for my credit card!

Joe was telling me that all the CIX guys were meeting around 2 at the
Sys Sols stand....but I had to leave before that.....next time.....

: |> One thing surprised me.....HiSoft were not there....They were at the Saturday
: one but sickness meant they had to pull out of the SUnday one.

They were too overwhelmed by the number of Atari enthusiasts there, and
the amount of business they did in Bristol, that they all couldn't
believe their luck, went out to party, and couldn't get up on Sunday
morning.... ;->

Dan.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

1728. Re: Atari 1040St Word Process

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 09:13:52 UTC
From: huveneer@math.ruu.nl
Message-ID: <1994Aug5.091352.20195@cc.ruu.nl>
Source record: 182665

In article 4852e6a9@f422.n250.z1.tor250.org, dan.dreibelbis@f422.n250.z1.tor250.org (Dan Dreibelbis) writes:

> Others you may want to consider:
>
> First Word Plus (venerable word processor, rock solid with a LOT
>of nice features - however, GST Software has just told their ST
>clients to take a flying leap in regards to support, since they have
>bigger fish to fry (IBM))
>
> That's Write 3 (by Compo Software, really nice, lots of
>features, and you can use Bitstream's SPEEDO fonts with it. Compo
>right now is probably the BEST company with support for their
>products word-processor wise)
>
> Protext 6 (the choice of a lot of European users)
>
> Marcel 2.34 (a shareware offering, looks pretty powerful)
>
> dB Writer (a FREEWARE word processor that also has a lot of
>great editing/formatting/layout features.

How about the capability of displaying/printing formulas (and not just simples ones)?
I would buy a word processer with that feature.

Richard.

1729. Re: .SPC/.NEO/.PC?/.PI? -> .GIF coverter

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 09:46:00 UTC
From: djs@jet.uk
Message-ID: <1994Aug5.094600.20766@jet.uk>
Source record: 182685

In <319lf6$dj@sol.ccs.deakin.edu.au> ninja@Deakin.Edu.Au (Paul Vatta) writes:

>I am after a program which will do the above conversions (hope
>not loss of detail/colours) for either the Atari ST (1/2 meg)
>or a PC-compatible.
GemView (for the Atari). Not sure if it runs in 1/2Meg. I suspect it
will if you disable the modules you don't need. You can find it on
many ftp sites.
--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1730. Re: Pure C, Any upgrades in the near future?

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 10:33:17 UTC
From: clemens@server.informatik.uni-siegen.de
Message-ID: <31t4hd$qf1@si-nic.hrz.uni-siegen.de>
Source record: 182666

```
|> I hope they release a C++ compiler; I'm still waiting to upgrade to their next
|> release.
ASH say that the new version supports a subset (classes) of C++.

--
e-mail: clemens@server.informatik.uni-siegen.de
GraphEd@server.informatik.uni-siegen.de (TinIV questions)
```

1731. Re: How do I setup a HD on an ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 12:09:12 UTC
From: frank@theshack.demon.co.uk
Message-ID: <776088552snz@theshack.demon.co.uk>
Source record: 182576

In article <31nkf7$h12@bognor.barclays.co.uk> Iain.Laskey@barclays.co.uk writes:

> You can either buy an ST specific HD or buy a SCSI drive for a MAc or whatever
> and buy an ICD link to connect it to the ST. I think there is an IDE adaptor
> out
> or out very soon. One is on the way at least. In the UK you can buy complete ST
> hard drives for a little under 200GBP.

System Solutions are working on an IDE-interface, or so I was told
this week :-)

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

1732. M-disk virus ?

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 12:14:19 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9408051904.AA00085@montp.cirad.fr>
Source record: 182667

CEO file contents:
Hi,

I think I've got a little virus problem on my floppies :

I use regularly a nice little .ACC called MDISK, which is a sizeable ramdisk with disk copy, format and virus options. I got this on a french ST Magazine's cover disk over a year ago, but have been using it since I upgraded to 1Mb.

Now, I've discovered that a lot of disks formatted since then are infected by a virus which is detected by M-disk and seems to spread quite easily as I generally use M-disk for copying files/disks.

What I'd like to know is if anyone has been experiencing the same kind of problem with M-disk. Could this program be generating a virus on my floppies ?

I'm not accusing anyone, but I never swap disks with any other ST, so I really don't see where else I could get this virus from. I also transfer ftp files from a PC to my ST, but I don't believe there is a virus that can jump platforms like that. Or is there ?

Additional question : which is the best/latest anti-virus ?

Thanks,
Nick

)III(/ "I'm a poor lonesome cowboy..."
.o'o. Nicolas Bales - Montpellier (France) : Bales_N@montp.cirad.fr
(-)
\u/ Has anybody seen Sam Lowry ?

1733. FOR SALE: 520ST,2.5M,MIDI s-ware

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 13:14:11 UTC
From: lemonsj@drc.drc.usbm.gov
Message-ID: <31tdv4$pqc@miner.usbm.gov>
Source record: 182668

520ST with 2.5 meg memory, ext. double side drive, monochrome monitor, color monitor, Supra 30MB hard drive (maybe 40MB, I forget), C-Lab Notator sequencer/scripting software, drafting/CAD software, lots of games (Infocom and others), and other software. A local Atari shop said the computer power supply needs to be replaced.

Asking $200.00 and prefer to sell local in Denver area, but all offers will be considered.

Please respond to jsl@snow.drc.usbm.gov.

--
~~~~~~
- lemonsj@drc.usbm.gov US Bureau of Mines, Denver Research Center
How can we have a unified country if you don't believe what we tell you?

BTW, very few people are authorized to publicly state official government opinion and I am not one of them. Nuf said.
~~~~~~

1734. Re: SpeedoGDOS/Bitstream Fonts Sources?

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 13:22:42 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cu2CzL.44v@westminster.ac.uk>
Source record: 182691

Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:

: In <776046594snz@theshack.demon.co.uk> frank@theshack.demon.co.uk (Frank Charlton) writes:

: > Does anyone know of an ftp source for SpeedoGDOS/Bitstream fonts?
: >I've seen the small selection on umich, and I was wondering if anyone
: >had come across any others?

: Speedo fonts are all commercial. There are no freeware fonts. There are
: free GDOS bitmap fonts, though. If there really are speedo fonts on Umich,
: they are either impressive hacks into the speedo font code (you see, speedo
: does not release font specs or editors for people to make their own fonts)
: or illegal copies.

: If you want PD fonts, you can upgrade to Speedo 5.0 which uses TrueType and
: Postscript type 1 fonts in addition to Speedo fonts.

Some Speedo drivers are available on HENSA, and some fonts will be making a showing soon. The ones at a.a, are not illegal copies or anything, but freely available ones. There was a discussion to such effect about a month or two ago....but you need Speedo 5 to use them.

I thout that a magazine journalist would have known this. ;->

Note...not a flame

Dan.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

1735. SpeedoGDOS 5 & NVDI 3

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 13:40:30 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Aug5.134030.5438@news.unige.ch>
Source record: 182692

In article DH8@netcom.com, rengbers@netcom.com (Robert Engberson) writes:
>> SpeedoGDOS 5 sets a new
>>standard for type scalers (in supporting all major font formats and
>>killer performance) and by using NVDI for some display routines, you get
>>capabilities and performance that outstrip one or the other alone.
>>
>>Robert@COMPO
>>
Does this include .CFN ? That _would_ be good news :)

****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

1736. Re: Papyrus vs Redacteur - any thoughts

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 14:17:18 UTC
From: cfuhrman@csugrad.cs.vt.edu
Message-ID: <31thle$q8c@csugrad.cs.vt.edu>
Source record: 182678

Robert Engberson (rengbers@netcom.com) wrote:

: Going back to the original topic, That's Write 3 is the only word processor
: that has true PostScript output (uses PS fonts).

You forgot to mention that the postscript driver is not native to
TW3 but can purchased as an add-on module for ~$100 (American) extra.

--
Chris Fuhrman | Department of Computer Science
cfuhrman@csugrad.cs.vt.edu | Virginia Tech

1737. Re: M-disk virus ?

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 14:18:27 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <31thnj$qic@mailer.fsu.edu>
Source record: 182674

Bales_N@CIRAD.fr wrote:
> I think I've got a little virus problem on my floppies :

It is likely that most ST users have lots of occurances of the Signum/Key virus. It is the most common one encountered on STs. Fortunately, it is also harmless (though that could change if anyone every releases a payload portion to the virus - it was designed to come in two pieces).

Interesting sub-note: The Key virus does not work on TOS 2.06, it causes bombs when trying to boot the floppy. I was quite surprised to find that many of my floppies did not work in my new MegaSTE, and was then even more surprised that I had the Key virus all over the place (even after wiping it out years ago, or so I thought). The Vkiller virus package fixed the problem for me.

> I use regularly a nice little .ACC called MDISK, which is a sizeable ramdisk
> with disk copy, format and virus options. I got this on a french ST Magazine's
> cover disk over a year ago, but have been using it since I upgraded to 1Mb.
>
> Now, I've discovered that a lot of disks formatted since then are infected by a
> virus which is detected by M-disk and seems to spread quite easily as I
> generally use M-disk for copying files/disks.

It is possible that MDisk is the culprit, but have you checked your boot disks with Vkiller or similar? If not, Vkiller is available on atari.archive.

> What I'd like to know is if anyone has been experiencing the same kind of
> problem with M-disk. Could this program be generating a virus on my floppies ?
>
> I'm not accusing anyone, but I never swap disks with any other ST, so
> I really don't see where else I could get this virus from. I also transfer ftp
> files from a PC to my ST, but I don't believe there is a virus that can jump
> platforms like that. Or is there ?

If you have ever received a disk via the MSA format, it will quite happily spread bootsector viruses. Also, viruses have been found on numerous commercial and PD library disks. Even one such occurance can spread the virus to a regularly used disk, and the next thing you know you're ass-deep in the things.

> Additional question : which is the best/latest anti-virus ?

The best/latest is probably Sagrotan, a German shareware product. It can detect boot sector and link viruses. It is totally in German, and a bit scary to use if you don't understand this language, but with a bit of careful experimentation it will work fine. In addition, Vkiller is very good. It concentrates on boot sector viruses, but these are by far the most common

on the ST.

--

****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1738. Uk Atari Show

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 14:49:00 UTC
From: dan.dreibelbis@f422.n250.z1.tor250.org
Message-ID: <fecd3217@f422.n250.z1.tor250.org>
Source record: 182689

to Iaian Laskey:

Okay, that does it. I'm moving to Britain. :)

It's great to hear that the Atari computer line is still quite popular over the pond - and especially with all that third party support! I envy you there - lately getting things here has been like pulling teeth.

Hoepfully I'll be able to go to Britain for a visit sometime next year - when are the best times co-ordinating with any Atari shows to visit?

I'm also wanting to visit System Solutions - they sound great!

... "We Will Rock You" : #1 on Horta Hit Parade
___ Mountain Reader II - #00000007

1739. Re: SpeedoGDOS/Bitstream Fonts Sources?

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 14:53:02 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cu2H66.7Er@westminster.ac.uk>
Source record: 182673

Denesh Bhabuta (vctec@westminster.ac.uk) wrote:
: Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:

About my last posting......I was too hasty to realise that it was not
Frank's message I was replying to. Sorry Frank...I apologise.

Dan.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

1740. The Future Of Atari Compu

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 15:18:00 UTC
From: dan.dreibelbis@f422.n250.z1.tor250.org
Message-ID: <88bfd09b@f422.n250.z1.tor250.org>
Source record: 182690

Myrddin:

For starters, if Atari decides to make a bigger re-entrance back into the computers, they should advertise. If not in a big saturation campaign, then at least in the niche markets that we know are its strong points (MIDI, desktop publishing).

I realize, though that a big advertising campaign requires big bucks - funds which Atari may not have or be unwilling to release. They should look into doing co/operative ads again with the software and hardware companies that make products which enhance their products - that was a very good idea they had when they did the co-op ads with C-Lab and Fostex a few years back, and should continue to pursue.

Although television ads may be out of the question (again, big bucks here), radio ads would be a great idea, as the amount for radio spots isn't as big. Atari did that in Canada a few years back by doing radio spots for their computers (the famous "Atari SHATTERS THE MYTH of high costs for computers!") And it worked - at least I bought one as a result of having it brought to my attention :)

And the ads MUST MAKE SENSE! They must also be NO NONSENSE, STRAIGHT TO THE POINT ads. Nothing like those rather dumb ads they did for the Falcon in Britain which made it confusing what the Falcon actually did - they wouldn't even show the computer in it like they were ashamed of it or something.

A good point of reference would be the ads Volkswagen of America did in the 1960s to promote their product - they were straightforward, well-produced, and told the consumer exactly what they needed to know, no sugar-coating. They also had a neat sense of humour about them.

As for the computer side? Well, a faster processor definitely. What with all the talk about the Power PC, they should look at the possibility of producing a TOS-compatable Power PC-based unit. (and apparently Atari has been thinking about this). The graphics engine should definitely be based on what they've learned from the Jaguar - that would be one happening machine!

And a nice case with separate keyboard for it - and a good keyboard at that. Make it so that peripherals could be added easily to it - perhaps four-to-six slots for add-on cards. Standard SCSI II/LAN ports. MIDI ports we'll DEFINITELY want :)

And a redesigned, proper, FUNCTIONAL mouse! 400 DPI! I mean it!
The plastic used to make the standard Atari mouse would be put to
better use as an offshore oil slick. :)

... Captain! There's a tribble on your head! Oh - that's your hair.
___ Mountain Reader II - #00000007

1741. Re: How do I setup a HD on an ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 15:25:36 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.94Aug5082537@hpbbrn.bbn.hp.com>
Source record: 182672

Kevan> What do I need apart from the HD ? Can I use IDE drives or what ?

You can use IDE drives on some of the newer Ataris, I believe. For the
older ones, you need a "host adapter" to attach a SCSI disk to the ACSI
interface. These come rather cheap nowadays, and you need only one to attach
up to 8 devices (hard disks, CD-ROM, tape, whatever).

A popular brand of host adapters is ICD, but there may be others.

Hope this helps,

Jens.
--
Internet: jensk@hpbbn.bbn.hp.com | Phone: (0|+49)7031-14-4785 (TELNET 778-4785)
MausNet: Jens Kilian @ BB | Fax : (0|+49)7031-14-2049
---------------------------------+---
As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

1742. Misc computer, etc. items forsale

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 16:12:40 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <swood.776103160@vela.acs.oakland.edu>
Source record: 182679
Cross-posted to: comp.sys.atari.st,rec.radio.swap

I have the following computer items for sale that I do not need anymore:

ATARI ST SOFTWARE:
==========

Flight Simulator II (Atari ST TOS 1.4 version) $15
Michtron Super Conductor MIDI sequencer $ 5
GST C compiler $ 5
MIG 29 Fulcrum fighter simulator $15

Computer Equipment:
==========
NEC PC88 8088 Basic OS computer (ancient) FREE
Epson dual 300K 5 1/4" floppy (you pickup)
daisy wheel printer
NEC analog monitor

digital VT320 terminal SOLD)

Miscillaneous:
==========

TACTEC/TACTEL 6 channel ~450 MHZ xtal FM HT (rough exterior) $15
(have not personally tested - got two, need only one)
will throw in assorted business band xtals
no antenna (BNC style connector)

JVC VCR with bad motor. (will not engage on Play) $OFFER
4-head top eject (fisher price buttons ;-)

IBM Compatible items:
==========

Intel '83 C80287-3 mathcoprocessor $ 5

8-bit MFM controller card $ 5

42 Meg MFM Hard drive and 8-bit half-card controller $45

AST Advantage (TM) card ser/ser/par/game/memory card $10
0.5 meg installed - either 4164 or 41256 to 3 Meg
Original manual + AST BBS files

Magitron 2.5 meg memory card (41256 only) $ 5
1.5 Meg of 41256 chips +$15

BOTH $15

AST SixPakPlus memory/ser/par/game/clock card $ 7
64K to 1088k (128K installed)
AST BBS info files (configuration information)

National Semiconductor QuadFAX-96 9600 baud fax-only card $20
Original manual and software
On all items buyer pays shipping. All items, to my knowledge, are in
working condition unless otherwise stated. Interested buyers can reach
me via the phone at (810) 394-0351 or on the internet via swood@oakland.edu.

swood

--
Aug. 14*w

1743. Re: Degas Elite Format...HELP!

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 16:19:50 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <31tor6$9o6@mailer.fsu.edu>
Source record: 182699

Miraden (eliassen@aviris382.jpl.nasa.gov) wrote:
> Does anyone have a utility that will convert a .NEO picture into a Degas
> Elite .PI1 picture? The problem lies with most programs saving "Degas"
> files as ~32034 bytes. I need a Degas Elite format which saves as 32066
> bytes. Any help would be great.

Picswitch does conversions, but I'm not sure about the sizes you mention.
It is on atari.archive.umich.edu. I believe you want picsw7.arc (not
picsw101.lzh) in the /Graphics directory.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1744. Re: The Future Of Atari C

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 16:20:27 UTC
From: jabrana@powertech.no
Message-ID: <1994Aug5.162027.18566@powertech.no>
Source record: 182675

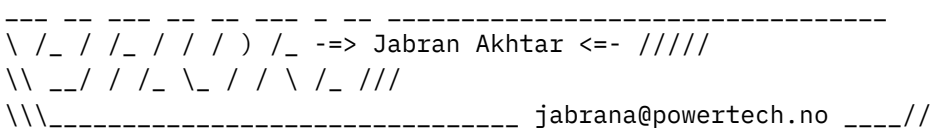
In an article of <04 August 1994 ,11:57> (Rcmerrit) writes:

r> 1. Atari should concentrate on the Jag. When (if) Atari becomes fat from
r> fees from game makes, then look at computers again.

What makes you think that Atari will or should do that? If Atari
succeed in the console market then they should stay there ,and make
progress there rather than coming back to the computers. A new
TOS computer won't do anything at all ,as it will just be an ST.

As long the future of TOS machines goes ,Falcon is still a new
machine and other 'clones' have also started to appear (licensed
by Atari) which means that we may still see better TOS -based
computers coming in te future ,even if the the Atari support
becomes very low.

--



... Always smile. It makes people wonder what you're up to
/// IMHO V1.07

1745. Harlekin (the game) help needed

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 16:33:23 UTC
From: morisset@ERE.UMontreal.CA
Message-ID: <Cu2Lzo.4wv@cc.umontreal.ca>
Source record: 182683

Does this group answer questions to atari computer games (not video), if yes, there is my problem: In Harlekin, from Gremlin, i passed the straws screen, arrives in heaven, but cannot go anywhere because of the lack of platforms. What am i to do?
In bonus, if someone knows where i can find complete solution for Hound of shadows by EA, and Legend from Mindscape, i would be eternaly grateful

Thank you very much to all Atari fans...

1746. Degas Elite Format...HELP!

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 16:39:52 UTC
From: eliassen@aviris382.jpl.nasa.gov
Message-ID: <eliassen-0508940839520001@avirislab.jpl.nasa.gov>
Source record: 182698

Does anyone have a utility that will convert a .NEO picture into a Degas Elite .PI1 picture? The problem lies with most programs saving "Degas" files as ~32034 bytes. I need a Degas Elite format which saves as 32066 bytes. Any help would be great.

Thanks.

Brian

****
*Miraden | Jaguar, 130XE, 1040ST, STOS *
*Magnum Opus Software | AD&D, etc *
****

1747. Re: SpeedoGDOS/Bitstream Fonts Sources?

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 16:47:09 UTC
From: daveh@netcom.com
Message-ID: <davehCu2MML.DEw@netcom.com>
Source record: 182680

Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:

: In <776046594snz@theshack.demon.co.uk> frank@theshack.demon.co.uk (Frank Charlton) writes:

: > Does anyone know of an ftp source for SpeedoGDOS/Bitstream fonts?
: >I've seen the small selection on umich, and I was wondering if anyone
: >had come across any others?

: Speedo fonts are all commercial. There are no freeware fonts. There are
: free GDOS bitmap fonts, though. If there really are speedo fonts on Umich,
: they are either impressive hacks into the speedo font code (you see, speedo
: does not release font specs or editors for people to make their own fonts)
: or illegal copies.

: If you want PD fonts, you can upgrade to Speedo 5.0 which uses TrueType and
: Postscript type 1 fonts in addition to Speedo fonts.

What about the X11 bitstream fonts? Was Speedo ever fixed to allow
thease to be used? I think there was also a special price set for Word
Perfect It wasn't free but it was damn cheep.

Dave.

1748. Re: Pure C, Any upgrades

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 17:28:04 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <31tsr4$bu4@ugle.unit.no>
Source record: 182684

Clemens@server.Informatik,
In a message on 5 August, wrote :

cP>
cP> |> I hope they release a C++ compiler; I'm still waiting to upgrade to th
cP>
cP> |> release.
cP> ASH say that the new version supports a subset (classes) of C++.
cP>

You seem to be well informed... how about 32 bit integers ?
I know one can always define long's, but there are plenty of Unix software
that assumes that int==32 bits. If the new version can treat ints as 32
bit, I will buy it immediately because of its compilation speed. But for
now I stick with gcc.

Erling

1749. .PRG compresser/decompres

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 17:37:31 UTC
From: larserik@oslonett.no
Message-ID: <31ttcr$jhi@hasle.oslonett.no>
Source record: 182681

In message #34, fuzzy@ars.ath.forthnet.gr writes:

> I'm not sure which one you're talking about, but the very best
> packer i've used was ATOMIK 3.5. It was the most efficient & fastest

PFXPAK.TTP, it's based on LHARC with a fast build-in run-time depacker
(works with alle program, and not just "demoes" and special things).

Lars-Erik 0sterud Phone: +47 67131571 Fax & ABK-BBS: +47 67132659
Atari Developer Pager: +47 96634222 Email: larserik@oslonett.no
SysOp ABK-BBS

1750. Re: The future of Atari Computers

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 17:46:35 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <31tttr$d95@lyra.csx.cam.ac.uk>
Source record: 182562

ritz@ritz.mordor.com (Chris Mauritz) writes:

>The computer business is over for them. Time to move on...

Temporarily at least. Only time will tell if its permanent.
(I hope not!)

>Chris
>--
>Christopher Mauritz | Ask me about public access unix
>ritz@mordor.com | and interactive internet services.
>Mordor International BBS | BBS: (201)433-7343,(212)843-3451
>Jersey City, NJ | FAX: (201)433-4222

Phil
[E-mail pd@mole.bio.cam.ac.uk]

1751. Re: Mouse Slipping!

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 17:58:23 UTC
From: Kevan.Winch@eccles.seuk.com
Message-ID: <d51_9408052317@seuk.com>
Source record: 182602

-=> Quoting rrice
etnews.upenn.edu to All <=-

rr> No air conditioning in the apartment, and the humidity for the
rr> last MONTH has been over 90%. Anyway, my mouse has been
rr> slipping--HELL when you're trying to draw!

Move somewhere cooler ?

Sorry ! <g> It sounds as though the moisture in the air is condensing on either the ball or the rollers. Hmmmmm. Pointing an electric fan at the mouse might help, but if the humidity is 90%, then the air won't accept the moisture back !

Sorry, can't think of anything useful apart from that !

Good luck.

--
Standard disclaimer: My views are strictly my own.

1752. Re: Brainstorm DSP JPEG and Speed of Light!

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 19:02:28 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <Cu2swK.FMB@beaver.cs.washington.edu>
Source record: 182687

Marc BOURLON (bourlon@gla.ecoledoc.ibp.fr) wrote:
: Beware : you must be a developper to get the JPEG decoder - but perhaps
: you're already one! - and someone told me that Atari US hadn't got the european Falcon
: devs lists.....which means they don't know us....

Maybe I wasn't clear! IT COSTS $100 TO GET INFORMATION FROM BRAINSTORM ON
THEIR DSP JPEG DECODER. I.E. $100 to be a "developer" for their decoder.

Anybody have an address for Brainstorm?

-Stuart

1753. Re: SpeedoGDOS/Bitstream Fonts Sources?

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 19:17:20 UTC
From: frank@theshack.demon.co.uk
Message-ID: <776114240snz@theshack.demon.co.uk>
Source record: 182553

In article <31sgdd$s17@darkstar.UCSC.EDU>
aspect@cats.ucsc.edu "Christopher Taylor Oates" writes:

> Speedo fonts are all commercial. There are no freeware fonts. There are
> free GDOS bitmap fonts, though. If there really are speedo fonts on Umich,
> they are either impressive hacks into the speedo font code (you see, speedo
> does not release font specs or editors for people to make their own fonts)
> or illegal copies.

I knew the Bitstream offerings were commercial, yeah. It was seeing
(and ftp'ing) the ones on a.a.u.e. which threw me. The textfile inside
the archives mentions them being "found" on a PC shareware CD-ROM... The
two I tried were one set of mathematical symbols, and New Century
Schoolbook normal and bold. If someone can confirm for me that these are
commercial, then I'll get rid of them.

> If you want PD fonts, you can upgrade to Speedo 5.0 which uses TrueType and
> Postscript type 1 fonts in addition to Speedo fonts.

I imagine that's exactly what I'll be doing :-) Cheers!

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

1754. Re: UK Atari show

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 19:43:10 UTC
From: Colin.Campbell@mettav.exnet.com
Message-ID: <776226728.2@mettav.exnet>
Source record: 182598

Denesh bibbled on 4 Aug 94 to All...

> I went to the same London Atari show....and boy, was I impressed! It
> was in a smaller space than the Gasteiner one a few eeks ago....but
> was much better.....

Yep, lots more people shuffling around and peering at stuff as well.. the previous show was a bit dead really....

On a gloomy note, I've yet to go to an Atari show where I've had to queue to get in at all... :)

> I also got to meet all the guys who I've known from the net. Joe
> Connor, Graeme Rutt, and Vic Lennard. I now write some for Vic and ST
> Review, and so it was good to meet these guys.

Probably walked right past me and a large contingent of the Turbonet Posse, Dan. :) If you saw some bloke carrying a large box (containing a desktopper) then it was probably me.

> I got my Key Clicks from them....a 15 minute job, and my keyboard
> feels a lot better.

So it was you, was it? I was going to get myself some and was told the last lot had gone!!

Col

Gabber system: Col@Bibble.Mettav.exnet.com

* Origin: ~~ Col's Burblings... ~~ (100:101/12.4)

1755. Atari Writer Help

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 19:47:13 UTC
From: mann@austin.wireline.slb.com
Message-ID: <31u501$o1l@maggie.austin.wireline.slb.com>
Source record: 182597

I am trying to help my friend install his new AtariWriter.
He has a 4 Meg STE with TOS 2.06 on it.
When I run the install of Speedo DOos It says that it detected GDOS.
However, he never had GDOS. This is the second install of SpeedoGDOS since I
did not trust his install. Other than that I get no error messages.

When he print s a file the first print works. The second one just locks up the
system. After one print, he is even unable to reinstall the printer without
lockng up.
Questsions:
1. Is his hardware compatible with AW?
2. Any idea what we have to do to get AW working on his system?

Thanks

1756. *** GDOS FONTS WANTED ***

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 20:03:55 UTC
From: peterw@io.org
Message-ID: <31u5vb$jvf@ionews.io.org>
Source record: 182563

Does anyone know where (on the net or otherwise) find some PD GDOS fonts
that I would be able to use with "Cyber Paint"? Any leads would be
greatly appreciated.

--
--
Peter Weinzettl | If all the world's a stage....
peterw@io.org | ..... I want more props

1757. GEM style guide doc

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 20:31:00 UTC
From: stein.arne.jensen@p10.secom.ct.se
Message-ID: <2e42b02c@ct.se>
Source record: 182575

Where can I obtain a copy of this document?
I want to make it available to norwegian programmers through our usergroup.

Hope you or someone else can email it to me!

STein Arne

STein Arne Jensen / Atari Users Of Norway
Mail: c/o S.A.Jensen, 3630 R0DBERG, NORWAY
Tel: (+47) 3274 1473 Fax: (+47) 3274 1700
Internet: stein_arne_jensen@p10.secom.ct.se

1758. Huge Atari ST lot for sale

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 20:59:41 UTC
From: jrl8@bonjour.cc.columbia.edu
Message-ID: <31u97t$18i@apakabar.cc.columbia.edu>
Source record: 182579
Cross-posted to: comp.sys.atari.st,ny.forsale,nj.forsale,misc.forsale,misc.forsale.computers.other

I have the following Atari ST equipment for sale. I would like
to sell everything together, but would consider serious offers
to break up the systems.

Atari 1040ST computer system w/mouse (TOS in ROM)
(includes built-in 3.5" drive)
Atari 520ST computer system w/mouse (TOS in ROM), works sometimes

2 Atari SC1224 color monitors
Atari SF314 double sided 3.5" disk drive
Atari SF354 single sided 3.5" disk drive

Supra 30 megabyte fast hard disk with NeoDesk operating system

All power cables, power supplies, and cables are included to
hook up everything.

The following software, all with original disks, boxes, and manuals:
Word Writer 2.0 Timeworks (barely used)
Timeworks Desktop publishing Timeworks (with bound manuals, never used)
Crazy Cars Titus
International Soccer Microdeal
Wizards Crown SSI
Questron II SSI
Heroes of the Lance SSI
SDI Cinemaware Interactive Movie
TetraQuest Microdeal
Prime Time First Row Software
Starglider Rainbird
Starglider II Rainbird
F15 Strike Eagle Microprose
Rings of Zilfin SSI
Speed Buggy Data East
Typhoon Thompson Broderbund
Guild of Thieves Rainbird
Outrun Sega
Captain Blood Mindscape, Inc.
Road Runner Mindscape, Inc.
Road Wars Electronic Arts
Obliterator Psygnosis
Sinbad Cinemaware Interactive Movie
Defender of the Crown Cinemaware Interactive Movie
Pinball Wizard Accolade
Bubble Ghost Accolade
Ultima IV Origin Systems (+ cluebook)

Dungeon Master FTL (no box)
Virus Rainbird (no docs)
Moebius Origin Systems (doesn't work)

The following software has original disks and manuals but no boxes:
Aegis Animator/ST Aegis
Impossible Mission 2 Epyx
ST Basic Atari
Flash Antic Software
Block Out California Dreams
SimCity Maxis
High Roller Mindscape
Time Bandit Michtron
Barbarian Psygnosis
Airball MicroDeal
Airball Construction Set MicroDeal
Skyfox EA
Neochrome Painting Program Atari
UMS Rainbird
ST Wars Miles Computing
Chaos Strikes Back FTL
Swiftar Accustar Software, Inc.

Plus dozens of other games (Rogue, Test Drive, Sundog, etc.) with
just original disks (no box or manuals), plus a TON of shareware
on disks, plus old Atari distribution disks (DB master one, megaroids,
languages, etc), plus an entire collection of START disks representing
about twenty issues.

There are also duplicates of some of the software (Dungeon
Master, Time Bandit, etc).

I am looking for $895 for the entire lot.

Please call or email if interested!

Best regards,
-JRL

James R. Lendino Phone: (718)-891-6741
Computer Sales Consultant Fax: (718)-891-3258
J.B.J. of New York, Inc. Email: jrl8@columbia.edu

1759. Re: UK Atari show

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 22:17:12 UTC
From: Paul.Civati@mettav.exnet.com
Message-ID: <776226728.0@mettav.exnet>
Source record: 182596

On 4 Aug 94 at 11:01:20 (Chris Ridd) wrote the following:

>> applications and hardware plus utilities, extras and even a few new
>> games being demoed, it was reassuring to know the ST is still far
>> from dead.
>
> Hisoft were advertised as attendees; they never showed. Maybe they
> didn't want a deluge of "Where's Papyrus???" queries!

I didn't go myself but I heard that HiSoft apparently didn't show because of illness, David Link I think it was, and he had all the gear in the back of his car. ;-)

-Paul-

--
~=~=~=

1760. Atari 1040ST For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-08-05 23:02:10 UTC
From: cseid@pop.uh.edu
Message-ID: <cseid-050894160210@mac-918.sr2-building.uh.edu>
Source record: 182688

Atari 1040ST For Sale

System includes 1040 ST Computer, Monochrome monitor, external
floppy drive (3.5in.), Spectre GCR Mac emulator, Star micronix
dot matrix printer, and software. Paid over 2000.00 for entire system

Entire System for 325.00 or best offer

Drop me a line

cseid@pop.uh.edu

1761. Atari ST stuff clearance!

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 00:38:23 UTC
From: jorge@mercury.sfsu.edu
Message-ID: <31um1v$8h0@news.csus.edu>
Source record: 182566

Great Atari ST stuff clearance!
(everything with box, manual, etc. in good shape
unless otherwise stated)

GAMES:
For $4/each game:
Deep Space, Obliterator, Terrorpods,
Mr. Heli, Forgotten Worlds.

For $6/game
Wanderer 3-D (shoot-em-up in real 3D)

Compilations (3 or more games per package! what a deal!)
"World Beaters"--Outrun, Gauntlet II, 1943, Street Fighter-- $9
"Triad II"--Menace, Tetris, Baal---------- $9
"Triad III"--Speedball, Blood Money, Rocket Ranger---------- $9

Spectre 128/GCR System software:
(just original disks, no manual)

Spectre 128/GCR software, version 2.65.....$5
(quite stable version, supports only the Atari ST mono monitor)

Spectre 128/GCR software, version 2.65c.....$8
(sounds do sound ok, supports both the Atari ST color & mono monitor)

Printer:
Atari SMM 804 (parallel printer).....$35
(the plastic cover is cracked, but the printer is still in
working conditions...I even throw in a couple brand-new
ribbons!)...no manual, no "original" box.

buyer pays shipping
Prices in US dollars

Interested? please e-mail me! :)

1762. Re: Degas Elite Format...HELP!

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 00:59:22 UTC
From: eliassen@aviris382.jpl.nasa.gov
Message-ID: <eliassen-0508941659220001@avirislab.jpl.nasa.gov>
Source record: 182695

In article <31tor6$9o6@mailer.fsu.edu>, boyd@math.fsu.edu wrote:

> Picswitch does conversions, but I'm not sure about the sizes you mention.
> It is on atari.archive.umich.edu. I believe you want picsw7.arc (not
> picsw101.lzh) in the /Graphics directory.

Thanks. I'll give that a try.

****
*Miraden | Jaguar, 130XE, 1040ST, STOS, AD&D, etc. *
*Magnum Opus Software | "This place intensionally left blank" *
****

1763. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 01:29:31 UTC
From: millert@grad.csee.usf.edu
Message-ID: <31up1r$6rc@mother.usf.edu>
Source record: 182555

tom lamparty (ab164@yfn.ysu.edu) wrote:

: >: DH>Self extracting TOS acrchives are much nicer. Saves all that tedious

: >: DH>looking around for the correct archiver, I wish all archives were self

: >: DH>extracting.

: Haven't you guys ever heard of installing as application? All I do is double
: click on a zip,arc or lzh file and the appropiate utility starts with my file
: already load and ready to extract! With a tos extension I have to do a trial
: and error to find which one it was packed with! This is stupid! We aren't all
: brain dead and helpless!
: Just my 2 cents worth!

I don't like self-extracting archives either. Some extract to
the same directory as the archive. Some extract to a subdirectory. You
can't predict and it becomes a hassle. With ZIP, on the other hand, you
can use STZip and extract it to wherever you want.

I wouldn't recommend it with LZH, though. The latest version (and
before) or LHArc doesn't work right when installed as an application. If
you double-click on an archive that has garbage at the end (from
X-modem), it just locks up.

1764. Re: NeXT monitors on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 03:19:18 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <31uvfm$h3q@gumby.cc.wmich.edu>
Source record: 182578

In article <31s5l1$r0g@darkstar.ucsc.edu>,
Rowland Baker <sccoe@ucscb.UCSC.EDU> wrote:
>
> Does anyone have the pinouts for the DB19 port of a NeXT monitor, by
> any chance?

Why would you ask a question like this in the Atari group? ;-)

The important signals are: 8-vsync, 9-hsync, 10-video, 13..19-GND.
It expects to see an 1120x870 signal at 68.3 Hz. I have no idea
if/how well it would handle Falcon sync rates. But there are worse
problems. See below.

> I was wondering if I could get the nice-looking monitor to work with my
> Falcon. It is basically a four-color monitor (greyscale). WILL IT WORK?
> And if so, would it work with like ScreenBlaster or something so I could
> get some decent resolutions on it? Any info appreciated.

Yes, it's a grayscale (analog). But don't forget that the display was
designed as an integrated unit for the NeXT boxes, and draws all its
power from them! I.e., there's no AC power cord. You need to supply
+/- 12volts on pins 1&2 (respectively) and 11&12 as well. And I'd ex-
pect at a pretty sizable amperage too.

Unless you feel like building your own power supply to drive it, I'd
guess not. Did you ask because you have a source of cheap NeXT tubes?

- Mark

P.S. It's only 4-level grayscale because that's what the NeXT gen-
erated. If you do manage to hang it off the Falcon, you could do
256-level grayscale on it.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

1765. Shareware headache

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 03:29:14 UTC
From: Matt.McAlister@dataport.com
Message-ID: <f5b_9408051942@dataport.com>
Source record: 182620

I am sick and tired of downloading what looks like it would be a good program only to find out that the author is with-holding the majority of the program until you send him so money. Now I know people would like to earn some money, and there are some damn good programs out there, but what's wrong with giving a bare-bones version of what they're working on.

I'll give you an example: After searching for what seamed like an eterenity for some virus protection for my hard drive I finaly found a program called SVK-pro or something like this. So after I extracted it I found out that the libraries of virus protect progs were being held up until you register. I felt like I was being held up!!!

Another example, I downloaded ST-QWK only to find it wont work at all until you register. To me this is like going to test drive a car and having the salesman show the ashtray and then say "you can see the rest of the car when you buy it"

How rediculous!!! C'mon people last time I checked sharing was a selfless, generous act. A gift from the heart not the wallet. I know I'm going to get a lot of flack from shareware authors, but that's how I feel.

InterNet: Matt.McAlister@dataport.com
FidoNet : Matt McAlister 1:143/106

1766. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 04:06:42 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <31v28i$jkb@terminator.rs.itd.umich.edu>
Source record: 182556
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- baldrick 118405 Jul 30 16:12 ./0ls-lR.Z
-rw-r--r-- weiner 7380 Jul 30 13:27 ./Telecomm/0index
-rw-r--r-- baldrick 64098 Jul 30 16:05 ./Info/tcpip.faq
-rw-r--r-- baldrick 118019 Jul 30 16:13 ./0ls-lRc.Z
-rw-r--r-- baldrick 1672 Jul 30 16:59 ./Network/Ka9q/Nos/Install/README
-rw-r--r-- baldrick 913518 Jul 30 17:04 ./Network/Ka9q/Nos/Install/stnet110.tos
-rw-r--r-- baldrick 1248441 Jul 30 13:56 ./Network/Uucp/herm_114.zip
-rw-r--r-- boydm 2986 Jul 30 17:05 ./Network/0index
-rw-r--r-- baldrick 439749 Jul 30 13:39 ./Network/News/o_024.zip
lrwxr-xr-x baldrick 17 Jul 30 16:09 ./Network/tcpip.faq -> ../Info/tcpip.faq
-rw-r--r-- baldrick 144196 Jul 30 16:11 ./0compind.Z
-rw-r--r-- baldrick 354239 Jul 30 16:11 ./0index
lrwxr-xr-x lenn 24 Aug 1 02:12 ./Utilities/sysinfo2.zip -> ../Telecomm/sysinfo2.zip
-rw-r--r-- weiner 7428 Aug 1 02:13 ./Telecomm/0index
-rw-r--r-- lenn 56878 Aug 1 02:11 ./Telecomm/sysinfo2.zip
-rw-r--r-- baldrick 21635 Aug 5 12:06 ./Games/0index
-rw-r--r-- baldrick 140128 Aug 5 05:15 ./Games/mystwell.zip
-rw-r--r-- weiner 5518 Aug 5 12:11 ./Languages/0index
-rw-r--r-- boydm 173374 Aug 5 06:29 ./Languages/c68_443b.lzh
-rw-r--r-- baldrick 118191 Aug 5 12:29 ./0ls-lR.Z
-rw-r--r-- baldrick 117799 Aug 5 12:30 ./0ls-lRc.Z
-rw-r--r-- boydm 34560 Jul 29 13:44 ./Magazines/Cain/CAIN0794.ZIP
-rw-r--r-- baldrick 365078 Aug 5 11:42 ./Network/Uucp/upoint_l.lzh
-rw-r--r-- boydm 3151 Aug 5 11:49 ./Network/0index
-rw-r--r-- baldrick 143986 Aug 5 12:28 ./0compind.Z
-rw-r--r-- baldrick 357702 Aug 5 12:28 ./0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

1767. Re: The future of Atari Computers

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 04:20:28 UTC
From: saj@chinet.chinet.com
Message-ID: <Cu3Iq4.Kux@chinet.chinet.com>
Source record: 182558

In article <31pu7b$p05@search01.news.aol.com>,
Myrddin E <myrddine@aol.com> wrote:
>Hello
>
>I would like to engage in a little mental excercise here.
>
>If Atari were to attempt to re-enter the Personal Computer market in a
>meaningful way, how should they do it?
>

I'm not remotely predicting, but what could make a lot of sense would be machines based around marginal-spec DEC Alpha chips and an innovative OS like maybe Hurd. Very graphical. DEC has to have a lot of chips that don't quite run up to speed, and they don't have the resources to launch a really personal product line while salvaging the rest of the company. The Tramiels clearly love running a computer company, even if they aren't very good at it. Alpha chips are fast and flexible. Modular operating systems offer a very decent shot at low overhead and limitless flexibility (remains to be demonstrated, of course). It'd be fun, anyway. And of course, since the 68000 series is a PDP semi-ripoff, it would be fitting to move on to the successor of VAX.
Steve

1768. Linux again

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 04:27:36 UTC
From: saj@chinet.chinet.com
Message-ID: <Cu3J20.Kyt@chinet.chinet.com>
Source record: 182559

I keep tumbling across Atari Linux on archive sites. What little discussion I've seen has been to the effect that it's still only for SERIOUS hackers. But some of these versions are more recent than the last time I was warned off, so I'm just asking if there's anything worth reporting. Is there?

Steve

1769. own a piece of History

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 05:11:13 UTC
From: boyle@virtu.sar.usf.edu
Message-ID: <31v61h$7ia@mother.usf.edu>
Source record: 182580

Yes, you can own my late 1985 model 1040 st:

RAM?
you betcha, 1 meg's worth.

Color?
SC1224 color monitor upon which to display the ST's stunning TRUE 4-bit
color!

Fast?
a blistering 8 mhz fast, powered by one of the most durable power plants
in computer history, the Motorola 68000.

How Much?
1040STf, SC1224 color monitor...$210 US (neg.)

Colin Boyle
(813) 359-8325

--
**********boyle@virtu.sar.usf.edu**********
White youth/Black youth: Better find another solution/Why not phone up
Robin Hood and ask him for some wealth distribution? ---Joe Strummer
**********boyle@virtu.sar.usf.edu**********

1770. Re: Hard drive virus checker

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 05:35:30 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <776485840.1@mettav.exnet>
Source record: 182390

It was none other than -Unknown- that wrote on 4 Aug 94 that ,

>> MM> Can someone recomend a good virus protection program for the
>> hard MM> drive. A good public doamian one preferably. Or can you
>> tell me the
>> Sagrotan . Has extensive HD virus library facility's including Link
>> virus's
-> Anyone know if there's an english version floating around? I've
-> come across Sagrotan before, but not being fluent in German it's of
-> little use to me.

The English version lag's slightly behind the german one but I have 4.14
fully anglified.

MHYG
Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

1771. Re: Linux again

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 06:03:53 UTC
From: mabdul@viking.dvc.edu
Message-ID: <31v949$718@viking.dvc.edu>
Source record: 182581

I would like to find out if there is a working kernel for the Atari.. I have the ATALNX_3.LZh but the entire archive has UNIX filenames.. and the makefiles expect a GNU 68k cross compiler (unless someone wants to go through the pain of hashing all the names to atari and fixing up the makefiles.)

Is there anyone out there who has a working version of Linux (kernel) or at least the sources (ready to compile) for the Atari TT?

1772. Re: SpeedoGDOS 5 & NVDI 3

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 07:48:55 UTC
From: spoil@cs.tu-berlin.de
Message-ID: <31vf97$2k5@news.cs.tu-berlin.de>
Source record: 182560

```
: In article DH8@netcom.com, rengbers@netcom.com (Robert Engberson) writes:
: >> SpeedoGDOS 5 sets a new
: >>standard for type scalers (in supporting all major font formats and
: >>killer performance) and by using NVDI for some display routines, you get
: >>capabilities and performance that outstrip one or the other alone.
: >>
: >>Robert@COMPO

As far as I know there will be an update on NVDI very soon that'll feature
a built-in NVDI vector-font-scaler. _THAT_ will really give you killer
performance. So why spend money on a single SpeedoGDOS when you can get
a real NVDI that includes a vector-font-scaler, which will blast all
external GDOSes to hell?
```

1773. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 08:25:32 UTC
From: diehl@io.org
Message-ID: <31vhds$go9@ionews.io.org>
Source record: 182571

> My point was rather around spending money which the author wont get.
> Spending 5 quid on a game like Starball is a good deal, but spending 10
> quid
> just to transfer the 5 is pretty stupid in my opinion. I would rather give
> him 15 quid personally.
> But i will hopefully work out a better solution. Maybe by collecting those
> who want to registre from Denmark, all in one go.

Granted, there's a certain amount of seeming absurdity involved. There's exchange rates to contend with, bank fees on international money orders, postal fees ... it all adds up in the end. But then it's little different than mail-order shopping; you've most or all of the same contentions to deal with, and they are often more costly if you're ordering hardwre, since then you have to pay shipping by weight. Far more costly than simply slipping an envelope with a two ounce money order into a post box.
An unfair comparison, I suppose, but it relates after a fashion.
Still, though, such irritants serve to deter people from registering foriegn Shareware due to the inherent nuisance that's involved in doing so.
Unfortunately, there's less than nothing we can do about it.

And when it gets right down to it, it's relatively fair ... in its own capitalist sort of way. :-)

> I know it may be difficult to work for an machine you don't have, but i
> think there is a need for it. (Hmm! i just saw a message from you in
> where you told how many, or should i say less, people who have registred.
> Maybe it's not such a bad need after all).

I figure there are a number of factors contributing to the distinct lack of registrations. The first, is that some may be waiting for a future version that will import ASCII and raw ANSI files, or whatever feature it is they so desperately withhold payment for. (In practise this is still somewhat dishonest, since using the program regardless of future intentions or anticipations still necessitates registering) The second is that perhaps they're lazy, or maybe can't quite afford it. The third, as always, is piracy, and I do have it on good authority that it has been pirated. (At least, this is what I have been told at the moment; the details seem suspect, but if the source is accurate it has)

I can't really gripe about any of these points -- no, not even Piracy. I, in fact, fully expected my program to get pirated when I released it. What I thought would be a hod commodity, the first of its kind ever to be made, I would think it would get pirated with quick dispatch. I'm not sure whether to be pleased at the fact that I was right or not...

```
__________ ______ ______ ___________________________________
____<____ >/ __ // ____/ ___ Tail of ________ Eric March _____
__________> // <_/ // <___ ___ The Comet ______ diehl@io.org _____
__________<_/<_____/<_____/ ___ Productions ____ "ANSI? FANSI!" _____
```

1774. CR and line feed stripping

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 10:35:09 UTC
From: kfason@csn.org
Message-ID: <Cu402L.4xo@csn.org>
Source record: 182564

Anyone know of a simple program that will strip the CR and or Line feeds (Whatever the atari uses, I think both) from ASCII files? Except of course at paragraphs?

Reason being I import quite a bit of ASCII files into Atari Works and it doesnt do it (has a strip for export though)..

thanx!

--

-Kevin Fason - "Dominate the Rythm"

kfason@CSN.Org

Atari Falcon030	My Time is a Piece of Wax
US Robotics Dual Standard	Falling on a Termite
Atari Jaguar	(Who's Choking on the Splinters)

1775. PFXPAK.TTP

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 12:00:02 UTC
From: larserik@oslonett.no
Message-ID: <31vu02$qc5@hasle.oslonett.no>
Source record: 182565

What is the newest version of PFXPAK.TTP

Is it much better than version 1.1 ?
Does it pack better ?
Does it depack faster at run-time ?

Could someone uuencode and mail it to me ?
(great reward to the first one :-)

Lars-Erik 0sterud Phone: +47 67131571 Fax & ABK-BBS: +47 67132659
Atari Developer Pager: +47 96634222 Email: larserik@oslonett.no
SysOp ABK-BBS

1776. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 12:19:08 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EHGMFGVI@dksoft.ping.dk>
Source record: 182567

In <31vhds$go9@ionews.io.org> Eric March wrote :

>Granted, there's a certain amount of seeming absurdity involved. There's
>exchange rates to contend with, bank fees on international money orders,
>postal fees ... it all adds up in the end. But then it's little different
>than mail-order shopping; you've most or all of the same contentions to deal
>with, and they are often more costly if you're ordering hardwre, since then
>you have to pay shipping by weight. Far more costly than simply slipping an
>envelope with a two ounce money order into a post box.

I know, and it doesn't make things any better, trust me 8-/

> An unfair comparison, I suppose, but it relates after a fashion.
>Still, though, such irritants serve to deter people from registering foriegn
>Shareware due to the inherent nuisance that's involved in doing so.
>Unfortunately, there's less than nothing we can do about it.

No, I don't see any good solution either. My best solution is to find alot
of people who wants to registre the same software as i do, but living in
a country with around 1000-3000 active atari users, (and only two dealers)
it can be pretty hard job.

>
>And when it gets right down to it, it's relatively fair ... in its own
>capitalist sort of way. :-)

I think that depence on which side you look at 8-)

>I figure there are a number of factors contributing to the distinct lack of
>registrations. The first, is that some may be waiting for a future version
>that will import ASCII and raw ANSI files, or whatever feature it is they so
>desperately withhold payment for. (In practise this is still somewhat
>dishonest, since using the program regardless of future intentions or
>anticipations still necessitates registering) The second is that perhaps
>they're lazy, or maybe can't quite afford it. The third, as always, is
>piracy, and I do have it on good authority that it has been pirated. (At
>least, this is what I have been told at the moment; the details seem
>suspect, but if the source is accurate it has)
>
>I can't really gripe about any of these points -- no, not even Piracy. I,
>in fact, fully expected my program to get pirated when I released it. What
>I thought would be a hod commodity, the first of its kind ever to be made, I
>would think it would get pirated with quick dispatch. I'm not sure whether
>to be pleased at the fact that I was right or not...
>

Let me ask you a question. How many do you think pirate your program ? And why do you think they did, if they did ?

Another question. Is this release of FANSI a demo version or a shareware version, (sorry i ask this, i could just have read the doc's, but i want to hear your answer). In my opinion there's a big difference between a demo version and a shareware version. If people thinks it's a demo version, they also think there's no need of registre, (cause thats what demo is all about). And those who do believe this, also lives with the limit in it. (and thats not piracy). On the other hand, if it's released as a shareware version, they have to registre when using it. But why is there limits then ?
Shareware means, you pay for what you see when testing it.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

1777. High(ish) Speed Modem Help =)

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 12:38:51 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1994Aug6.123851.26543@bradford.ac.uk>
Source record: 182569

I'm thinking of upgrading to a faster modem, (around a 14.4k one), and have seen some techo jargon flying about that I'm not quite sure of.

1) What's the difference between a Rocwell chipset in supras and the us robotics chipset?

2) If the line get's a bit 'flaky' I heard that the usr modems drop automatically to a lower speed but others don't, is this true?

3) What's the difference between hardware and software implementations of the error correction and compression techniques?

Thanks for the help.

Paul.
--
\|/ ____ \|/ PaUl AnThOnY BoOtH \|/ ____ \|/
@~/ ,. \~@ InTeRnaTiOnAlLy ReNoWnEd DiCkHeAd @~/ ,. \~@
/_(__/)_\ EmAiL: P.a.BoOtH@BrAdFoRd.Ac.Uk /_(__/)_\
__U_/ Mr.BeNn RiDeS AgAiN!!! __U_/

1778. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 13:42:26 UTC
From: rflashma@mtholyoke.edu
Message-ID: <320402$27g@mudraker.mtholyoke.edu>
Source record: 182484

<Up-EHEMCJVC@dksoft.ping.dk>
Organization: Gribnif Software

Kim Andersen (Kim@dksoft.ping.dk) wrote:

> >> My next step will be a direct call to his board, (probably cost me alot
> >> of money, but they doesn't seem to care), as this seems like beeing the only
> >> way i can make sure he gets my message.
> >
> >Have you tried writing a letter (on paper)? It's quite cheap and usually
> >works best for developers that are hard to reach online.
> >

> Why should i need to do that, just tell me. This guy got several support
> BBS's which should port all information to him. He also is online at the
> same net as i am, (in the same area also). Just give me one good reason
> to write him snail-mail then. And what would i gain. If he ignores my
> echomail and netmail, why shouldn't he just ignore my snail-mail then. (I'm
> not sayin thats what he's doing, but since i don't get any answers i can't
> tell).

I suggested paper mail for two basic reasons. 1. You are concerned of the
cost of calling one of his support BBS systems. 2. Electronic mail has,
so far, not gotten you a response.

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

1779. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 13:44:33 UTC
From: rflashma@mtholyoke.edu
Message-ID: <320441$27g@mudraker.mtholyoke.edu>
Source record: 182486

Kim Andersen (Kim@dksoft.ping.dk) wrote:

> In <31o9t8$bqp@mudraker.mtholyoke.edu> Rick Flashman wrote :
> >Maybe I'm being dense or something. What do you mean by "crack it"? I have
> >no idea what this means. If it was a copy protected program, I would guess
> >that means to remove the copy protection. Otherwise, I have no clue.
> >Convert the exectable back into assembler? Can you clarify, please?
> >

> As far as i know, it do means that the pirate will remove any copyprotection
> from the original disk, so they'll able to spred more copies without any
> limit's. Also key's and codes are beeing changed so the user can use the
> software without any limits, as bought.

I really don't think developers put intentional limitations into their
commercial software. Do you know of something like that ever happening?

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

1780. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 13:53:23 UTC
From: rflashma@mtholyoke.edu
Message-ID: <3204kj$27g@mudraker.mtholyoke.edu>
Source record: 182485

Colin Campbell (Colin.Campbell@mettav.exnet.com) wrote:

> > You should realize, however, that as the owner of the software YOU may
> > be held liable should your friend make an illegal copy of the loaned
> > software!

> Are you sure about this? Surely the law can't reasonably expect me to follow
> this friend around all day looking over his/her shoulder all the time, or can
> it?

Actually it does. It falls under a general "bourden of responsibility" as the person who purchased/licensed the software. It's an extension of the same legal principle that makes it illegal to receive a stolen item, even if you had no idea it was stolen.

I'm not defending this principle, just explaining it. However, the truth is that just about everyone who we have caught pirating our software uses that as an excuse. "My friend/someone at the user group/etc. must have made a copy when I wasn't looking." You have to draw the line somewhere.

We make it very simple in our software. We place the burden of preventing the copy you got from being pirated on you. This might be considered harsh, but I haven't found a better way to handle this problem (I'm VERY open to ideas, though).

Honestly,

Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

1781. Game Questions

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 13:56:04 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94218.095604STIRRE31@MAINE.MAINE.EDU>
Source record: 182568

I recently downloaded the game Multi.zip from Umich for the
Falcon. It loads fine, I get the title screen and then nothing
happens. I just sit there watching the credits. I pressed all
of the keys on the keyboard as well as the mouse and joystick
buttons. How does one start the game?
Also, when the heck will Atari release their Falcon games?
They told me April....
-scott tirrell

1782. Re: Pure C, Any upgrades in the near future?

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 14:02:12 UTC
From: rflashma@mtholyoke.edu
Message-ID: <320554$27g@mudraker.mtholyoke.edu>
Source record: 182483

Brian Grier (bjgrier@bnr.ca) wrote:

> This is directed at Rick Flashman but I thought I'd ask in public.
> Is the creator of Pure C updating it to work with Multi-TOS?

Pure C already supports MultiTOS, AES 4.x, Geneva, you name it. We write everything in it. More recently, we wrote Geneva and now NeoDesk 4 in it.

> If so will Gribnif be importing it?

We currently do. ASH (the creator) is very eager to get us to sell as many as possible, so they are talking about an upgrade "real soon now", but nothing yet.

> If so what will the upgrade policy be?

No idea. They haven't given us any pricing info yet. They probably don't know themselves.

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

1783. Milti-Briques demo

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 14:24:19 UTC
From: vicb@clark.edu
Message-ID: <3206ej$pcc@clark.edu>
Source record: 182570

Can someone give me any information about this program (multi.zip on
a.a.u.e.)? I downloaded it and can't seem to get it to run, even on
a totally bare system (TOS 1.62, 2 meg STe, 48M hard disk).
Nothing at all happens...I just call it, and a half second later I'm back
to the desktop as if I'd never left it.

I wouldn't normally worry about it, but it was a 790K download at
1200 baud and I'd like to at least get a few bombs for my trouble...

Thanks,
Victor Bruhn
vicb@clark.edu

1784. Re: SpeedoGDOS/Bitstream Fonts Sources?

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 14:40:56 UTC
From: frank@theshack.demon.co.uk
Message-ID: <776184056snz@theshack.demon.co.uk>
Source record: 182586

In article <Cu2CzL.44v@westminster.ac.uk>
vctec@westminster.ac.uk "Denesh Bhabuta" writes:

> Some Speedo drivers are available on HENSA, and some fonts will be
> making a showing soon. The ones at a.a, are not illegal copies or
> anything, but freely available ones. There was a discussion to such
> effect about a month or two ago....but you need Speedo 5 to use them.

Hmmm... the two I obtained from a.a.u.e both work fine for me, and I
certainly don't have Speedo 5...

> I thout that a magazine journalist would have known this. ;->
>
> **Note...not a flame**

Hehehehehehe! Shame it wasn't me who said /that/ part :-)

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

1785. Re: SpeedoGDOS/Bitstream Fonts Sources?

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 14:42:22 UTC
From: frank@theshack.demon.co.uk
Message-ID: <776184142snz@theshack.demon.co.uk>
Source record: 182584

In article <Cu2H66.7Er@westminster.ac.uk>
vctec@westminster.ac.uk "Denesh Bhabuta" writes:

> About my last posting......I was too hasty to realise that it was not
> Frank's message I was replying to. Sorry Frank...I apologise.

Hehehehe... No problem. I realised that, even if you didn't <g>

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

1786. Re: what's sms2?

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 14:47:00 UTC
From: frank@theshack.demon.co.uk
Message-ID: <776184420snz@theshack.demon.co.uk>
Source record: 182585

In article <31qvrm$ll2@m1.cs.man.ac.uk>
yockneyj@cs.man.ac.uk "Jenni the Satsuma" writes:

> I _enquire_ whether you saw an advert or a review, since
> if it has been properly reviewed in the ST press I want
> to read what they had to say about it!

It was an actual review, in ST Format. I don't have the issue number
to hand, but I'll look it out for you if you like...

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

1787. Re: Milti-Briques demo

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 14:58:15 UTC
From: sammcgee@crl.com
Message-ID: <3208e7$f05@crl5.crl.com>
Source record: 182600

Victor Bruhn (vicb@clark.edu) wrote:

: Can someone give me any information about this program (multi.zip on
: a.a.u.e.)? I downloaded it and can't seem to get it to run, even on
: a totally bare system (TOS 1.62, 2 meg STe, 48M hard disk).
: Nothing at all happens...I just call it, and a half second later I'm back
: to the desktop as if I'd never left it.

: I wouldn't normally worry about it, but it was a 790K download at
: 1200 baud and I'd like to at least get a few bombs for my trouble...

I thought it was a Falcon only game. I still can't get past the second
screen. (choosing joysticks...)

BTW, how long did it take to D/L at 1200 baud?

Sam

1788. ZFC Cover Globe in WWW Based Atari Directory

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 15:48:43 UTC
From: groenink@inter.NL.net
Message-ID: <Cu4EL7.A8n@inter.NL.net>
Source record: 182572

ANNOUNCEMENT

ZFC have set up a set of WWW pages, available from your WWW browser (such as Xmosaic) at the following address:

http://www.nl.net/~zfc/index.html

These provide general information about ZFC, the Edith Professional Text Editress package, digressions on the history and future of text editing applications, but in first place we offer

ZFC's Atari Directory

providing access to almost any Atari information and software available on the Internet, such as FTP, Usenet News, Frequently Asked questions and other information on the World Wide Web.

UNDER CONSTRUCTION

The pages are still under construction. We apologize for any inconvenience. Some references point to non-existing files. These mainly provide business information, which we are happy to supply by electronic mail. You can send e-mail to us directly from your WWW browser.

COMMENTS and SERVICES

Any comments, suggestions or contributions are welcome. We plan to include a list (the 'Atari Grey Pages') of Atari addresses soon. Information as to how to include your address in this list can be requested by electronic mail. Several services, such as automated e-mail forms will hopefully be among the possibilities.

ACKNOWLEDGEMENTS

People who have replied to our previous call for contributions---thank you very much. If you provide a WWW service and have mentioned it to us, please check that our references to your pages are to your full satisfaction. If not, please notify us by electronic mail.

OUR ADDRESS

ZFC Computing
P.O. Box 12079
1100 AB Amsterdam
The Netherlands

Phone: +31 20 695 9901 (best times to call: 0830 - 1000 MET
1800 - 2200 MET)

E-mail: A.V.Groenink@zfc.nl

--
ZFC Annius V. Groenink
P.O. Box 12079 Phone: +31 20 695 9901
1100 AB Amsterdam Internet: A.V.Groenink@zfc.nl
The Netherlands ZFC WWW/Atari Directory: http://www.nl.net/~zfc/index.html

1789. Deskjet 520 600X300dpi

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 17:19:00 UTC
From: michael.snape@f422.n250.z1.tor250.org
Message-ID: <d9cb2f0c@f422.n250.z1.tor250.org>
Source record: 182606

I have just Purchased a DeskJet 520. Does anyone know if this printer
will be supported? the output using just a DJ 500 driver is outstanding
but I would like to take advantage of the 600x300.

Michael Snape

1790. Re: Milti-Briques demo

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 17:32:36 UTC
From: vicb@clark.edu
Message-ID: <320hfk$stg@clark.edu>
Source record: 182573

In article <3208e7$f05@crl5.crl.com>, Sam McGee <sammcgee@crl.com> wrote:
>Victor Bruhn (vicb@clark.edu) wrote:
>
>: Can someone give me any information about this program (multi.zip on
>: a.a.u.e.)? I downloaded it and can't seem to get it to run, even on
>: a totally bare system (TOS 1.62, 2 meg STe, 48M hard disk).
>: I wouldn't normally worry about it, but it was a 790K download at
>: 1200 baud and I'd like to at least get a few bombs for my trouble...
>
>I thought it was a Falcon only game. I still can't get past the second
>screen. (choosing joysticks...)

Well, that would explain why it won't run. :-) I suspected such, but
it was in the regular Games directory and the index listing didn't
mention this. Perhaps the original uploader didn't tell the archive folks.

>BTW, how long did it take to D/L at 1200 baud?

Just under two hours...

Victor Bruhn
vicb@clark.edu

1791. Re: SpeedoGDOS 5 & NVDI 3

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 17:38:28 UTC
From: mabdul@viking.dvc.edu
Message-ID: <320hqk$ev2@viking.dvc.edu>
Source record: 182574

Well, as long as the NVDI supports Speedo, TrueType fonts then I'll buy it
(no, I'm not being sarcastic) until then I'll keep my SpeedoGDOS.

1792. Re: The future of Atari Computers

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 18:21:13 UTC
From: eli@ripco.com
Message-ID: <Cu4LnD.9w1@rci.ripco.com>
Source record: 182577

: 3. The market(s) they should aim for:
: a. people who want to get a computer but don't want to spend $1000.
: b. Present atari loyalist
: c. People who want to get they kids a computer but don't want to
: spend $1000 for a toy
: 4. The system: 68k based, compact case, rfmodulator and rgb, 3.5 floppy,
: cdrom. It should be ST TOS compatible and atlest run JAG cds. The cost
: should be under $500.

I have a slightly diffrent idea, sort of like this. I think that
Atari, or any other company with an real R&D division and not all that much of
a reputation for doing X or Y should come up with an "internet nintendo". If
the number of people with some sort of access to internet is to increase from
10% to close to 100% of the US population over the next 10 or so years, the
someone is going to have to come up with a system that makes it possible.
People without a lot of money who work in jobs for which they realy don't need
a computer (these same people, in many cases, own game systems already) are
going to need something to "plug in" to internet. What about a machine like
this:

1. Hooks up to your TV set, very easy to setup.
+2. Smallish built in mass storage device (20mg HD or, in the future a Flash
E-PROM bank and either a 3.5inch floppy drive or a cartrige slot.
3. Modular design, like the ill-fated TI-99/4a or (to a lesser extent) to
C= 64 and Atari 8-bits. One mod. would transform the base unit into a
full fleged DOS machine or Mac. Others would add options like extra floppy
drives.
4. Relitivly fast built in modem.
5. Keyboard and pointing device
6. Easy to use graphical interface and internet software built in.
7. Full set of ports avalible. Par. and Serial would be built in and SCUSI
and MIDI avalible on higher end versions or as options.
8. Total price of $100.00 or less, idealy about $50.00
9. Sort of portable size/weight (i.e. about the size of a game system).

This may not be much of a fantasy. The price for all the parts at retail
is about $300.00 with the cheapest parts in Computer Shopper. I'd
figure that if you could find small enough hardrive and buy the parts in
bulk, the price (without actualy building any parts yourself) could go down to
about $200.00. Even then your paying for a lot of stuff that you may not
need.
TOS _could_ fit into this picture as the front end operating system for all this.
From the little of it I have seen (I don't own an Atari), it gives reasonable
performance of slow chips with little memory like a i386SX/25 or a 68000.
However, a modified version of PC-GEOS, a minimal version of Windows or even

Tandy's old Desk-Mate might be best.
--
<< Eli Lehrer >>
<<eli@ripco.com>>

1793. Re: Brainstorm DSP JPEG and Speed of Light!

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 19:21:33 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <Cu4oGE.B93@beaver.cs.washington.edu>
Source record: 182587

Well, it turns out I not only have to be a developer ($100), but I also have to pay an extra fee ($100) to get DSP JPEG information. This means I need at least 8 people who would register if I added DSP JPEG support to justify the cost. Darn. I might as well get Devpac DSP and code one myself. Probably would be faster anyway, given my record. =) If I don't get more registered users, I just can't afford to add Brainstorm DSP support, sorry.

-Stuart Denman

1794. FTP HELP

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 19:40:20 UTC
From: Matt.McAlister@dataport.com
Message-ID: <cda_9408061150@dataport.com>
Source record: 182621

I hate to sound like a neophite, but could someone please tell me if there are any ftrp sites in America. If so just what are the steps I need to go through to contact them and download.

Thanks
Matt!

InterNet: Matt.McAlister@dataport.com
FidoNet : Matt McAlister 1:143/106

1795. Re: Atari FTP sites are unaccessable &/or useless!

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 20:20:17 UTC
From: lej@prairienet.org
Message-ID: <320ra1$hog@vixen.cso.uiuc.edu>
Source record: 182583

In a previous article, paulseniura@delphi.com () says:

>
>
>Hi,
>
>I am curious why the mirror for atari.archive.umich.edu at wustl
>hasn't been updated since late June? I go to wustl's
>/systems/atari/umich.edu/... and see nothing new there (wustl no
>longer keeps "/mirrorX" directories, it's all under "/systems").
>
>Since the umich site is *always* busy any more, even during late
>nights like at 11:pm CDT and early mornings like at 4:am during its
>archiving, I cannot get a FTP session going at all at any time! This
>whole Atari market seems to be dwindling to boot. It'd be really
>nice to have a secondary archive site available that is reasonably
>up-to-date, and I thought wustl was such a place?

I totally agree.. No matter what hour I try, I get "All connections are
busy".. Uimich is the ONLY atari source I know, for files...
Does anyone know any other ones, could you give me the addresse(s)?

Or, maybe someone knows of any way to access Uimich other than the obvious
way...

--
-
One hoopy frood who has a Christian Metal/Alternative Rock radio show
on WEFT, 90.1 FM, Champaign, Tuesdays, 10pm-midnite, so listen already!

1796. Atari FTP sites are unaccessable &/or useless!

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 20:23:26 UTC
From: paulseniura@delphi.com
Message-ID: <5q9w82e.paulseniura@delphi.com>
Source record: 182582

Hi,

I am curious why the mirror for atari.archive.umich.edu at wustl hasn't been updated since late June? I go to wustl's /systems/atari/umich.edu/... and see nothing new there (wustl no longer keeps "/mirrorX" directories, it's all under "/systems").

Since the umich site is *always* busy any more, even during late nights like at 11:pm CDT and early mornings like at 4:am during its archiving, I cannot get a FTP session going at all at any time! This whole Atari market seems to be dwindling to boot. It'd be really nice to have a secondary archive site available that is reasonably up-to-date, and I thought wustl was such a place?

The umich site continues to put out weekly "new uploads" listings to the newsgroup, but it's useless if we can't get on & partake of things, ya know? (And I've yet to figure out why Hensa has to make their filing system so complex!)

-- thx, Paul Seniura (in Oklahoma City)

1797. Re: ATARI 1040ST WORD PROCESSOR

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 20:43:26 UTC
From: frank@theshack.demon.co.uk
Message-ID: <776205806snz@theshack.demon.co.uk>
Source record: 182593

In article <31rsra$1jg@golem.wcc.govt.nz>
sheppard_r@ix.wcc.govt.nz "Roger Sheppard." writes:

> Atari stated if you are using a 300/360 dpi printer it will just work with
> a 4 meg machine will all acc/tsrs removed...

Really? I've been using Works for a while on a 4MB STe with /tons/
of TSR/DAs installed, driving a Panasonic KXP1123 at 360x360dpi without
any problems. What's supposed to happen?

> There have been plenty of Demo versions on some of the UK mags, like
> Protext 6 and Calligrapher...

And Calligrapher is sadly not supported any more by Working Title. I
don't know if anyone has bought the rights (does anyone have an idea?).
When I reviewed Calligrapher Pro for ST Format, Working Title decided to
drop support 3 days before the review was on the streets... Gah! :-)

> I have been reading themessages regarding Atari Works on GEnie, a lot
> of people think it stinks, even parts of the manual is upside down..

Wow... I know Works is a bit quirky, but honestly, I've had no
problems with it /so far/ :-) Now I've said it... <g>

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

1798. Re: M-disk virus ?

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 20:46:26 UTC
From: frank@theshack.demon.co.uk
Message-ID: <776205986snz@theshack.demon.co.uk>
Source record: 182594

In article <9408051904.AA00085@montp.cirad.fr> Bales_N@CIRAD.fr writes:

> Now, I've discovered that a lot of disks formatted since then are infected by a
> virus which is detected by M-disk and seems to spread quite easily as I
> generally use M-disk for copying files/disks.
>
> What I'd like to know is if anyone has been experiencing the same kind of
> problem with M-disk. Could this program be generating a virus on my floppies ?

Is there any way you can grab an image of this offensive bootsector
and email it to me? A friend of mine is currently writing a virus
protector, and if this is new, I'd like to see it... Cheers.

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

1799. Re: Atari FTP sites are unaccessable &/or useless!

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 21:14:30 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994Aug6.211430.3929@bay.cc.kcl.ac.uk>
Source record: 182607

In article <5q9w82e.paulseniura@delphi.com>, paulseniura@delphi.com writes:

! This whole Atari market seems to be dwindling to boot. It'd be really
! nice to have a secondary archive site available that is reasonably
! up-to-date, and I thought wustl was such a place?

There is a rather nice mirror at src.doc.ic.ac.uk, placed there by Lee McLoughlin when I asked him (a *very* nice man :-) a year or so ago. It runs on God-only knows how many Sparc 10's, and seems to have infinite disk space, so you can generally get anything there. It also seems to (normally) be fairly up to date.

[side note: The most users I've seen at a time was something like 230, and I was still getting 400k/sec transfer - admittedly I'm just across London, but nonetheless...]

! (And I've yet to figure out why Hensa has to make
! their filing system so complex!)

Ah come on, Denesh has no say in that AFAICT. Personally I'm happy to have any site, even if it is a little more difficult to navigate.

ATB,
Simon.
--

```
_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

1800. Re: Papyrus vs Redacteur - any thoughts

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 23:58:49 UTC
From: rengbers@netcom.com
Message-ID: <rengbersCu51A1.BH4@netcom.com>
Source record: 182588

Good point, Chris. Thanks.

Robert

1801. Software/Hardware for sale

Newsgroup: comp.sys.atari.st
Date: 1994-08-06 23:59:09 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenCu51AL.A31@netcom.com>
Source record: 182589

I have some stuff to sell:

Software:

WordFlair II
Degas Elite
Flight Simulator II
Universal Item Selector III
-------- YOU GET ALL FOUR FOR ONLY $40!

Warp 9 -- $20
Xboot -- $20
STalker 3 -- $20
STeno 2 -- $20
NeoDesk 3 -- $25

Hardware:
520STF, 1meg, TOS 1.4, internal floppy drive -- $75
SM124 monochrome monitor -- $75
40meg hard drive in bullet-proof ICD case -- $200

IF YOU DON'T LIKE THESE PRICES, PLEASE MAKE AN OFFER.

All prices include shipping. All software comes with disks and
original manuals. All software is in excellent, pristine condition.

If interested, please contact me at ekrimen@netcom.com, or on GEnie
at AEO.5.

Thanks!

Ed Krimen
--
Ed Krimen
ekrimen@netcom.com
AEO.5 (GEnie)

1802. Re: SpeedoGDOS 5 & NVDI 3

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 00:09:39 UTC
From: rengbers@netcom.com
Message-ID: <rengbersCu51s3.C1A@netcom.com>
Source record: 182609

Mike -

SpeedoGDOS 5 does not support Calamus (.CFN) fonts.

Laurenz Pruessner (spoil@cs.tu-berlin.de) wrote:

: As far as I know there will be an update on NVDI very soon that'll feature
: a built-in NVDI vector-font-scaler. _THAT_ will really give you killer
: performance. So why spend money on a single SpeedoGDOS when you can get
: a real NVDI that includes a vector-font-scaler, which will blast all
: external GDOSes to hell?

Because SpeedoGDOS 5 supports more font formats than NVDI. The standard format for most professionals is still Type 1 (and arguably with good reason). SpeedoGDOS 5 supports Type 1s, NVDI does not.

Robert

1803. Re: Freeze Dried Term

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 00:13:33 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cu51yL.9A2@cix.compulink.co.uk>
Source record: 182590

>Are we going to start this again? FDT is easy to set up, and works
>great on low end STs. Connect is a nice piece of software, I'm sure,
>but I don't wish to spend my time setting up scripts to use Zmodem
>etc... Besides, Connect will not wrap around (at least I couldn't find
>a way to make it do so), is unusable in anything less than ST high, and
>is slow on 8 MHz systems (compared to FDT).

You do not need to set up scripts for Zmodem with Connect. You just need
to select Zmodem. I never had to setup anything special on Connect. Most
good programs are unusable on anything less than ST high.

Ofir ogal@cix.compulink.co.uk

1804. Re: UK Atari show

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 00:18:06 UTC
From: Colin.Campbell@mettav.exnet.com
Message-ID: <776273278.0@mettav.exnet>
Source record: 182625

Paul bibbled on 05 Aug 94 to Chris...

>> Hisoft were advertised as attendees; they never showed. Maybe they
>> didn't want a deluge of "Where's Papyrus???" queries!
>
> I didn't go myself but I heard that HiSoft apparently didn't show
> because of illness, David Link I think it was, and he had all the gear
> in the back of his car. ;-)

Very big car then... or very little gear. :)

Col

Gabber system: Col@Bibble.Mettav.exnet.com

* Origin: ~~ Col's Burblings... ~~ (100:101/12.4)

1805. Re: Papyrus vs Redacteur - any thoughts

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 00:54:40 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <321bcg$1l4@brachio.zrz.TU-Berlin.DE>
Source record: 182591

rengbers@netcom.com (Robert Engberson) wrote:

> Going back to the original topic, That's Write 3 is the only word
processor
> that has true PostScript output (uses PS fonts).

Is it WISIWYG?

> As for comparing NVDI 3 and SpeedoGDOS 5, NO ONE has used both yet

I have. I am beta tester of NVDI 3, and I just got one of the Speedo 5 that
were sold at this UK show. So let's talk numbers.

This is a speed comparison of Speedo 4.2, Speedo 5 beta 30.7.94 (sic!
that's what the boot message says) and NVDI 3 beta 6.8.94.

All tests are taken on a TT 4+4 on a big mono screen with MagiC 2.0. For
for Speedo 5 I had to use TOS 3.06 since it kept reporting internal scaler
errors and crashing in MagiC (same with MultiTOS, BTW)

There are two things that affect performance:
1) output of already cached characters to the screen
2) rendering, creating bitmaps for the cache from the vector information

For 1) I leafed through a 38 page document with mostly Swiss 10 pts, making
sure that all characters were already in the cache before starting. Times
were stopped with a chronometer.

NVDI 2.5 + NVDI 2.5 +
Speedo 4.2 Speedo 5 NVDI 3 (papyrus' own caching)
33 sec 33 sec 21 sec (16 sec)

Sven Behne says he hasn't built in the really fast routines yet because of
multitasking considerations. I can post new results when it's ready.

For 2) I leafed through a four page document where each page contained 18
different text samples from 3 to 96 pts, using the variations normal, bold,
italic, bold&italic of Swiss 721 on the four pages, making sure that no
characters are initially cached except those of the first visible page.
Thus all characters have to be rendered.

NVDI 2.5 + NVDI 2.5 +
Speedo 4.2 Speedo 5 NVDI 3
15 sec 15 sec 8 sec

The same test with the TrueType font "Venetian":

NVDI 2.5 + NVDI 2.5 +
Speedo 4.2 Speedo 5 NVDI 3

- 1 min 4 sec (!) 15 sec

I don't have any Postscript types for testing, but someone who tried
it told me they are even slower than TrueTypes.

I did not notice any text quality differences.

> SpeedoGDOS 5 has new output routines, and will actually work with
> NVDI if it's installed, throughput is up to 600% faster than SpeedoGDOS
4.x.

Strange that I didn't notice anything of that... Or maybe these 600% are
for the "set squiggling level" call ;-)

> We asked ourselves, how would
> one get the the best system/performance, and the answer is with
> SpeedoGDOS 5 and NVDI (any version) together.

Wilfried Behne says there is no conceivable way how Speedo could "work
with" NVDI, except by using the standard copy raster calls etc. But this
does not significantly affect the performance of text output.

The Behne brothers say NVDI 3 will be finished in about two weeks.

> SpeedoGDOS 5 sets a new
> standard for type scalers (in supporting all major font formats and
> killer performance) and by using NVDI for some display routines, you get
> capabilities and performance that outstrip one or the other alone.

My estimate is that NVDI 3 will be the standard, since
- many people already have one and only have to upgrade
- former versions are known as extremely reliable and compatible, whereas
this is not exactly true for former Speedo versions
- NVDI 3 is much faster

Christian

/---\
Christian Nieber	The softare marketing rule:
email chris@buran.fb10.tu-berlin.de	
R.O.M. logicware, the Home of Papyrus	Deliver yesterday
Raschdorffstr. 99, 13409 Berlin	Code today

1806. Re: Shareware headache

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 01:26:07 UTC
From: vicb@clark.edu
Message-ID: <321d7f$ani@clark.edu>
Source record: 182592

>
> I am sick and tired of downloading what looks like it would be a good progra
> only to find out that the author is with-holding the majority of the program
> until you send him so money. Now I know people would like to earn some mone
> and there are some damn good programs out there, but what's wrong with givin
> bare-bones version of what they're working on.
>

Nothing at all would be wrong with that, if people were honest...but they aren't, so some incentive to register has to be given if any income is to be hoped for. You'd be surprised at how much thought can go into what sort of limitations to put into a demo; some schemes are good, some may not be. But I have been in on several such decisions (one of them for my own program), and the line between showing users that this is a good(?) program and just giving them the entire thing is a very fine one in many cases, and I certainly wouldn't want to try to figure out how to do it with a virus checker.

> How rediculous!!! C'mon people last time I checked sharing was a selfless,
> generous act. A gift from the heart not the wallet. I know I'm going to ge
> lot of flack from shareware authors, but that's how I feel.

Too bad this isn't a sharing society.

Victor Bruhn
vicb@clark.edu

1807. Re: GEM style guide doc

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 01:41:04 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cu560G.CEM@cix.compulink.co.uk>
Source record: 182595

stein.arne.jensen@p10.secom.ct.se said:
>
>Where can I obtain a copy of this document?
>I want to make it available to norwegian programmers through our usergroup.

It is part of the devleper documentation, so not PD. However, there is a
mailing list called the gem-list which is currently discussing a new style
guide. When some decisions are made, they will be published in printed
magazines and as PD text files.
Mail me if you wish to join the list or know about anyone who does.

Ofir ogal@cix.compulink.co.uk

1808. Re: M-disk virus ?

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 02:22:33 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <321gh9$2a3@golem.wcc.govt.nz>
Source record: 182599

```
] > Additional question : which is the best/latest anti-virus ?
]
] The best/latest is probably Sagrotan, a German shareware product. It can
] detect boot sector and link viruses. It is totally in German, and a bit
```

There are also UVK (Ultimate Virus Killer), which does link & boot-sector viruses. This is the most complete virus killer available, I can't remember the cost off-hand.

And, Antidote which handles link viruses and boot-sector viruses. It is also very GEM compatible (Works with Geneva, Multi-TOS, etc.), it's detection routines are also over 1000% faster than UVK's. (It's _extremely_ swift!) It also scans the cookie jar, and lets you examine various memory-hooks.... This is shareware...

1809. No FAX Software For The Atari ???

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 03:02:10 UTC
From: mafarrin@byron.apana.org.au
Message-ID: <321is5$18v@hack.byron.apana.org.au>
Source record: 182544

Ok, I've searched ftp.uni-erlangen.de, ftp.uni-paderborn.de and
atari.archive.umich.edu. So how come there are no fax accessories?

Junior Office is meant to be nice ... but for zyxel right?

Advice, directions and hints much appreciated,

___ __ ______
___\ Mat Farrington _\ e4mafarr@aelmg.adelaide.edu.au _____
____\ Elec.Eng/Comp.Sc Student _\ mafarrin@byron.apana.org.au ____
_____\ APANA User & MIDI Musician _\ mat@student.adelaide.edu.au ___

1810. Master 3S Power Supply specs needed.

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 06:27:14 UTC
From: schokmrp@ac.wfu.edu
Message-ID: <321us2$1dl@eis.wfunet.wfu.edu>
Source record: 182603

Hi all,

does anybody have the power supply pinout specs for a Master 3S external
DSDD disk drive? If so please E-mail me with the information.

Thanks

Rick

--
---+----------------------------------
Rick Schokman | "The same thing we do every
Olin Physical Laboratory, Wake Forest | night, Pinky. Try to take over
E-mail: schokmrp@ac.wfunet.wfu.edu | the World!!!"
rick@kb.phy.wfu.edu |
rick@planck.phy.wfu.edu | The Brain
schokman@earwax.uwa.edu.au |
Phone: (09) 249-4657 (Aust.) |
---+----------------------------------

1811. Re: Atari FTP sites are unaccessable &/or useless!

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 06:30:51 UTC
From: paulseniura@delphi.com
Message-ID: <BM0RUmr.paulseniura@delphi.com>
Source record: 182601

Thank you, Simon, I'll give that UK mirror a try, it doesn't seem to be the same one that wustl mentions in the UK (wustl doesn't mention an atari mirror in the UK but only a mac mirror, same as umich when it tells you it's too busy & to use one of the mirrors!).

I didn't mean to put down hensa, sorry, I only meant it's almost impossible to search around for a certain type of pgm since the others give us subdirs to chase after. ;) I see that it's way beyond his control now.

Btw did y'all know there's a GemView v3.05 on CompuServe? Why isn't it being spread across the Internet? Some kind of distribution rules? (and a p.s. here, my registered copy *still* hasn't showed up after oh 5 weeks I'd say, so far...)

-- thx, Paul Seniura (in OkC)

1812. Re: ATARI QUEST

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 07:43:52 UTC
From: bunka@uranus.freinet.de
Message-ID: <EHHJBIWE19-UP@uranus.freinet.de>
Source record: 182504
Cross-posted to: alt.astrology,comp.sys.atari.st,maus.sys.atari.software,de.alt.astrologie

In <31u0v3$8ss@cronkite.ocis.temple.edu> Jeffrey J Donnelly wrote :

>Another newcomer here (thanks for everyone's patience and help ahead of time!)
>
>I have a dinosaur for a computer: an Atari 520ST. Does anyone know what kind
>of software is available for doing charts and aspects, etc, etc.?
>Phone numbers and addresses would be most appreciated.

You can find some stuff on the ftp-server hilbert.maths.utas.edu.au in the
directory pub/astrology/Software/Atari. These programs are not the best
available they are just Shareware/Freeware.
If you are a skilled C-programmer you can also try to translate Walter's
C-sources for Astrolog for the Atari.
If you want to have really good programs you have to spend some money on
German software. Good and available programs are:

HORCOM 3B
TNP
ASTROGRAF 3.0
ASTROPRO 1.5
ASTROGEOGRAPH 2.3 (Astrocartography)

email me for detailed information.

--
****
* Andreas Bunkahle * bunka@uranus.freinet.de ***************************
* Ceterum censeo televisionem videonemque esse delendam ****************
****

1813. Re: M-disk virus ?

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 08:22:50 UTC
From: jaycee@midmarsh.demon.co.uk
Message-ID: <776247770snz@midmarsh.demon.co.uk>
Source record: 182615

In article <31thnj$qic@mailer.fsu.edu> boyd@math.fsu.edu "Mickey Boyd" writes:

> The best/latest is probably Sagrotan, a German shareware product. It can
> detect boot sector and link viruses. It is totally in German, and a bit
> scary to use if you don't understand this language, but with a bit of careful

Out of interest, Mickey, what is the version number and date of that?
I ask as the version I have is 4.14 dated 14/05/89 with one _big_
advantage - it's in English......

Normally I use Vkiller for quick checks and the occasional run through
with UVK for peace of mind :)

--
+---+
| beST wishes >> JayCee << jaycee@midmarsh.demon.co.uk |
+---+

1814. Re: PFXPAK.TTP

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 08:38:26 UTC
From: jaycee@midmarsh.demon.co.uk
Message-ID: <776248706snz@midmarsh.demon.co.uk>
Source record: 182610

In article <31vu02$qc5@hasle.oslonett.no>
larserik@oslonett.no "Lars-Erik Oesterud" writes:

> What is the newest version of PFXPAK.TTP

The version I have is 1.8c - any advance on that?

--
+---+
| beST wishes >> JayCee << jaycee@midmarsh.demon.co.uk |
+---+

1815. Looking for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 08:38:40 UTC
From: hsp4@columbia.edu
Message-ID: <3226ig$8ni@apakabar.cc.columbia.edu>
Source record: 182605

What's the going rate for a used Falcon? Does anyone have one available?
My brother's seriously considering one, preferably with 14MB, but isn't
interested in paying the (outrageous) price that Atari wants for one...
Thanks a lot for your information (offers?).

****
H. Solomon Poretsky ** "How beautiful is candor!"
hsp4@columbia.edu ** -- Walt Whitman, 1855
hsp4@namaste.cc.columbia.edu (talk) ** Preface, "Leaves of Grass"

1816. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 08:42:28 UTC
From: diehl@io.org
Message-ID: <3226pk$kqf@ionews.io.org>
Source record: 182604

> No, I don't see any good solution either. My best solution is to find alot
> of people who wants to registre the same software as i do, but living in
> a country with around 1000-3000 active atari users, (and only two dealers)
> it can be pretty hard job.

That's a smart way ... perhaps a bit time consuming and possibly difficult, but it certainly saves the money, I think. And anyway, if worse comes to worst you can always send straight cash ... at least, I'd accept it -- though it's risky, converting German marks (or whatever I'm sent) is simply a matter of walking into the bank and doing so. Or at the very least a currency exchange store.

As for a place ith 1000-3000 active Atari users and only two dealers -- I'd say that's about the same situation here in Toronto. Three or four active dealers, though ... still, it's still quite a pain.

> I think that depence on which side you look at 8-)

Hmm. Okay, it certainly DOES look better from the seller's point of view than the buyer. :-)

> Let me ask you a question. How many do you think pirate your program ? And
> why do you think they did, if they did ?

I couldn't even begin to guess how many people pirate my program. If I had to take a wild stab in the dark I'd have to probably say that for every legitamate user, there are probably 100 pirated copies in use. Of course, that's a wild little estimation, but it's as good as any, I suppose, since I really have no idea. As to why they do ... who knows? Something for nothing, I would guess. All the functionality with none of the cost. Maybe they feel that they're getting away with something. Some may have used a pirated copy with the idea in mind that they are going to register it -- or got the pirated version so that they can give it an evaluation (though the shareware unregistered version does that just fine) before deciding whether or not to shell out. It still doesn't make it right, but it's nothing I can stop or do anything about. Not and hope to make any sort of significant progress.
In my case, I would rule out "too expensive", as seems to be the standard fallback explaination for why someone pirates. I wouldn't call $15 at all costly.

> Another question. Is this release of FANSI a demo version or a shareware
> version, (sorry i ask this, i could just have read the doc's, but i want
> to hear your answer). In my opinion there's a big difference between a
> demo
> version and a shareware version. If people thinks it's a demo version,

> they
> also think there's no need of registre, (cause thats what demo is all
> about)
> And those who do believe this, also lives with the limit in it. (and thats
> not piracy). On the other hand, if it's released as a shareware version,
> they have to registre when using it. But why is there limits then ?
> Shareware means, you pay for what you see when testing it.

Not necessarily. I put the restrictions in there as a means of encouraging
people to register. I have often found that if one writes a program and
then releases it with absolutely no restrictions, there is no incentive or
sense of urgency towards registering. People get lazy and eventually don't
register because there is no incentive to do so; there is nothing it in for
them, as it were. I know I"ve been guilty of that in the past. I figure,
if I restrict some of the features, perhaps it will give them some incentive
to register. If they register, they get more. I look upon it as no
different to those who offer their program, and if people register, they'll
get more software written by that author. The Fansi version 1.00/1.01 that
is out right now is a Shareware version. ANd if you register, you get te
incentive of more functions at your disposal. It is not a demo or freeware.

_____ _____ _____ _____________________________
____<____ >/ __ // ____/ ___ Tail of ________ Eric March _____
__________> // <_/ // <___ ___ The Comet ______ diehl@io.org _____
__________<_/<_____/<_____/ ___ Productions ____ "ANSI? FANSI!" _____

1817. Re: High(ish) Speed Modem Help =)

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 08:44:00 UTC
From: jaycee@midmarsh.demon.co.uk
Message-ID: <776249040snz@midmarsh.demon.co.uk>
Source record: 182611

In article <1994Aug6.123851.26543@bradford.ac.uk>
P.A.Booth@bradford.ac.uk "Paul Booth" writes:

> I'm thinking of upgrading to a faster modem, (around a 14.4k one), and have
> 2) If the line get's a bit 'flaky' I heard that the usr modems drop
> automatically to a lower speed but others don't, is this true?

You may have heard that Supras have problems with this and it was certainly true in the 'early' days but the latest ROM versions are fine - well mine re-negotiates quite happily when the situation arises. (a SupraFax v.32bis)

--
+---+
| beST wishes >> JayCee << jaycee@midmarsh.demon.co.uk |
+---+

1818. Re: [Q:] trackball for atari?

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 08:56:18 UTC
From: Alexander_Bochmann@traveller.fido.de
Message-ID: <2e44b004@p1.f20.n2000.z242.fidonet.org>
Source record: 182631

...message from Steven Whatley to harvee.billerica.ma.us :

SW> esj@harvee.billerica.ma.us (Eric S Johansson) writes:
>> is there any way I can replace my atari mouse with a PC trackball?
SW> I do not know about PC trackball. I am satisfied with my two button
SW> WICO trackball.

I don't know whether it's still available anywhere, but the Marconi Trackball
for Atari was great (a bit bulky perhaps, but nearly
undestructable)...

/\|ex.
ab@traveller.fido.de
--
Atari Anwenderkreis Show in Freiburg
contact werner_laass@traveller.fido.de for information

1819. Re: Multitasking (yep - again !)

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 10:24:20 UTC
From: goffy@hit.sb.sub.de
Message-ID: <c17f01be.3781.7042@hit13.hit.sb.sub.de>
Source record: 182501

```
> MagiC is a commercial product wich is sold by
>
> Application Systems Heidelberg
> Postfach 102 646
> 69016 Heidelberg
>
> Phone: (+49)-6221-300002
> Fax: (+49)-6221-300389
>
> Germany

or 1000.3712@compuserve.com

--
* Origin : bye *GOFFY* Goffy@HIT.SB.SUB.DE
Mausnet : Carl-Georg Hofmann@SB.MAUS.DE

// THE_DOT V2.14c1 Regist. //
```

1820. Re: Linux again

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 10:36:16 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <322df0$oku@ra.ibr.cs.tu-bs.de>
Source record: 182608

M. Abdulkareem (mabdul@viking.dvc.edu) wrote:
: I would like to find out if there is a working kernel for the Atari.. I have
: the ATALNX_3.LZh but the entire archive has UNIX filenames.. and the makefiles
: expect a GNU 68k cross compiler (unless someone wants to go through the pain
: of hashing all the names to atari and fixing up the makefiles.)

: Is there anyone out there who has a working version of Linux (kernel) or at
: least the sources (ready to compile) for the Atari TT?

Atari Linux is slowly syncing with Amiga-Linux.
The last version of the Linux-68k has some of the Atari patches
in it but not all that are needed and some are out of date.

Version 0.9pl2 will (hopefully) have all the patches needed and allow
you to build either an Amiga or an Atari kernal with one
comandline parameter (Am I dreaming?)

There are still lots of problems with different TT-boards and
SCSI.

Linux will not run on an Atari ST[a-z] but there is someone
who will work on a PAK-support (Prozessor Austauschkarte with 68020/030).

I'm not sure if you will be able to compile Linux with TOS.
You will need a decent Unix system (maybe MiNT will be sufficient)

There are some versions of precompiled kernals around and there
are ramdisks that hold the /bin tree in memory. But most
people are lucky to see the prompt and are far from working
versions of Linux.

More information in

maus.os.linux68k

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

1821. Re: High(ish) Speed Modem Help =)

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 10:41:19 UTC
From: dgoddard@crash.cts.com
Message-ID: <Cu5v0w.B7z@crash.cts.com>
Source record: 182612

Paul Booth (P.A.Booth@bradford.ac.uk) wrote:

: I'm thinking of upgrading to a faster modem, (around a 14.4k one), and have
: seen some techo jargon flying about that I'm not quite sure of.

: 1) What's the difference between a Rocwell chipset in supras and the us
: robotics chipset?
The Rocwell chipset is the V32.bis (note the 'bis', V32 is NOT V32.bis)
protocol used in all of the low cost 14.4 modems (not US Robotics or
Hayes) and was a cheap cost way to provide a 14,400 baud protocol for the
masses. US Robotics developed the HST protocol and it's just a different
protocol to do 14,400 baud. They are NOT compatible, so most every
manufacturer uses V32.bis and even US Robotics made a modem called
the Dual Standard (both HST and V32.bis, thus the name 'Dual').

: 2) If the line get's a bit 'flaky' I heard that the usr modems drop
: automatically to a lower speed but others don't, is this true?
No, most if not all modems will drop speed on flaky lines, but the
US Robotics modems have Asychronus Leveling (ASL) which will bring back UP
the speed of the modem if the line becomes clearer. This is great because
often when you connect you get some flakyness and modems will drop speed
immediately, but the HST's will come back up soon after.

: 3) What's the difference between hardware and software implementations
: of the error correction and compression techniques?
The hardware ones are faster and are so sophisticated now that you really
don't need software error correction (V42.bis is very good error
correction hardware), the hardware in 9600 and up modems usually has
compression hardware too, this way it takes almost no time compressing as
it transmits (try sending a text file, it will FLY over at double or
triple the normal 14,400 speed).
Software error correction is very primitive, but usefull, XON/XOFF is
simply Cntl-Q and Cntrl-S commands sent when transmitting to pause the
transfer of information because too much is being sent at once. RTS/CTS
is the same thing but are actual modem signals, thus an electrical line
gets turned on or off to signal information to stop or go, this is faster
and more efficient.

Don

1822. test

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 11:24:16 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <322g90$8c1@golem.wcc.govt.nz>
Source record: 182617

Test...

Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

P.S From a real person, not a Copy ! GEnie - r.sheppard5

1823. Re: Hard drive virus checker

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 11:31:50 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <322gn6$8c1@golem.wcc.govt.nz>
Source record: 182618

In article <31s9hp$ri1@msuinfo.cl.msu.edu>, hopper_t@msupa.pa.msu.edu writes:
>In article <776032374.0@mettav.exnet>, Paul.Civati@mettav.exnet.com (Paul
>Civati) writes:
>
>>IIRC there's about 5 Atari HD virii in existance. There's been Beilstein (sp?)
>>quite recently which is really bad news, like it's got a random mutation so
>>looks different _every_ time. Oh yeah it's got 600,000 or something like that
>>mutations! Not sure if it attacks HDs.
>
>According to the Oregon Research add for UVK 6 in the TOAD Computers
>catalog, only UVK 6 can recognize the Beilstein virus, which was discovered
>in March and is a "MS-DOS-mimic virus."

Are we talking about a Hard Disk Virus or a Floppy one, you don't need
a Virus killer for floppy Viruses, most programs can check if a floppy
has a bootable boot sector, if it has just change the first byte of the boot
sector to 00, then you can restore it if it was a valid boot sector..

If it was the Hard Disks boot sector, then the Hard Disk would never ever
boot....

A Disk boot sector is only active if the disk is booted, not buy running
any programs on it...

So why all these rave about Viruses, the only one that could be a problem
is the so called Link Viruses...??
>

>FWIW,
>Tom
>hopper_t@msupa.pa.msu.edu

Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

P.S From a real person, not a Copy ! GEnie - r.sheppard5

1824. Re: Papyrus vs Redacteur - any thoughts

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 11:47:36 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <322hko$8c1@golem.wcc.govt.nz>
Source record: 182619

In article <rengbersCu1L5q.DH8@netcom.com>, rengbers@netcom.com (Robert Engberson) writes:
>Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
>: spbcajk@ucl.ac.uk (Mr Andrew John Kale) writes:
>: >chris@buran.fb10.tu-berlin.de (Christian Nieber) writes:
>: >
>: >>>- Or PostScript support..?
>: >
>: >>No way. This is definitely too complex, and besides it wouldn't be
>: >>WYSIWYG anymore as long as Type 1 faces can't be used.
>: >>But maybe Speedo 5 or NVDI 3 will provide a PostScript GDOS driver.

All this talk about Papyrus, does it have a full English Dic and Thesaurus,
the English version that I brought of Script never had a English Dic,
only USA one, the usual problem with German software...

I read a review of Papyrus in ST-Review March 94, there was no mention
of a Dictionary or Thesaurus, or what resolutions it supports or
the memory requirements...

The problem is we are still lacking in a good ENGLISH Word Processer/Doc
Processer that can work in Med resolution, and with full Dic/Thesaurus
and Font support....

>
>Robert@COMPO
>

Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

P.S From a real person, not a Copy ! GEnie - r.sheppard5

1825. Re: Is the Lynx dead?

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 12:00:06 UTC
From: jperez@uhunix3.uhcc.Hawaii.Edu
Message-ID: <Cu5yo7.98D@news.Hawaii.Edu>
Source record: 182616

minidis@urz.unibas.ch wrote:
: What happened to the LYNX? Is it dead or what? Atari
: once said that the Lynx and the Jaguar will both be
: supported inthe furue - well Jaguar ok. but the Lynx?
: Alexander

I spoke with Atari a few days ago. There are a bunch of Lynx games on the back burner right now (Eye of the Beholder, Geoduel, Cyberdrome?, AvP, Super Missle Command/Asteroids, Raiden...) After the major Jaguar release, Atari is going to release these games and start pushing the Lynx again. One thing at a time I guess. So, no, the Lynx isn't dead, but since many people are giving up on it, it's a great time to pick up lots of games. Our local Atari dealer, Neutronics, has most Lynx games for $15-20 since his distributor want's to unload them. Now I have 25 games ;)

Borg

1826. Re: ATARI ST games CLEARANCE! Yoo-hoo!

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 12:02:18 UTC
From: jperez@uhunix3.uhcc.Hawaii.Edu
Message-ID: <Cu5yru.9A8@news.Hawaii.Edu>
Source record: 182629

Tony Leung (jorge@mercury.sfsu.edu) wrote:
: For $8/game
: Wanderer 3-D (3d glass included, a real virtual world!).

Hey, I sure would like Wanderer 3-D. Do you still have it? How much for shipping? Uh, I have your address already ;)

Borg

1827. Re: Freeze Dried Term

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 12:07:52 UTC
From: julian@loose.apana.org.au
Message-ID: <322iqo$jeg@loose.apana.org.au>
Source record: 182614

```
: What exactly is Steno and where do I find it?
: Thanks, julian@loose.apana.org.au
```

```
: What exactly is Steno and where do I find it?
: Thanks, julian@loose.apana.org.au
```

1828. Re: GEM style guide doc

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 12:08:55 UTC
From: larserik@oslonett.no
Message-ID: <322isn$4qg@hasle.oslonett.no>
Source record: 182613

In message #29, ogal@cix.compulink.co.uk writes:

> It is part of the devleper documentation, so not PD. However, there is a
> mailing list called the gem-list which is currently discussing a new

Is it - I can't find this document in my developer docs ????!!!!
(if I could Stein-Arne I could help my fellow norwegian Stein-Arne)

Lars-Erik 0sterud Phone: +47 67131571 Fax & ABK-BBS: +47 67132659
Atari Developer Pager: +47 96634222 Email: larserik@oslonett.no
SysOp ABK-BBS

1829. Re: UK Atari show

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 13:41:36 UTC
From: Spencer.Davies@mettav.exnet.com
Message-ID: <776399302.0@mettav.exnet>
Source record: 182465

On 05 Aug 94 at 14:43:10, Colin did truly state.....

CC> On a gloomy note, I've yet to go to an Atari show where I've had to
CC> queue to get in at all... :)
They shouldn't have let you in at all Col. ;->
All of the queuing was going on inside Col!

CC> Probably walked right past me and a large contingent of the Turbonet
CC> Posse, Dan. :) If you saw some bloke carrying a large box (containing
CC> a desktopper) then it was probably me.
I am quite glad I missed this (caouldn't stand to see a grown man cry when
parting with his money!!!)

Spencer

* Origin: The Net is Yours,USE IT!Don't Abuse IT! (Turbonet 100:1011/0.2)

1830. Virus Protector

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 14:14:39 UTC
From: larserik@oslonett.no
Message-ID: <322q8f$8ol@hasle.oslonett.no>
Source record: 182622

People have been asking for a small virus protector that
can discover both boor- and link-viruses...

I have made such a program and if anyone wants it I'll
uuencode and email it (just sende me a message).

Here is a copy of the READ.ME file for PROTECT6. It also tells
you about viruses, how they work, and how to get rid of them:

Protect6 - Your way of protecting your system against viruses
""

Protect6 is a small but powerful program that is resident in RAM
looking for bootsector and link-viruses. It's easy to install
(just put it in the AUTO-folder on your boot disk) and easy to use.
Before you install it you should read this documentation and learn
to know the different messages, warning and questions you might get.
The program is tested, but you are using it at your own risk anyway.

Bootsector-viruses
""""""""""""""""""

Each time the system detect a new disk in drive A: Protect6 will
check this disk to see if it contains a bootsector-virus.

If the disk is allready immunized or if it is a MS-DOS disk you
won't notice anything, BUT if the disk IS auto-booting you will
get this message in the upper left corner of the screen:

Disk is Auto-Booting, Should I kill it ?
<here is the contents of the bootsector>
Call ABK-BBS +47 67132659, 300-14400 BPS

In the middle line the contents of the bootsector will scroll
by giving you a chance to decide if it's a virus or another
type of auto-boot (it could be an auto-starting game etc...)

If you decide to KILL and IMMUNIZE the disk press Y for YES,
if you DON'T want to CHANGE the bootsector press N for NO.

If you decided to kill the disk or if Protect6 find a disk that
is not auto-booting, but isn't immunized either, it will try to
immunize the disk and you will see this message on the screen:

Killing and Protecting disk in drive A:

If everything went well the message will dissappear and the screen
will be redrawn and control returned to the active program/desktop.

If the disk in A: is write-protected you will get this message:

Disk is Write-Protected, Try once more ?

If you still want to KILL and IMMUNIZE the disk you should REMOVE
the WRITE-PROTECT tab and press Y for YES, if you have changed your
mind and want to KEEP the DISK as it is just press N for NO.

All disks immunized by Protect6 are auto-booting and readable on
MS-DOS and PC-DOS systemes (IBM's) and contain an info-text.

Link-viruses
""""""""""""
This is a very nasty kind of virus that contaminates program files
and spreads like fire on harddisks. Protect6 hooks on to the OS-
routines and gives an alert if a program tries to modify another
program (this is the way all known link-viruses spread):

Program is trying to modify FILENAME.PRG
Any key to modify file, Reset to Abort !
Call ABK-BBS +47 67132659, 300-14400 BPS

FILENAME.PRG is replaced by the name of the program that will be
modified. If this is OK just press ANY KEY (some programs store
their configuration data this way), BUT if the program currently
running is NOT supposed to MODIFY the indicated file you should
write down the name of the program running and press RESET.

When the system has rebooted you should examine and if possible
remove the program that tried to modify another program. If you
have an older (hopefully non-contaminated) backup you should copy
this on to the disk and see if the problem dissappear.

Problems
""""""""
If you get any kind of problem with viruses or have any questions
about Protect6 or about viruses don't wait - Please contact me:

Lars-Erik #sterud Voice: +47 67131571 - Pager: +47 96634222
Blinken 37 c ABK-BBS: +47 67132659 - TeleFax: +47 67132659
N-1349 Rykkinn
Norway InterNet E-mail: larserik@oslonett.no

1831. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 14:14:52 UTC
From: frank@theshack.demon.co.uk
Message-ID: <776268892snz@theshack.demon.co.uk>
Source record: 182633

In article <31up1r$6rc@mother.usf.edu>
millert@grad.csee.usf.edu "Timothy Miller" writes:

> I wouldn't recommend it with LZH, though. The latest version (and
> before) or LHArc doesn't work right when installed as an application. If
> you double-click on an archive that has garbage at the end (from
> X-modem), it just locks up.

Which version is this? I have 3.10 installed as an application for
LZH and .LHA extenders, and it extracts them all, including the ones
padded out by previous Xmodem transfers...

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

1832. UIS III - IV

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 14:16:01 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <322qb1$ak3@golem.wcc.govt.nz>
Source record: 182626
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have just been reading the latest GEnie lamp mag,
and there is still support from ST-Informer for UIS,
soon it will be UIS IV.....

\\
(c) Copyright 1994 T/TalkNET Online Publishing and GEnie. To join
GEnie, set your modem to 2400 baud (or less) and half duplex (local
echo). Have the modem dial 1-800-638-8369. When you get a CONNECT
message, type HHH. At the U#= prompt, type: JOINGENIE and hit the
[return] key. When you get the prompt asking for the signup code, type
DSD524 and hit RETURN. The system will then prompt you for your
sign-up information. Call (voice) 1-800-638-9636 for more information.
////////////////////////////////////\\

.....
Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

P.S From a real person, not a Copy ! GEnie - r.sheppard5

1833. IUS IV...

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 14:21:07 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <322qkj$ak3@golem.wcc.govt.nz>
Source record: 182627
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

**** UIS IV *****

\\
GEnieLamp Atari ST ~ A T/TalkNET OnLine Publication ~ Vol.4, Issue 71
"""

Editor.....John Gniewkowski
Publisher.....John Peters
\\
~ GEnieLamp ST ~ GEnieLamp [PR] ~ GEnieLamp Windows ~ GEnieLamp IBM ~
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//

USI IV Word is that not too much comment lately from folks, so we are
""""""" in initial stages of getting UIS.IV ready. This new version
should include some smoother buttons, unlimited number of files to be
displayed, info for connection of file and image viewers from several
developers, additional save paths, and a save feature to have more than
one set of save paths. Also work is progressing on developing a twin
window when making moves and copies. This would be file name wide only,
but two windows. User would have to be working in wide mode for the twin
windows to show up. For A&D Software, Rod MacDonald @ ST-INFORMER
(ST-INFORMER, CAT2, TOP2, MSG:106/M475)

\\
(c) Copyright 1994 T/TalkNET Online Publishing and GEnie. To join
GEnie, set your modem to 2400 baud (or less) and half duplex (local
echo). Have the modem dial 1-800-638-8369. When you get a CONNECT
message, type HHH. At the U#= prompt, type: JOINGENIE and hit the
[return] key. When you get the prompt asking for the signup code, type
DSD524 and hit RETURN. The system will then prompt you for your
sign-up information. Call (voice) 1-800-638-9636 for more information.
//

Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

P.S From a real person, not a Copy ! GEnie - r.sheppard5

1834. Re: SpeedoGDOS 5 & NVDI 3

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 14:24:08 UTC
From: spoil@cs.tu-berlin.de
Message-ID: <322qq8$svs@news.cs.tu-berlin.de>
Source record: 182623

: Because SpeedoGDOS 5 supports more font formats than NVDI. The standard
: format for most professionals is still Type 1 (and arguably with good
: reason). SpeedoGDOS 5 supports Type 1s, NVDI does not.

Well, I doubbt if there are many "professionals" out there who still use
an Atari for their job. But if there are, SpeedoGDOS will sell quite
well.

I think that there are way more people out there who don't care a damn
shit about what you regard as a "standard" but will need an access to
cheap vector fonts. And that's exactly what NVDI provides.

What I've seen of SpeedoGOD 5.0 (and I haven't seen that much of it) was
a hack, that did run into enormous trouble as soon as it came to using
GEM text attributes. It furthermore crashed the scaler as soon as I used
Mac- or some PC-encrypted fonts and was helplessly slow. But, you're right,
it feature more font formats as NVDI. I, for my personal point of view
don't want to wait until COMPO decides fo fix their bugs as long as I
can use NVDI, which does not have these problems.

NVDI therefore was much faster than SpeedoGDOS 5.0, did not show the above
mentioned incompatiblities, did not crash and was cheap.

But, anyway, let the people buy whatever they think they need...

1835. Re: Atari FTP sites are unaccessable &/or useless!

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 14:24:32 UTC
From: frank@theshack.demon.co.uk
Message-ID: <776269472snz@theshack.demon.co.uk>
Source record: 182634

In article <320ra1$hog@vixen.cso.uiuc.edu>
lej@prairienet.org "Lee Johnson" writes:

> I totally agree.. No matter what hour I try, I get "All connections are
> busy".. Uimich is the ONLY atari source I know, for files...
> Does anyone know any other ones, could you give me the addresse(s)?

Try the UK mirror at src.doc.ic.ac.uk - path
computing/systems/atari/umich... It seems up-to-date to me. Hope this
helps you :-)

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

1836. Re: Modem Purchase Help!

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 14:57:27 UTC
From: bign@iac.net
Message-ID: <322soo$kom@great-miami.iac.net>
Source record: 182632

Raymond Collins (rcollins@magnus.acs.ohio-state.edu) wrote:
: In article <5Q6Sjhp.stchip@delphi.com>, <stchip@delphi.com> wrote:
: >Gregory D Clark <clark@ee.ualberta.ca> writes:
: >
: >> and what are the GOOD modems out there that people have in
: >> RELIABLE use on their Ste's NOW.
: >> And what about FAX capability? Is there software for the Ste
: >> to support FAX? If so, what is it, how much, and where.
: >
: >Look at a Zoom great modem and can fax. Straight Fax is the way to go.
: >
: >
Absolutely, positively do *NOT* get a ZOOM. Checkout the modem
information at http://www.whnet.com/wolfgang/ or read the *.dcom.modem
groups. I have a ZOOM VFX that I don't use anymore on account that it
can't connect to a whole bunch of modems and likes to drop carrier. I
ordered an AT&T Dataport from Sparco (send mail with subject: sfind
help to mailserv@sparco.com).
--

Todd Hogarth	
bign@iac.net	.......The Truth Is Out There........
bign@fragile.termfrost.org	

1837. Re: SpeedoGDOS 5 & NVDI 3

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 15:18:35 UTC
From: sammcgee@crl.com
Message-ID: <322u0b$em0@crl5.crl.com>
Source record: 182624

Laurenz Pruessner (spoil@cs.tu-berlin.de) wrote:
text deleted...

: NVDI therefore was much faster than SpeedoGDOS 5.0, did not show the above
: mentioned incompatiblities, did not crash and was cheap.

How much is cheap?

I suspect that SpeedGDOS left the door wide open for NVDI to charge too
much for the upgrade. I paid $57 including shipping for the 4.0 to 5.0
upgrade. (I wonder when I'll get it...)

My guess is that NVDI will be a little less but still high.

1838. Atari ST Computer System for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 16:35:26 UTC
From: av143@FreeNet.Carleton.CA
Message-ID: <Cu6BF2.H1H@freenet.carleton.ca>
Source record: 182630

ATARI ST Computer System For Sale

Atari 1040 STf Computer System with the following features:

- 1040 STf with 4 MB Memory, TOS 1.4

- Color and Monochrome Monitors (New Style Mono Monitor)

- ICD Fast 50 Hard Drive with Second Internal Hard Drive (Quantum ELS85)

- Spectre GCR Mac Emulator with Mac ROMS

- Supra 2400 Modem

- Mouse Master

- 2 Joysticks - EPYX and KRAFT StarMaster

- Software:

- Laser C with Laser DB

- Assempro ST

- NeoDesk

- Sozobon C (incl Source Code)

- TOS 1.0 and 1.4 on Disk

- ST Talk

- PaintPro

- TextPro with ElectraSpell ST

- EPYX Winter Games

- Books:

- All original Atari Manuals

- Atari ST Internals

- Atari ST GEM Programmers Reference

- Atari ST Machine Language

- Atari ST Peeks and Pokes

- ST Disk Drives: Inside and Out

- START Magazine: Mar 90-May 91

- MacUser Magazine: Jul 91-Apr 93

Asking $700 US. Would like to sell entire system as a package, but will consider offers on separate pieces. Please respond via email or contact Russell at (613) 831-8475.

R.A. Morris

Kanata, ON, Canada

1839. Re: Modem Purchase Help!

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 17:26:37 UTC
From: etat@delphi.com
Message-ID: <Z25Q0ct.etat@delphi.com>
Source record: 182628

hat with Todd, I have both a Zoom 14.4 and a USR
Courier Dual HST modem....When I first got my zoom I did have problems,
but they sent me an upgrade chips set and once I learned how to config
it properly, I loved it. Now and then I did lockup on a BBS, but it
wasn't a big problem. And now that their prices are down, it would be
more of an enticement for me to get one if I didn't already have one.
A lot of people gripe about all brands of modems. Heck, they all will
give you problems if you don't have them Configured right, if you have
excellive line noise on your phone line, and other problems common to
all modems.
Just buy one of whatever brand you like, and return it if it doesn't work
out for you. Simple as that....

1840. St Review

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 17:43:00 UTC
From: dan.dreibelbis@f422.n250.z1.tor250.org
Message-ID: <fb20aaf3@f422.n250.z1.tor250.org>
Source record: 182636

This is the SAME Ofir Gal who writes for ST Review?

If so, I want to say (as a Canadian Reader) how much I enjoy reading ST Review - there always seems to be something there of interest for me to read.

I use a 1040 STe hooked up to a homemade 40 meg hard drive (utilizing ICD's Link II) in a mini-tower case (planning to hook-up a CD-ROM and larger hard drives in the near future), an SM125 monitor, a 2400 baud modem, and a Canon BJ-5 BubbleJet printer. I use my ST system for telecommunication, sign design for the hardware store I work at (using Calamus 1.09), and MIDI work (currently using Notator SL 3.2, but trying to get to grips with Logic 2).

I also do some writing for the PHOENIX, the club newsletter of TAF (Toronto Atari Federation), possibly the largest Atari 8-bit/ST/TT/Falcon user's group in North America, and the largest in Canada - right now we are standing at just over 300 members.

If you or Vic would be interested in doing a story on how North American Atari users are getting by with our machines in situations where we have even harder access to finding machines, parts, software, etc. (since the STs have never caught on in North America as readily as they did in the UK and Europe, therefore a much smaller user base - although Canada is a much larger userbase on the whole continent :)), I'd be willing to be the perfect guinea pig - or could direct you on interesting people to contact. How about it?

... The brain you have reached is not in service at this time
___ Mountain Reader II - #00000007

1841. comp.sys.atari.st.announce

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 18:06:20 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <Cu6FMz.5wL@beaver.cs.washington.edu>
Source record: 182639

Where does one send articles for posting in c.s.a.st.announce?
Or, who? =)

1842. Problems with MMST v.2.99

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 18:22:24 UTC
From: Matt.McAlister@dataport.com
Message-ID: <efa_9408071037@dataport.com>
Source record: 182650

I am having trouble saving messages and replies using Maximisr2.99.
When I quit I get [There is a problem with the qwk abort or ignore].
I get this regardless of how much memory I use. I have a 1040st and even when
I delete my auto folder altogether and run with 871k I get this message. The
author says he has no problem running at 700k.

Any suggestions, this is a great program I'd love to get it running correctly.

InterNet: Matt.McAlister@dataport.com
FidoNet : Matt McAlister 1:143/106

1843. Re: test

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 19:54:04 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <323e4s$dah@golem.wcc.govt.nz>
Source record: 182641

] Test...

You post an awful lot of tests. Why not post them to alt.test?

1844. Re: Hard drive virus checker

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 19:54:49 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <323e69$dah@golem.wcc.govt.nz>
Source record: 182642

] >According to the Oregon Research add for UVK 6 in the TOAD Computers
] >catalog, only UVK 6 can recognize the Beilstein virus, which was discovere
] >in March and is a "MS-DOS-mimic virus."

Antidote v3.4 can as well, cheaper too!

1845. Re: Linux again

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 20:01:14 UTC
From: benni@schlunz.dfki.uni-sb.de
Message-ID: <323eia$d8d@hitchcock.dfki.uni-sb.de>
Source record: 182638

Is it true that I need 4 MB *ST*-RAM to run Linux on my TT???
I only have 2 MB, but 8 MB TT-RAM... :-/

Benni

--
Benjamin Lorenz, <NEW>Johannisstr. 15, D-66111 Saarbruecken<NEW>
Phone: +49 681 <NEW>35334<NEW>, E-mail: benni@phil15.uni-sb.de

1846. Re: Codeheads

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 20:21:50 UTC
From: "Charles F. Johnson" <cfj@delphi.com>
Message-ID: <Z++yEkm.cfj@delphi.com>
Source record: 182637

Mike,

Although I understand your concerns, the simple fact is that neither John nor I have made a single dollar from our Atari products for well over 2 years now. All of the income, even from the latest versions of Warp 9, has gone into the running of the business.

>> I always liked there stuff, just wish they speant more time
>> enhancing the programs instead of complaining about Atari and
>> foreign programmers.

Unfortunately, mortgages and phone bills and all that other mundane stuff gets in the way sometimes, and both John and I have had to find other ways to survive; he's been working as a music proofreader for Fox, and I've been playing guitar with Al Jarreau.

As for complaining about Atari, well -- those days are over, because there just ain't anything left to complain about.

- Charles F. Johnson

1847. Unzipping CAIN newsletters?

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 20:46:59 UTC
From: sammcgee@crl.com
Message-ID: <323h83$lp2@crl5.crl.com>
Source record: 182640

Whenever I try to unzip them ZIP says they're damaged. Is there some special ZIP program or have all the CAIN letters been damaged?

Sam

1848. Re: Shareware headache

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 21:15:20 UTC
From: dwallace@wam.umd.edu
Message-ID: <323it8$43j@cville-srv.wam.umd.edu>
Source record: 182645

In article <321d7f$ani@clark.edu>, Victor Bruhn <vicb@clark.edu> wrote:
>
>> How rediculous!!! C'mon people last time I checked sharing was a selfless,
>> generous act. A gift from the heart not the wallet. I know I'm going to ge
>> lot of flack from shareware authors, but that's how I feel.
>
>Too bad this isn't a sharing society.
>
I am not flatly against the idea of shareware, but I don't have a lot of
respect for peons who ask for $25 for a baseball card database written in
GFA Basic, not when there are people out there like the FSF and Linux folks,
who distribute entire *operating systems* in the public domain, source code
included. The more of this sort of thing I see, the greater my disdain
grows for people who think that I should be so impressed by their super-
crippled demo version that I'm going to send them money.
I like the idea of offering interested users a laser-printed manual, or
a data disk with extra levels and an editor, or whatever. I don't even
mind paying a little extra for such things to register my support for the
software. However, when people don't give you anything but a crippled demo,
I consider it nothing but a waste of diskspace. I don't think its software,
but rather advertising, and I'd like to see as little of that on the net as
possible.
As a programmer myself, its a big ego-trip to see people using code that
I've written. However, its worth a lot more to me to see people be able to
get code up and running than it would be for them to have to wait six weeks
just so I could get $15 in my grubby little hands. Wanting to make money
programming is fine - write something good enough that a software company
will market it or hire you - but many shareware author's conception of
shareware seems counterproductive and annoying to me.
Granted, this is all just personal opinion, and folks can do as they like.
As for me, I will continue to support the concept of _sharing_ my code,
because I love programming, and continue laughing belligerently at people
who think I'm going to send them $20 for the "registered" version of software
I can't use otherwise.

-Steve (ej345@cleveland.freenet.edu)

1849. Re: High(ish) Speed Modem Help =)

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 21:22:45 UTC
From: dwallace@wam.umd.edu
Message-ID: <323jb5$44i@cville-srv.wam.umd.edu>
Source record: 182647

In article <Cu5v0w.B7z@crash.cts.com>,
Don Goddard <dgoddard@crash.cts.com> wrote:

>The hardware ones are faster and are so sophisticated now that you really
>don't need software error correction (V42.bis is very good error
>correction hardware), the hardware in 9600 and up modems usually has
>compression hardware too, this way it takes almost no time compressing as
>it transmits (try sending a text file, it will FLY over at double or
>triple the normal 14,400 speed).
>Software error correction is very primitive, but usefull, XON/XOFF is
>simply Cntl-Q and Cntrl-S commands sent when transmitting to pause the
>transfer of information because too much is being sent at once. RTS/CTS
>is the same thing but are actual modem signals, thus an electrical line
>gets turned on or off to signal information to stop or go, this is faster
>and more efficient.
>
>Don
>

Actually, some low cost 14.4 modems (i.e. the Zoom 150) have software-
based v.42 & v.42bis. I had one of these modems for about a week before
exchanging it for a US Robotics Sportster, since I couldn't use the
v.42 on my Atari (the packaged software was, of course, for DOS & Windoze).
Line noise is really a pain on a high-speed modem with no error correction,
by the way, and I now love how I can impress my non-v.42 friends with how
I can pick up the phone handset, scream into it at the top of my lungs,
and be plagued with nary a bit of line noise. :-)

-Steve (ej345@cleveland.freenet.edu)

1850. Re: Atari FTP sites are unaccessable &/or useless!

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 21:31:34 UTC
From: dwallace@wam.umd.edu
Message-ID: <323jrm$49n@cville-srv.wam.umd.edu>
Source record: 182648

If your machine is afs-mounted, you can cd right into the umich archive directories, which is superior to ftp for all sorts of reasons: you have access to the full unix command set rather than just the limited ftp set (i.e. I can directly do something like 'grep *warez* 0index |more' without having to copy 0index to my home directory first.) You also don't have to worry about the max number of users on the system. Probably the easiest way to tell if your system is afs-mounted is to try something like 'cd /afs/umich.edu/group/itd/archive/atari' from your csh prompt... I know that a whole bunch of .edu sites are on afs, so this should help some of you all...

1851. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 21:55:14 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EHHVAJWDUp@dksoft.ping.dk>
Source record: 182643

In <3226pk$kqf@ionews.io.org> Eric March wrote :

>That's a smart way ... perhaps a bit time consuming and possibly difficult,
>but it certainly saves the money, I think. And anyway, if worse comes to
>worst you can always send straight cash ... at least, I'd accept it --
>though it's risky, converting German marks (or whatever I'm sent) is simply
>a matter of walking into the bank and doing so. Or at the very least a
>currency exchange store.

I forgot to mention, that in those 1000-3000 user, there's only around 500
common atari users. The rest is musicians.
I have thought alot about sending cash insted, but as you say it's a bit
risky.

>
>As for a place ith 1000-3000 active Atari users and only two dealers -- I'd
>say that's about the same situation here in Toronto. Three or four active
>dealers, though ... still, it's still quite a pain.

I have one dealer living on my island, (not an real island, but thats what
it's called), and one living on the other side of the country. The dealer
living here doesn't support Atari any longer, but accept orders only.

>Hmm. Okay, it certainly DOES look better from the seller's point of view
>than the buyer. :-)

Thats exactly my point here.

>I couldn't even begin to guess how many people pirate my program. If I had
>to take a wild stab in the dark I'd have to probably say that for every
>legitamate user, there are probably 100 pirated copies in use. Of course,
>that's a wild little estimation, but it's as good as any, I suppose, since I
>really have no idea. As to why they do ... who knows? Something for
>nothing, I would guess. All the functionality with none of the cost. Maybe
>they feel that they're getting away with something. Some may have used a
>pirated copy with the idea in mind that they are going to register it -- or
>got the pirated version so that they can give it an evaluation (though the
>shareware unregistered version does that just fine) before deciding whether
>or not to shell out. It still doesn't make it right, but it's nothing I can
>stop or do anything about. Not and hope to make any sort of significant
>progress.
> In my case, I would rule out "too expensive", as seems to be the
>standard fallback explaination for why someone pirates. I wouldn't call $15
>at all costly.

I don't believe in "expencive" as beeing the reason. Okay, we can ruin ourself
everyday in software if we wanted that. But if you really need a program,

i have this feeling many people would buy insted of pirating. And this "really need" is far more less than we normally thought. (Thats my guess ofcouse, taken from my own life).
So this is what i mean:
We have a guy somewhere in the world. He has a pirated copy of some program. Maybe he use it now and then. Maybe he don't use it at all. He just have it. Now, this can't possible be counted as an lose for the author, cause this guy wouldn't have bought it anyway.
This may sound naive, but i really do believe that the situation here.

>Not necessarily. I put the restrictions in there as a means of encouraging
>people to register. I have often found that if one writes a program and
>then releases it with absolutely no restrictions, there is no incentive or
>sense of urgency towards registering. People get lazy and eventually don't
>register because there is no incentive to do so; there is nothing it in for
>them, as it were. I know I"ve been guilty of that in the past. I figure,
>if I restrict some of the features, perhaps it will give them some incentive
>to register. If they register, they get more. I look upon it as no
>different to those who offer their program, and if people register, they'll
>get more software written by that author. The Fansi version 1.00/1.01 that
>is out right now is a Shareware version. ANd if you register, you get te
>incentive of more functions at your disposal. It is not a demo or freeware.
>

Excuse me for saying this, but everytime i see a program with limits in, i judge it as beeing a demo. And those limits can be activated if i pay what the author. Thats the idea of demo'ing a program, or whatever we talk about.
About shareware, i'm not sure if any laws has been written. But here the author decide what it is, and his words are the law. The problem is, (and this i'm sure about), shareware is a fully working program. You pay for what you see, just as simple as that.
I know many programers use shareware with limits, just to make people registre.
I also welcome shareware much, cause thats what i seak. An opputunity to test before buy. But how on earth do you test a program with limits in ?

Real shareware does exsist. (Starball is a good example).

Greets
Kim

--

-- --
UPoint News-Signature
-- --

1852. Re: Shareware headache

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 21:58:16 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EHHVAJWFUp@dksoft.ping.dk>
Source record: 182644

In <f5b_9408051942@dataport.com> Matt McAlister wrote :

>I am sick and tired of downloading what looks like it would be a good program
>only to find out that the author is with-holding the majority of the program
>until you send him so money. Now I know people would like to earn some money,
>and there are some damn good programs out there, but what's wrong with giving a
>bare-bones version of what they're working on.
>
>I'll give you an example: After searching for what seamed like an eterenity
>for some virus protection for my hard drive I finaly found a program called
>SVK-pro or something like this. So after I extracted it I found out that the
>libraries of virus protect progs were being held up until you register. I felt
>like I was being held up!!!
>
>Another example, I downloaded ST-QWK only to find it wont work at all until you
>register. To me this is like going to test drive a car and having the salesman
>show the ashtray and then say "you can see the rest of the car when you buy it"
>
>How rediculous!!! C'mon people last time I checked sharing was a selfless,
>generous act. A gift from the heart not the wallet. I know I'm going to get a
>lot of flack from shareware authors, but that's how I feel.
>

I can't agree more on this one. Btw. follow the discussion about the same
subject here in this newsgroup.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

1853. Re: Deskjet 520 600X300dpi

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 22:17:38 UTC
From: bosem@delphi.com
Message-ID: <hE7TM6i.bosem@delphi.com>
Source record: 182646

Micheal,

The DJ520 only does the 600x300 when using internal fonts. Therefore, there is no point in writing new drivers for it. As far as your software is concerned, it is a DJ500.

Bob

1854. Re: Papyrus vs Redacteur - any thoughts

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 22:21:06 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <323moi$9oh@brachio.zrz.TU-Berlin.DE>
Source record: 182649

In article <322hko$8c1@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz writes:
>All this talk about Papyrus, does it have a full English Dic and Thesaurus,
>the English version that I brought of Script never had a English Dic,
>only USA one, the usual problem with German software...

Thesaurus no, Dic yes. I compiled the english dictionaries a week ago,
based on word lists from Proximity Inc. for British and American English
with about 78000 and 90000 words respectively. Both dictinaries ship
with the english papyrus.
A German thesaurus and translation dictionaries from German to different
languages will soon be available as "LocateIt", which communicates with all clean
word processors and editors via the GEM clipboard.
For English I don't know, but anyone could write such a tool.

> or what resolutions it supports or the memory requirements...

Papyrus standard runs with 1 Meg (about 100 kB left for documents&fonts)
though I think HiSoft doesn't distribute this. Papyrus GOLD needs a
little more than 1 Meg.
The minimum resolution is 640x400.

/--\
Christian Nieber	Television: A medium.
email chris@buran.fb10.tu-berlin.de	So called because it is
R.O.M. Logicware, the Home of Papyrus	neither rare nor well done.
Raschdorffstr. 99, 13409 Berlin	

1855. Re: M-disk virus ?

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 23:38:46 UTC
From: frank@theshack.demon.co.uk
Message-ID: <776302726snz@theshack.demon.co.uk>
Source record: 182635

In article <321gh9$2a3@golem.wcc.govt.nz>
wells_s@ix.wcc.govt.nz "Steve Wells" writes:

> And, Antidote which handles link viruses and boot-sector viruses. It
> is also very GEM compatible (Works with Geneva, Multi-TOS, etc.),
> it's detection routines are also over 1000 0.000000aster than UVK's.
> (It's _extremely_ swift!) It also scans the cookie jar, and lets you
> examine various memory-hooks.... This is shareware...

Anyone know where this is available for ftp?

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

1856. Re: what's with comp.sys.atari.announce

Newsgroup: comp.sys.atari.st
Date: 1994-08-07 23:58:04 UTC
From: Lexicor@world.std.com
Message-ID: <Cu6vwt.3sH@world.std.com>
Source record: 182502

Len,

to begin with, I generally post all the posts being mailed and
sent for approval to comp.sys.atari.announce, this may take a few days.
However as a moerator I have no control over how long a post will be up on
the newsgroups, at least not with the guidelines I was given.

If you posted something for comp.sys.atari.annouce and it has still
not been approved for a few days then you should send me a note if you could
so that I can check what happened.

Thanks

Yat

1857. Re: comp.sys.atari.st.announce

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 00:00:17 UTC
From: Lexicor@world.std.com
Message-ID: <Cu6w0I.42w@world.std.com>
Source record: 182503

Stuart,

just treat comp.syst.atari.announce as a regular newsgroup and post
it usin whatever reader you have, if you prefer though you can email
atari-announce@lexicor.com (this is generaly used for posts coming in
from CIS or Genie who do not have direct usenet access).

1858. Re: High(ish) Speed Modem Help =)

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 01:11:47 UTC
From: sammcgee@crl.com
Message-ID: <3240oj$rtb@crl5.crl.com>
Source record: 182505

He whose name must not be spoken... (dwallace@wam.umd.edu) wrote:

: Actually, some low cost 14.4 modems (i.e. the Zoom 150) have software-
: based v.42 & v.42bis. I had one of these modems for about a week before
: exchanging it for a US Robotics Sportster, since I couldn't use the
: v.42 on my Atari (the packaged software was, of course, for DOS & Windoze).
: Line noise is really a pain on a high-speed modem with no error correction,
: by the way, and I now love how I can impress my non-v.42 friends with how
: I can pick up the phone handset, scream into it at the top of my lungs,
: and be plagued with nary a bit of line noise. :-)

Speaking of line noise, I have a Supra Fax Modem 114LC and use it for
a dial-up Internet account and GEnie. If someone was to pick up another
phone my modem/comm program gets screwed up. I thought the modem is
supposed to re-negotiate baud and keep the connection. I've noticed the
baud rated drops (via the led's) occasionally by itself but the
connection remains ok. Is lifting the phone's receiver too much noise?

Sam

1859. Re: Shareware headache

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 01:29:46 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3241qa$gk9@golem.wcc.govt.nz>
Source record: 182506

In article <f5b_9408051942@dataport.com>, Matt.McAlister@dataport.com (Matt McAlister) writes:
>I am sick and tired of downloading what looks like it would be a good program
>only to find out that the author is with-holding the majority of the program
>until you send him so money. Now I know people would like to earn some money,
>and there are some damn good programs out there, but what's wrong with giving a
>bare-bones version of what they're working on.

Please Please tell my why you need a Virus checker for your Hard Drive..??

No one here in NZ has every been hit with a Hard Drive Virus..??

The only Virus that could be a problem is a Link Virus, but then again
all Virus checkers are out of date....

>---
>InterNet: Matt.McAlister@dataport.com
>FidoNet : Matt McAlister 1:143/106
>---
>

Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

P.S From a real person, not a Copy ! GEnie - r.sheppard5

1860. Re: Codeheads

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 02:40:27 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <3245ur$g4f@canopus.cc.umanitoba.ca>
Source record: 182507

In <Z++yEkm.cfj@delphi.com> Charles F. Johnson <cfj@delphi.com> writes:

> Although I understand your concerns, the simple fact is that neither
>John nor I have made a single dollar from our Atari products for well
>over 2 years now. All of the income, even from the latest versions of
>Warp 9, has gone into the running of the business.

So does this mean no more Warp 9 upgrades/speed enhancements??? Hasn't
Warp 9 grown to be one of the top selling (US) Atari software packages?

(BTW, I own MultiDesk Dlx, Warp 9 & Lookit/Popit... and I could never
dream of booting my TT without them! Great work!)

--
<Trevor_Cordes@umanitoba.ca> $ Atari TT030 4+4MB/135 $ cds,tapes,comics,rpg,
3rd Year CompSci Honours $ SyQuest 88 & ZyXEL $ software,midi,videos,
University Of Manitoba, Canada $ *Still The Best* $ 4 SALE - E-Mail me...
$$$

1861. Re: How do I setup a HD on an ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 04:29:15 UTC
From: hj7@aixserv2.urz.uni-heidelberg.de
Message-ID: <324car$dlo@sun0.urz.uni-heidelberg.de>
Source record: 182509

Kevan Winch (Kevan.Winch@eccles.seuk.com) wrote:
: Hi,

: Can anyone shed any light on the cheapest way to attach a HD to my ST ?
: What do I need apart from the HD ? Can I use IDE drives or what ?
Hmm, I am using a little interface PCB I got from the German magazine c't
with an 80 MB hard disk.
Although it's a kit and I had to solder it myself, it has been working
rather reliably for the last 3 years.
It's still available, I think, and the kit costs about DM100,-- .

However, I found the software a bit spartan --- no tools to clean up clobbered
partitions and such (suggestions where to get programs to do this are *VERY*
welcome).

Well, if you're really interested in this, you might try to contact the editor
in charge, name's Christian Persson, I think, and his Email
should be cp@ct.ix.de.

Hope this helps...

Cheers, Christoph.

1862. Wanted: Portfolio

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 04:35:03 UTC
From: aallen@csupomona.edu
Message-ID: <1994Aug7.203503.1@clstac>
Source record: 182508

I'm interested in buying an Atari Portfolio. If you have one to sell or know
where I can buy one new, please send e-mail. Thanks.
-Alden
e-mail: aallen@vmsa.is.csupomona.edu

1863. Huge Atari ST sale

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 04:48:57 UTC
From: jrl8@namaste.cc.columbia.edu
Message-ID: <324dfp$rb8@apakabar.cc.columbia.edu>
Source record: 182510
Cross-posted to: comp.sys.atari.st,ny.forsale,nj.forsale,misc.forsale,misc.forsale.computers.other

I have the following Atari ST equipment for sale. I would like
to sell everything together, but would consider serious offers
to break up the systems.

Atari 1040ST computer system w/mouse (TOS in ROM)
(includes built-in 3.5" drive)
Atari 520ST computer system w/mouse (TOS in ROM), works sometimes

2 Atari SC1224 color monitors
Atari SF314 double sided 3.5" disk drive
Atari SF354 single sided 3.5" disk drive

Supra 30 megabyte fast hard disk with NeoDesk operating system

All power cables, power supplies, and cables are included to
hook up everything.

The following software, all with original disks, boxes, and manuals:
Word Writer 2.0 Timeworks (barely used)
Timeworks Desktop publishing Timeworks (with bound manuals, never used)
Crazy Cars Titus
International Soccer Microdeal
Wizards Crown SSI
Questron II SSI
Heroes of the Lance SSI
SDI Cinemaware Interactive Movie
TetraQuest Microdeal
Prime Time First Row Software
Starglider Rainbird
Starglider II Rainbird
F15 Strike Eagle Microprose
Rings of Zilfin SSI
Speed Buggy Data East
Typhoon Thompson Broderbund
Guild of Thieves Rainbird
Outrun Sega
Captain Blood Mindscape, Inc.
Road Runner Mindscape, Inc.
Road Wars Electronic Arts
Obliterator Psygnosis
Sinbad Cinemaware Interactive Movie
Defender of the Crown Cinemaware Interactive Movie
Pinball Wizard Accolade
Bubble Ghost Accolade
Ultima IV Origin Systems (+ cluebook)

Dungeon Master FTL (no box)
Virus Rainbird (no docs)
Moebius Origin Systems (doesn't work)

The following software has original disks and manuals but no boxes:
Aegis Animator/ST Aegis
Impossible Mission 2 Epyx
ST Basic Atari
Flash Antic Software
Block Out California Dreams
SimCity Maxis
High Roller Mindscape
Time Bandit Michtron
Barbarian Psygnosis
Airball MicroDeal
Airball Construction Set MicroDeal
Skyfox EA
Neochrome Painting Program Atari
UMS Rainbird
ST Wars Miles Computing
Chaos Strikes Back FTL
Swiftar Accustar Software, Inc.

Plus dozens of other games (Rogue, Test Drive, Sundog, etc.) with
just original disks (no box or manuals), plus a TON of shareware
on disks, plus old Atari distribution disks (DB master one, megaroids,
languages, etc), plus an entire collection of START disks representing
about twenty issues.

There are also duplicates of some of the software (Dungeon
Master, Time Bandit, etc).

I am looking for $895 for the entire lot.

Please call or email if interested!

Best regards,
-JRL

James R. Lendino Phone: (718)-891-6741
Computer Sales Consultant Fax: (718)-891-3258
J.B.J. of New York, Inc. Email: jrl8@columbia.edu

1864. WWW/Mosaic on Atari

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 06:34:32 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Aug8.063432.23377@news.unige.ch>
Source record: 182512

Will there EVER be Mosaic for the Atari? I just saw that there
is even an Amiga version :(

****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

1865. Atari 1040STe for sale!

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 06:56:50 UTC
From: bensmith@teleport.com
Message-ID: <324kvi$9fn@kelly.teleport.com>
Source record: 182513

I have an Atari 1040STe for sale. Comes with 1 MEG of RAM easily upgradable to 4 MEGS using SIMMS. Looking for good home. Already has SIMM board inside. Has RF Port to let you hook up to TV, VCR, etc. Also has Monitor Port. Plus two extra ports, looks like Joystick ports, I've been told one is Apple Joystick Port, other is IBM Joystick Port. I was told it was done this way so Atari users could use different Joysticks than Atari? TOS in ROM, 1.62 better TOS. Also has Stereo Sound. Two RCA Jacks on back for Stereo sound.

First $250 takes it. Act now and I'll throw in a Mono SM124 Monitor.

Don't reply here as I don't read Message Bases often. My InterNet Address is bensmith@teleport.com or call Ben any time at (503)256-9974.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

1866. Re: comp.sys.atari.st.announce

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 07:20:26 UTC
From: dpj@delphi.com
Message-ID: <xG7SUWq.dpj@delphi.com>
Source record: 182511

Stuart Denman <sdenman@wolf.cs.washington.edu> writes:

>Where does one send articles for posting in c.s.a.st.announce?
>Or, who? =)

Stu,

Send the announcement(s) straight to c.s.a.st.announce and they will
be checked and posted. Yat Siu, of Lexicor, is the moderator for
that newsgroup. I believe his address is ysiu@lexicor.com but I
could be wrong. I can look it up if you'd like.

Dana @ STReport International Online Magazine

1867. [SOFTWARE] MiNTOS Release 1.4 now available.

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 08:00:29 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994Aug8.080029.11615@euclid.earth.ox.ac.uk>
Source record: 182477

MiNTOS is now at Release 1.4!

MiNTOS is a package of utilities which run under the MiNT operating system extension for the Atari ST, TT and Falcon ranges of computers to provide a multi-user environment.

The environment created by using these utilities with the addition of the GNU file utilities is a very close approximation to a classic BSD Unix system, closest to SunOS 4.1.x and 4.3BSD.

Many of the utilities contained within the package are, in fact, ports of the utilities distributed on the BSD Net-2 tape.

What you will need to use MiNTOS?

MiNT version 1.04 or later, preferably 1.08 or above.
Minixfs 0.6 with a patchlevel greater than 8.
The GNU File utilities.
An Atari ST, TT or Falcon with 4MB RAM or greater. (It does run on my old 520STM with 2.5MB RAM but you can't run many things before you run out of memory.)
A hard disk with plenty of space free (about 4MB should be enough).
The GNU GZIP compression program.
The GNU TAR tape archive program.

What's new in Release 1.4?

Many bug fixes and a couple of new programs. The bug fixes include the trouncing of a glaring security bug in the Net-2 BSD login program.

The source distribution has a completely new Makefile set-up which makes building individual parts of the package easier, as well as making the build process tidier. (Linux-m68k hackers may recognise some similarity to their set-up here.)

The "/etc" directory is augmented to include sample MiNTnet config files. Also, the rc* files are now fully MiNTnet ready, though the names and places of the ip and rpc daemons follows SunOS convention rather than 4.4BSD's which is MiNTnet's way. (ie. daemons are found in /usr/etc and are named either in.xxx or rpc.xxx.)

The source distribution's libusers library has been merged with Kay Roemer's Portlib patchlevel 7 and has been augmented.

The source distribution comes with all the programs needed to build the package except for the C compiler, MiNT and Minixfs. The

source to Ash, the Bourne Shell look-a-like has been removed
as this is available elsewhere.

A version header is automatically generated during the building
process which is displayed by init when it starts up and is
written into the top of /etc/motd at boot time. (This will
help me track versions for bug reports.)

How do I obtain it?

Or you can use anonymous ftp from earth.ox.ac.uk:/pub/mintos or
your closest atari.archive.umich.edu mirror site below the Mint
subdirectory.

Note: This binary distribution was built using a version of the GNU C
compiler built for the Falcon/TT (mfgcc258.zoo from atari.archive's Mint
hierarchy). I used the -m68000 switch, so I hope it's generated correct
68000 code. I can't check this at the moment as my old 520STM is feeling
poorly.

Known Problems.

It seems that the BSD getty doesn't like Carriage-Returns in
/etc/gettytab, it fails to read it properly. The fix is to
make sure that all lines in gettytab are terminated by a
single Line-Feed character and not the 1970's hangover from
CP/M of CR-LF. I would suggest that you make sure that ALL
configuration files use the Unix standard of LF as the
end-of-line marker.

For some unknown reason the QUIT character is set to ^U rather than
^\ after you log in. I still haven't been able to track down
how this is happening, I've put a hack in the sample [t]csh
startup files in "/etc" to get around this.

What next?

Well, I hope to incorporate more of MiNT-net and re-add the networking code to
syslog now MiNT-net supports TCP as well as UDP packets. I'm also going to
replace last and finger with the Berkeley ones. Oh, I'm also going to fix
some more bugs! (init itself needs some looking at.)

When will I get the next version out? I don't know. I'm pretty loaded up at
work so don't get much spare time to work on MiNTOS. Suffice it to say that
I'll announce it on the MiNT mailing list, on the comp.sys.atari.st
newsgroup and on my World Wide Web page
(http://www.earth.ox.ac.uk/~steve/mintos.html) as soon as a new version is
available.

Stephen Usher
--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).

Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

1868. UPLOADING! I've done my bit....

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 10:14:21 UTC
From: aw369@Freenet.HSC.Colorado.EDU
Message-ID: <199408081005.EAA22205@Freenet.HSC.Colorado.EDU>
Source record: 182516

As promised last week, I've finally managed to upload a fistful of
software to the umich archive. Hopefully this will be a starting point for
others to do likewise and drag the archives for the atari out of decline!
Come on people! It only takes five minutes or so to upload that new disk
you've just found (even if it's only a game from a magazine cover disk!
There may be people who don't have access to it!).

Share and share alike, Atari fans. Commercial software is difficult to
find and if the PD/Shareware doesn't spread you may find yourself in trouble!

Remember, Your Sinclair was closed when it still had 30000 readers per
month. ST Format only has 40000.....

Blood.
Who doesn't want to see the ST killed by apathy...

--
* Another fantastic mail message from *
* The Infamous BLOOD! *
* He's CRAP! (in a funky skillo kind of way) *
* aw369@freenet.hsc.colorado.edu *

1869. Taylor-UUCP and MinT?

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 10:30:39 UTC
From: unrzd6@cd4680fs.rrze.uni-erlangen.de
Message-ID: <3251gfE42i@uni-erlangen.de>
Source record: 182517

Hi,

I once read that someone ported the Taylor-UUCP-Package to Mint. Is this true
and if yes where can I get it?

Konstantin

1870. TE KOOP: Atari Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 10:34:07 UTC
From: johannes@Medicine.leidenuniv.nl
Message-ID: <johannes.7.000A91E0@Medicine.leidenuniv.nl>
Source record: 182515

********** TE KOOP **********

Atari Falcon 030 - 4 MB ram - 65 MB HD met VGA adapter.

Vraagprijs Fl.1200,- p.n.o.t.k.

****

Ik ben telefonisch bereikbaar op 079 - 21.38.56 [Prive]

PS. Ben op vacantie van 16 aug. t/m 25 aug.

Email: Johannes@Medicine.LeidenUniv.nl

1871. Re: SpeedoGDOS/Bitstream Fonts Sources?

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 10:45:36 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3252cg$100@percy.cs.bham.ac.uk>
Source record: 182518

daveh@netcom.com (Dave Halliday) writes:
>Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:
>
>: In <776046594snz@theshack.demon.co.uk> frank@theshack.demon.co.uk (Frank Charlton)
writes:
>
>
>: > Does anyone know of an ftp source for SpeedoGDOS/Bitstream fonts?
>: >I've seen the small selection on umich, and I was wondering if anyone
>: >had come across any others?
>
>: Speedo fonts are all commercial. There are no freeware fonts. There are
>: free GDOS bitmap fonts, though. If there really are speedo fonts on Umich,
>: they are either impressive hacks into the speedo font code (you see, speedo
>: does not release font specs or editors for people to make their own fonts)
>: or illegal copies.
>
>: If you want PD fonts, you can upgrade to Speedo 5.0 which uses TrueType and
>: Postscript type 1 fonts in addition to Speedo fonts.
>
>What about the X11 bitstream fonts? Was Speedo ever fixed to allow
>thease to be used? I think there was also a special price set for Word
>Perfect It wasn't free but it was damn cheep.

Speedo 4.2 was supposed to be able to handle non-retail encoded Speedo
fonts (ie X11 ones). The Word Perfect font pack is about 30GBP, also
Compo do a couple of good font packs: 50 useful looking fonts for
50GBP (roughly).

IMHO, the good thing about using retail Speedo fonts is that because
they are in a protected format, the quality of the font is guaranteed.
With the average cheap (or free) TrueType or Type 1 font, this isn't
the case.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1872. FOR SALE: Atari ST/TT Software & Magazines : REDUCED

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 11:00:12 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <32537s$659@canopus.cc.umanitoba.ca>
Source record: 182519
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

NOTE: All prices are suggested, feel free to make an offer, though I
will give first priority to those offering my asking prices.

```
=====================================================================
SOFTWARE
=====================================================================
Ancient Art of War in the Skies.$ 24.00 (xlent Microprose WWI strategy/sim)
Night Shift.....................$ 19.00 (cute fun Lucasfilm platform/action)
Hard Drivin.....................$ 11.00 (no docs)
Zork III........................$ 10.00
Firezone........................$ 9.00
Sherman M4......................$ 9.00
TV Sports Football..............$ 6.00

Michtron BBS....................$ 2.00 (classic bbs software, no box&docs)
DC Utilities v2.0d (latest).....$ 4.00 (no box)
DC Shower v1.0e (latest)........$ 4.00 (no box)

=====================================================================
BOOKS
=====================================================================
Atari ST Internals (Abacus) 455 pages...................$9
Atari ST Disk Drives Inside and Out (Abacus) 402 pages..$9
*** Both books for $14 + shipping !!!

=====================================================================
MAGAZINES
=====================================================================

The following magazines for $.50 each + shipping, or take ALL of them
for $5 + shipping!
::::::::::::::::::::::::::::::
Antic: 12/86, 7/88
ST Informer: 5/92, 6/92, 7/92
Analog: 9/89, 11/89
ST Log: 6/89
ST World: 9/89, 3/91
Compute's ST: 2/87 w/disk
Griffin Gazette: 12/88, 3/89 (Michtron softwares tips/hints newsletter)
ST Format: 12/90, 8/92 (UK) (disks may not be available)
Atari ST User: 12/90 (UK)
ST Action: 12/90 (UK) (disk may not be available)
ST World: quarter 4 1990 (UK)
::::::::::::::::::::::::::::::
```

STart:
winter 86, summer 88 (no disk for either)
10/88 (v3.3) - 7/89 (v3.12)
9/89 (v4.2) - 11/89 (v4.4)
1/90 (v4.6) - 6/90 (v4.11)
the above series has disk w/each mag
*** An excellent resource for a beginner/novice! ***
--- 21 issues total, 21 disks.....$23+shipping

*** Take all magazines listed above for $25 +shipping!

~~~~~~
All prices are suggested, feel free to make an offer, though I will
give first priority to those offering my asking prices. If you are
interested in any of the items, please reply via e-mail as soon as
possible. Questions are welcome. All prices are in US dollars.
Buyer pays shipping. Shipping costs are non-negotiable. Volume
discounts available.

--
<Trevor_Cordes@umanitoba.ca> $ Atari TT030 4+4MB/135 $ cds,tapes,comics,rpg,
3rd Year CompSci Honours $ SyQuest 88 & ZyXEL $ software,midi,videos,
University Of Manitoba, Canada $ *Still The Best* $ 4 SALE - E-Mail me...
$$
~~~~~~

1873. I want buy ST!!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 11:04:21 UTC
From: freddy@ccsun.tuke.sk
Message-ID: <3253fl$3oa@ccnews.ke.sanet.sk>
Source record: 182417

I want to buy one ATARI STFM with 1 Mb ram and 720 Mb FDD, to the $80,best
from Europa.
E-mail:freddy@ccsun.tuke.sk
irc nick:LLCoolJ

1874. Re: Atari FTP sites are unaccessable &/or useless!

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 11:29:50 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cu7rrD.GA6@westminster.ac.uk>
Source record: 182521

Simon Gornall (sjg@phlem.ph.kcl.ac.uk) wrote:
: In article <5q9w82e.paulseniura@delphi.com>, paulseniura@delphi.com writes:

: [side note: The most users I've seen at a time was something like 230,
: and I was still getting 400k/sec transfer - admittedly I'm just across
: London, but nonetheless...]

I must admit, myself, that I used a.a, and src.doc.ic.ac.uk (it's mirror) for software, having been put off hensa for quite a while. I did start off with hensa, when I got into comms......

Then, the lack of upto date software put me off this site, and I went further afield, to what was then known as Terminator (now, a.a).

Thanks to Lee, we soon had that site being mirroed at IC.

It is fast at all times......but so is hensa. 8)

When I saw the job advert for hensa, I thought that it was my chance to do something for the Atari section. I was lucky enough to get the job, and am still bringing in software, which i thought should have been on-line ages ago. The Atari sectionm was neglected like anything for quite a while.....these peecee users here in this office......

But, I am not surprised.....the Atari here is from 1987......8 Mhz Mega ST.....the PCs are 386s and 486s.....and the ST gets compared to them.....stupid I know. Well, I'm just waiting for a Falcon now for the workplace, and then we'll rock. I also hope to upgrade the Mega....memory, disk space, speed.....

Many people don't know this, but hensa is a different kind of archive site. We are not ftp only.....users may log in via telnet too, and gopher, and WWW, and via dial-up, and we also have a mail-server.

The software put on-line is first tested to see if it is worth putting on-line, and just so that I know what the program does, etc, bugs, etc. In effect I support the software I put on-line. For some programming stuff, and MiNT stuff that needs mint version greater than 0.95, I cannot really support the software yet, even though it is/will be on-line. I am hoping to get latest mint versions (either compile them, or receive them from someone...with permission from Eric, of course), and then be able to test the sofware.

The Falcon software on-line, is too, as yet, untested.....but I have a couple of people who do test them for me....just some of the packages...but this will change soon, when I get the Falcon....All other software is tested.

So people may write to me, and ask me questions about the software, and any problems they are having, and I can easily reply to them.

: ! (And I've yet to figure out why Hensa has to make
: ! their filing system so complex!)

: Ah come on, Denesh has no say in that AFAICT. Personally I'm happy to
: have any site, even if it is a little more difficult to navigate.

Thanks Simon.....I have no say in the matter...you are correct. Even with the way the software is stored on hensa, it does have it's advantages. For ftp it is a bit of a hassle to use....but if you use gopher or WWW (which a lot more people are using now, according to our log files), then it is very easy, and IMHO, the best around. I do not think that other archive sites can beat our gopher, and WWW servers. Try them...Comments are most welcome. These have keyword, searches, and alphabetical searches, etc. Go to the file, press return (gopher), or click on the file (WWW), and it's downloaded to you directly. No need to type in a transfer protocol, like I have so often seen on many archive sites.

Obviously, I will be slightly biased toward hensa, as I work here, but I do not doubt for one secong that a.a are better, otr the mirror sites are better than hensa....they are for latest software, as it just gets put on-line. Here I don't do that. I try to provide a service different to 'normal' ftp sites, as mentioned above.

So for latest software...you go there....for fairly latest software, (2 -3 days after realease), you come to hensa. Remember, hensa is also the official site for software that Joe Connor supports in the UK, and also the official site that CyberSTrider supports in the UK. These files appear on hensa first, then anywhere else. ;->

As to why such odd storage at hensa:

When service started, envisaged to distribute on ANSI format tapes. So every
file needed a different name. Thus package codes.

However, worked out quite well, for gopher and WWW, where we are able to create
different lists and search lists, pointing to diff directories holding the
software. Also, .msg files can be kept with the software package, in the same
directory. This way, people do not have to download the whole package to read
the docs. They can just read the .msg files, and decide whether they want the
package. Each package directory may also include a .rvw file, which is a review
of the package. Reviews can be done by anyone. So if anyone is willing to write
one for a package, then send one over, and I'll include it.

There may also be .bwr files (beware files) which list problems with
the
package, and bug reports.

Regards
Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

1875. Re: Atari FTP sites are unaccessable &/or useless!

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 11:31:23 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <32552b$iv0@nyheter.chalmers.se>
Source record: 182520

In article <320ra1$hog@vixen.cso.uiuc.edu>,
Lee Johnson <lej@prairienet.org> wrote:
>
>In a previous article, paulseniura@delphi.com () says:
...
>>Since the umich site is *always* busy any more, even during late
...
>I totally agree.. No matter what hour I try, I get "All connections are
>busy".. Uimich is the ONLY atari source I know, for files...
>Does anyone know any other ones, could you give me the addresse(s)?

I've not managed to get acces on atari.archive.umich.edu for a long, long
time, but see below.

>Or, maybe someone knows of any way to access Uimich other than the obvious
>way...

Yes, of course! ;-)

Try msdos.archive.umich.edu or mac.archive.umich.edu!

They are other names for the same site, and I've never been denied access
using one of those.

Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN
--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

1876. Re: Toad Catalog Out (Finally!)

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 12:03:02 UTC
From: error@stack.urc.tue.nl
Message-ID: <3256tm$jf8@tuegate.tue.nl>
Source record: 182524

boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

>You might try sending email and asking about this. Their address is:
> toad@genie.geis.com

This is wise.

>You might be able to do credit card orders via email.

This is not wise. e-mail is not protected, and anyone could read your
credit card number.

Erlend.
--

1877. Re: Shareware headache

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 12:18:42 UTC
From: diehl@io.org
Message-ID: <3257r2$c57@ionews.io.org>
Source record: 182522

Matt,

The problem with this "selfless, generous act" is that it leaves people without incentive to register, unless they have a conscience. When there is an incentive to register a program, they are more likely to do it than if the entire program was there and registering only eased their conscience; nothing more. I think what is needed is to address WHAT the author is disabling until it is registered. For my program (an ANSI art package called FANSI) I disable a few of the drawing features, BUT I leave such features like Saving and a few of the more bare bones features intact. The fact is, there are a lot of dishonest and borderline dishonest people out there who won't register a program if they aren't given a reason to. Unless there is some form of incentive towards registering, some people will just keep the program and not bother to send in any money for it -- or may do so whenever they get around to it. But the urgency isn't there. The incentive is missing. For people like me, this is just as good as not registering at all, since I'm not by any means a rich person, and for me, the quicker people register, the better off I am -- and I'm not at all well off to begin with.

Simply stated, giving a whole program with no restrictions and hoping to get registrations for that won't work as well as putting in some restrictions to be removed at time of registry. It's just a sad truth.

_____ _____ _____ _____
____<____ >/ __ // ____/ ___ Tail of ________ Eric March _____
__________> // <_/ // <___ ___ The Comet ______ diehl@io.org _____
__________<_/<_____/<_____/ ___ Productions ____ "ANSI? FANSI!" _____

1878. Re: Papyrus vs Redacteur - any thoughts

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 12:21:38 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <32580j$37n@percy.cs.bham.ac.uk>
Source record: 182523

rengbers@netcom.com (Robert Engberson) writes:
>Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
>: spbcajk@ucl.ac.uk (Mr Andrew John Kale) writes:
>: >chris@buran.fb10.tu-berlin.de (Christian Nieber) writes:
>: >
>: >>>- Or PostScript support..?
>: >
>: >>No way. This is definitely too complex, and besides it wouldn't be
>: >>WYSIWYG anymore as long as Type 1 faces can't be used.
>: >>But maybe Speedo 5 or NVDI 3 will provide a PostScript GDOS driver.
>: >
>: >SpeedoGDOS 5 has got PostScript type 1 font support built in, and will also
>: >handle TrueType fonts (according to this month's ST Review.) Does this make
>: >it more feasible?
>
>: NVDI 3 and Speedo 5 will not have Postscript printer drivers.
>
>: Word has it that NVDI 3 is several *times* faster than Speedo 5, which
>: will be very nice!
>
>: Speedo 5 is out *now*, NVDI 3 will be out in about 2 month: --
>: --Chr
>
>Going back to the original topic, That's Write 3 is the only word processor
>that has true PostScript output (uses PS fonts).
>
>SpeedoGDOS 5 does not include a PostScript driver, but one may be made in
>the future.
>
>As for comparing NVDI 3 and SpeedoGDOS 5, NO ONE has used both yet, so who
>is saying NVDI is "several times faster"? It may be, but it's awfully
>unlikely. SpeedoGDOS 5 has new output routines, and will actually work with
>NVDI if it's installed, throughput is up to 600% faster than SpeedoGDOS 4.x.
>That's for real (as opposed to "word has it"-vaporware-rumor mill kind of
>stuff).

The "word" was actually from the UK distributor of NVDI who has been
using beta releases of both. He actually gave a figure of 9 times
faster than Speedo 5, although this is *likely* to be referenced to
Speedo and no NVDI :-) But I agree, they can't really be compared
until both are released.

Is it possible for Compo to release details on how to write GDOS
device drivers, as the lack of drivers for certain printers has always
been a problem for GDOS apps.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1879. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 12:34:25 UTC
From: diehl@io.org
Message-ID: <3258oh$ci3@ionews.io.org>
Source record: 182525

> I forgot to mention, that in those 1000-3000 user, there's only around 500
> common atari users. The rest is musicians.
> I have thought alot about sending cash insted, but as you say it's a bit
> risky.

Indeed. Though cheaper than money orders or whathaveyou. I suppose it's a
tradeoff: Safety for cost.

> I have one dealer living on my island, (not an real island, but thats what
> it's called), and one living on the other side of the country. The dealer
> living here doesn't support Atari any longer, but accept orders only.

Doesn't sound very promising. I suppose here in Toronto we are in something
of a better situation, with at least three dealers who stock Atari on a
regular basis, and at least one of them who is quite positive about Atari i
n general, even if his general sales attitude leaves something (a big
something) to be desired.

> I don't believe in "expencive" as beeing the reason. Okay, we can ruin
> ourself everyday in software if we wanted that. But if you really need a
> program, i have this feeling many people would buy insted of pirating.
> And this "really need" is far more less than we normally thought. (Thats
> my guess ofcouse, taken from my own life).
> So this is what i mean:
> We have a guy somewhere in the world. He has a pirated copy of some
> program.
> Maybe he use it now and then. Maybe he don't use it at all. He just have
>it.
> Now, this can't possible be counted as an lose for the author, cause this
> guy wouldn't have bought it anyway.
> This may sound naive, but i really do believe that the situation here.

I have a similar thought, in that someone who pirates a program likely
wasn't going to register it in the first place. This may not be completely
true, as there are borderline pirates who will pirate a program if the
opportunity presents itself, but will buy it if it doesn't and they do want
the program. But of all the pirates out there, I'd say that these likely
make up a very small percentage.

> Excuse me for saying this, but everytime i see a program with limits in, i
> judge it as beeing a demo. And those limits can be activated if i pay what
> the author. Thats the idea of demo'ing a program, or whatever we talk
> about. About shareware, i'm not sure if any laws has been written. But
> here the author decide what it is, and his words are the law. The problem
> is, (and this i'm sure about), shareware is a fully working program. You
> pay for what you see, just as simple as that. I know many programers use

> shareware with limits, just to make people registre. I also welcome
> shareware much, cause thats what i seak. An opputunity to test before buy.
> But how on earth do you test a program with limits in ?

As I've said in a previous message to Matt, the problem with that is the fact that the incentive is gone; there is a far greater chance that someone will not register if there is nothing to MAKE them register. If the incentive is gone, they lose any reason they may have otherwise had to reghister, and the chances are, they won't. The way I see it is that they need some incentive, some reason to make them register -- to get something extra when they do register. In my case, a more powerful version of the prorgam that has more features in it.

(pardon my brevity, but I'm running out of time here)

_____ _____ _____ _____________________________
____<____ >/ __ // ____/ ___ Tail of ________ Eric March _____
__________> // <_/ // <___ ___ The Comet ______ diehl@io.org _____
__________<_/<_____/<_____/ ___ Productions ____ "ANSI? FANSI!" _____

1880. ? ICD host adapter and Quantum 105Mb disk

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 13:26:30 UTC
From: robinp@sherwood.uk.sun.com
Message-ID: <325bq6$sah@uk-usenet.uk.sun.com>
Source record: 182526

I hope somebody can help here :-)

I have connected a 3.5 inch Quantum 105MB SCSI disk via an ICD host adapter to my ATARI 1040STe but I am having a few problems.

The drive is recognised and can be formatted/partitioned ok but I can't install an auto-boot on it - I get spurious error messages such as "verify error" or "disk full"

When I try and write to it I get these types of errors - but I can zero the partitions and I can even sometimes write small files to the drive.

I have disabled parity on the drive and I have disabled verify from the ICDBOOT file but still no good.

Has anybody any experience with this type of drive ?

Is this drive suitable ?

TIA,
Robin Peatfield.

1881. Madmax source ??

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 13:35:40 UTC
From: t.harbaum@tu-bs.de
Message-ID: <325cbd$f9h@ra.ibr.cs.tu-bs.de>
Source record: 182529

Hi there!

I am searching the source of ataris 68000/6502 assembler called
madmax. The assembler itself was in the p.d., but i've never
seen the source.

Thanx,
Till

****

```
____________
/ ______ /| Till Harbaum
/ /| / / | Madamenweg 10
/ / |___/ / / 38118 Braunschweig, Germany
/ / / / / /
/ / / / / / e-mail: T.Harbaum@tu-bs.de
/ / / / / / p-radio: dg5lat@dk0mav.deu.eu
/_ / /_ / /_ /
(_) (_) (_)
```

****

1882. Re: Atari/amiga Article In Em

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 13:42:21 UTC
From: df@zippy.nimh.nih.gov
Message-ID: <df.776353341@nih-csl.dcrt.nih.gov>
Source record: 182527

I received my copy of EM this weekend and read the article. It wasn't bad but there were some errors. One paragraph stated that Amiga sales were steady despite the liquidation. Maybe true elsewhere but not in the USA. There is a court order against selling Amigas here. Considering that this is a US magazine, you have to question how well they researched the material for this article.

1883. Re: Brainstorm DSP JPEG and Speed of Light!

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 13:45:21 UTC
From: mdg@ukc.ac.uk
Message-ID: <10472@gos.ukc.ac.uk>
Source record: 182528

In article <Cu4oGE.B93@beaver.cs.washington.edu> sdenman@wolf.cs.washington.edu (Stuart Denman) writes:
:>Well, it turns out I not only have to be a developer ($100), but I also have
:>to pay an extra fee ($100) to get DSP JPEG information. This means I need at
:>least 8 people who would register if I added DSP JPEG support to justify the
:>cost. Darn. I might as well get Devpac DSP and code one myself. Probably
:>would be faster anyway, given my record. =) If I don't get more registered
:>users, I just can't afford to add Brainstorm DSP support, sorry.
:>-Stuart Denman

I suppose I could post a hacked set of documentation for the JPEG decoder,
obviously it wouldn't be as complete as the 'legal' docs, but hey Stuart
why not just disassemble the decoder for yourself?

Griff
--

1884. Falcon030 Accelerators

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 14:30:01 UTC
From: atariforce@aol.com
Message-ID: <325fh9$djq@search01.news.aol.com>
Source record: 182530

I've noticed that there are basically two types of accelerators for the Falcon030's processor direct slot. The first type only uses a faster clocked 68030 while the second type also has the option of using TT-RAM for improved performance.

The problem with the first type is that the 68030's 512 byte cache is just too small to achieve the type of performance we desire while the second type is typically too large to fit into the Falcon030's regular case.

But there seems to be a third alternative. Why hasn't anybody developed a Falcon030 accelerator that uses a large second level cache?

Most PC clones typically use a 128K to 256K second level cache and these seem to work fine. A Falcon030 accelerator using such a design would probably be able to fit entirely in the regular Falcon030 case and offer performance close to that of a design using TT-RAM.

--AtariForce

1885. Help! Quantum 80S to Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 14:42:10 UTC
From: derek@masque.demon.co.uk
Message-ID: <776356930snz@masque.demon.co.uk>
Source record: 182550
Cross-posted to: comp.sys.atari.st,comp.periphs.scsi

I am attempting to get a Quantum 80S SCSI 80Mb disk working on an
Atari ST computer, and was wanting some help if possible.

I am successfully running an OMTI SCSI-RLL converter and two drives,
but keep on getting error messages when attempting to access the
Quantum, though the software recognises the drive's presence
correctly.

The drive did originally come from an Apple (I think) if this sheds
any light on the matter.

Only clue to date: I see an error message about invalid data in the DCB.

The jumper settings are:

OMTI is ACSI/SCSI address 0
Quantum is ACSI/SCSI address 1

WS - not set
EP - not set - if set, prevents any communications!
SS - not set

Please reply via email, as I don't read these groups normally.

Thanks in advance for any assistance.

Derek.

1886. Re: Falcon030 Accelerators

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 14:51:54 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <325gqa$mev@bognor.barclays.co.uk>
Source record: 182461

In article <325fh9$djq@search01.news.aol.com>, atariforce@aol.com (AtariForce) writes:
|> I've noticed that there are basically two types of accelerators for the
|> Falcon030's processor direct slot. The first type only uses a faster
|> clocked 68030 while the second type also has the option of using TT-RAM
|> for improved performance.
|>
|> The problem with the first type is that the 68030's 512 byte cache is just
|> too small to achieve the type of performance we desire while the second
|> type is typically too large to fit into the Falcon030's regular case.
|>
|> But there seems to be a third alternative. Why hasn't anybody developed a
|> Falcon030 accelerator that uses a large second level cache?
|>
|> Most PC clones typically use a 128K to 256K second level cache and these
|> seem to work fine. A Falcon030 accelerator using such a design would
|> probably be able to fit entirely in the regular Falcon030 case and offer
|> performance close to that of a design using TT-RAM.
Don't forget that there is a 3rd option that allows you to get your 68030
running at 32Mhz including the co-pro and you don't need to go near the
processor slot, it just solders onto the motherboard at a few places. Very
cheap too - in the UK they cost about 60GBP.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

1887. ICD ADSPeed 16MHz accelerator

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 15:12:04 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <325i04$brt@infa.central.susx.ac.uk>
Source record: 182533

WHere can I get one - haven't seen one advertised in the U.K. for ages.

I wouldn't mind bying one from the states `cos they seem to be much cheaper.

Thanks,

Steven

1888. Toad Stealth/Falcon case wanted

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 15:35:15 UTC
From: sccoe@ucscb.UCSC.EDU
Message-ID: <325jbj$151@darkstar.UCSC.EDU>
Source record: 182532

I am scoping out the prices for new cases so I can expand my Falcon.
Does anyone have a Toad Stealth =-) to sell or know of some good deals on
a rack case for the Falcon?

1889. Barracuda 040 for Falc?

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 15:37:12 UTC
From: sccoe@ucscb.UCSC.EDU
Message-ID: <325jf8$15d@darkstar.UCSC.EDU>
Source record: 182531

What's the scoop on the Barracuda? Is it out yet? How much is it for
a 33Mhz model? Does it have the same limitations of the 030 accelerators?
Whats a good price? Thanks for the info!

1890. RDD Developer Required.

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 15:55:47 UTC
From: scoates@filesys.demon.co.uk
Message-ID: <776361347snz@filesys.demon.co.uk>
Source record: 182547

```
The Revenge Document Displayer - The Future???
----------------------------------------------

Owing to increasing work commitments I am no longer able to spend as much
time developing the RDD as I would like to. I am therefore looking for
someone to continue development of what must be the fastest general
purpose document viewer on the Atari range of micros. Whoever takes on
this task must be conversent with C and 68000 assembler and have a good
working knowledge of the Atari hardware. The RDD is written in Lattice C
v5.60 so owning a copy of this is obviously a pre-requisite.

If you would like to take on this challenge then please E-Mail me. I shall
be monitoring this newsgroup also.

Regards,

Stu...!

--
+==============================+
| S t u C o a t e s |
| Chelmsford, England U.K. |
|------------------------------|
| scoates@filesys.demon.co.uk |
| scoates@eurobase.demon.co.uk |
| 100010,2106@compuserve.com |
+==============================+
```

1891. Re: Atari FTP sites are unaccessable &/or useless!

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 15:59:01 UTC
From: daveh@netcom.com
Message-ID: <davehCu84EE.H7J@netcom.com>
Source record: 182535

Would it be possible to get a.a.u.e mirrored to one of the main ftp repositories like ftp.uu.net? I think all that is required is for some at a.a to request it. ftp.uu.net as the advantage of being an ftp site only, it is accessible 24hrs a day with no limit to the number of logons.

Dave.

1892. Re: The future of Atari Computers

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 17:16:01 UTC
From: Jacobson Mo <mo@sna.co.umist.ac.uk>
Message-ID: <1994Aug8.171601.16348@nessie.mcc.ac.uk>
Source record: 182538

In article <Up-EHEWBCVC@ttgk.textlitho.nl> Gert van der Knokke, gert@ttgk.textlitho.nl writes:
> The bus expansion system could be made in a similar way but the main thing
> is that the machine should be 'upgradable'. Us Atarians hate the PC world
> but fact is that through the PC systems modularity it can be turned into
> almost anything. If you want to have sound, plug in a sound card, if you
> want to have better sound, plug in a better card...

Damn straight! Have anyone noticed the fact that the two most popular personal computer systems (PCs and Macs) are designed (although I suspect it wasn't intentional in the case of the former) so that it is damn easy to upgrade their hardware?

Jakes

1893. Re: The future of Atari Computers

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 17:46:34 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.USJO&tY2oVs@semprini.waterloo-rdp.on.ca>
Source record: 182431

In <31rapf$cgb@crl5.crl.com>, Sam McGee writes:
> I think Atari needs to upgrade their hardware like they did when they
> switched from the 8-bit to the ST. The hardware must be so advanced that
> people will buy it because it's radically powerful. Of course it would be
> backwards compatible with the ST in emulation mode. Atari can't compete
> with PC's in there arena, they must take computers to a higher level.

IMHO, one of the most annoying things about the computer industry today
is the fact that _all_ of the "gee whiz" factor is totally gone.

When I went from my Vic-20 to my C-64, it was a major leap in speed
(well, relatively major), RAM capacity, graphics, sound, etc. When I
went from my C-64 to my ST, it was another major leap.

Today, if you "upgrade" your ST to a TT, or a Falcon, or a PC, or a Mac,
you're just getting more of the same thing, but a bit faster, slightly
better graphics, slightly better sound (unless you buy a PC; IMHO, it's
not a computer unless it has sound as a standard, and most PCs STILL
ship without a sound card... the Vic-20 could produce better sounds),
etc.

Total stagnation. *snore*

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1894. Re: Codeheads

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 18:11:51 UTC
From: "Charles F. Johnson" <cfj@delphi.com>
Message-ID: <Jo3zEK-.cfj@delphi.com>
Source record: 182534

Trevor Eaton Cordes <umcordes@cc.umanitoba.ca> writes:

>So does this mean no more Warp 9 upgrades/speed enhancements??? Hasn't
>Warp 9 grown to be one of the top selling (US) Atari software packages?

Warp 9 probably is one of the top-selling Atari products. (Probably one
of the most pirated too, but that's another subject.) It's unfortunate
that the market has shrunk to the point where even that status isn't enough
to turn a profit. Having said that, future upgrades are not necessarily
out of the question -- but I'm not working on it at the moment, because
I'm touring with Al Jarreau.

- Charles @ CodeHead Tech

1895. Re: GEM style guide doc

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 18:41:44 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <325u98$bls@ugle.unit.no>
Source record: 182536

Larserik@oslonett.No,
In a message on 7 August, wrote :

lR> In message #29, ogal@cix.compulink.co.uk writes:
lR>
lR> > It is part of the devleper documentation, so not PD. However, there is
lR> > mailing list called the gem-list which is currently discussing a new
lR>
lR> Is it - I can't find this document in my developer docs ????!!!!
lR> (if I could Stein-Arne I could help my fellow norwegian Stein-Arne)

I got it in the new developer upgrade for Falcon, along with proper
Speedo documentation. If you ask Jorn, he probably has it - if not,
tell me and we'll see what we can do (as I know you are a registered
developer... :-)

Erling

• ATP/Unix 1.40 • This is my tagline.

1896. Freebies & Giveaways

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 19:34:14 UTC
From: calvin@savvy.com
Message-ID: <3261bm$sbg@savvy.com>
Source record: 182537

```
Just Located the Internet Financial Services Mall.
Very interesting. Freebees & Giveaways. :-)

Gopher to 'financial.savvy.com'
```

1897. Spectre GCR, Atari mono monitor 4 sale

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 19:43:02 UTC
From: madsen@admin.usask.ca
Message-ID: <3261s6$92p@tribune.usask.ca>
Source record: 182540

I have a Spectre GCR with roms, and an SM125 mono monitor for sale.

I would like $100 US for the GCR, and $50 US for the monitor.

Included with the monitor is a video switcher so that you can switch between
color and mono monitor without swapping cables.

Anyone interested, or are the proces too high?

Jorgen Madsen
University of Saskatchewan

1898. Re: Unzipping CAIN newsletters?

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 19:43:05 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94220.154305STIRRE31@MAINE.MAINE.EDU>
Source record: 182458

I get the same messege when dealing with the Cain Newsletters.
-scott tirrell

1899. Speedo and Canon BJ-5

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 19:56:35 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94220.155635STIRRE31@MAINE.MAINE.EDU>
Source record: 182459

Has anyone got this combination working together? The BJ-5
is the same as the BJ-10, which Speedo GDOS has a driver for,
but when I attempt to print I only get gibberish. The Canon
works under Speedo in Epson emulation, though. Any suggestions?
-scott tirrell

1900. MEGA STE LOADED!! FOR SALE!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 20:14:26 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Aug8.171426.26490@dal1>
Source record: 182539

For Sale!

Serious offers only please!

Mega STE w/4Megs Ram, TOS 2.06, 170Meg (2 months old Maxtor ELS)
1.44 Floppy internal
1.44 Floppy External
5.25 External Floppy
Monitor Master (Switch for Color & Mono)
SM-125 Mono monitor
SC14335 Stereo Color 14" Monitor
Migraph Hand Scanner
Migraph Scanning Tray and all software
Beetle Mouse
Panasonic KXP1123 24 pin printer
Power pad switch system.
Too much software to even consider listing!
9600 Hayes V-Series Smartmodem

This system is mint! 3 years old and I mean mint! Asking
$2000 Canadian for her. I'm posting this fro a friend. If you
are seriously interested, send E-mail. He also states that he'd
downgrade to another ST with a lower TOSas well as a cash difference

1901. Re: Hard drive virus checker

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 20:16:44 UTC
From: Matt.McAlister@dataport.com
Message-ID: <28e_9408081242@dataport.com>
Source record: 182497

There is another program called svk or something like that. It's shareware and says it will detect that virus as well. Unfortunately, the author didn't include the library with his program.

InterNet: Matt.McAlister@dataport.com
FidoNet : Matt McAlister 1:143/106

1902. Re: GEM style guide doc

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 20:19:51 UTC
From: larserik@oslonett.no
Message-ID: <326417$5dn@hasle.oslonett.no>
Source record: 182542

In message #5, erlingh@nova.pvv.unit.no writes:

> I got it in the new developer upgrade for Falcon, along with proper
> Speedo documentation. If you ask Jorn, he probably has it - if not,
> tell me and we'll see what we can do (as I know you are a registered
> developer... :-)

It's Stein-Arne that needs it, but is he a registered developer yet ?
(Norway must have lots of developers for each sold Atari computer :-)

Lars-Erik 0sterud Phone: +47 67131571 Fax & ABK-BBS: +47 67132659
Atari Developer Pager: +47 96634222 Email: larserik@oslonett.no
SysOp ABK-BBS

1903. Re: Shareware headache

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 20:20:08 UTC
From: Matt.McAlister@dataport.com
Message-ID: <28f_9408081242@dataport.com>
Source record: 182498

That's very true. And I am not trying to begrudge programmers any money, it just seems that everytime I find a good program to download it has some damn key that I have to buy.

InterNet: Matt.McAlister@dataport.com
FidoNet : Matt McAlister 1:143/106

1904. Re: Atari FTP sites are unaccessable &/or useless!

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 20:25:56 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3264ck$skk@mailer.fsu.edu>
Source record: 182541

```
He whose name must not be spoken... (dwallace@wam.umd.edu) wrote:
>
> (i.e. I can directly do something like 'grep *warez* 0index |more'
> without having to copy 0index to my home directory first.)

Of course, this search would not find any such entries, thank you.

--
*******************************************************************************
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
*******************************************************************************
```

1905. Re: Shareware headache

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 20:28:32 UTC
From: Matt.McAlister@dataport.com
Message-ID: <290_9408081242@dataport.com>
Source record: 182499

I'm running a BBS and for a while I had suspected that something was corrupting my files. I'd do a directory search and find 2 folers with the same name, but could not delete or rename them. Files would be missing, just whole bunches of stuff was happening. I though that since I boot of my hard drive someone might have concocted a virus that works on hard drives.

Subsequently, everyone on the "net" seems to say that this does not exist. I hope that's true. Since then I've cleaned up the suspicious parttion and have had no problems since.

Thanks for your input.

Matt.

InterNet: Matt.McAlister@dataport.com
FidoNet : Matt McAlister 1:143/106

1906. Re: Toad Catalog Out (Finally!)

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 20:33:35 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3264qv$skk@mailer.fsu.edu>
Source record: 182543

Erlend Nagel (error@stack.urc.tue.nl) wrote:
> boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
> >You might be able to do credit card orders via email.
>
> This is not wise. e-mail is not protected, and anyone could read your
> credit card number.

In the case of email ordering, it is common to send the credit card
information via snail-mail (or via phone) once, and they keep it on file
for future orders, so it does not need to be included every email.

That said, I have no idea if Toad does them at all, let alone in a secure
fashion.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1907. Sold ST???

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 20:49:52 UTC
From: robertm@magnus1.com
Message-ID: <Cu8Hv5.6pz@magnus1.com>
Source record: 182460

I was going to by a non-working ST from someone for $20. However I wrote down the number, deleted the mail, and the number was wrong! I don't even remember who it was. If your reading this, please email me back.
Robert Merritt
robertm@magnus1.com

1908. Re: CR and line feed stripping

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 21:15:21 UTC
From: mcareyb@cix.compulink.co.uk
Message-ID: <Cu8J1M.Hs@cix.compulink.co.uk>
Source record: 182545

In message <Cu402L.4xo@csn.org>, kfason@csn.org said:
>
> Anyone know of a simple program that will strip the CR and or Line
> feeds (Whatever the atari uses, I think both) from ASCII files? Except
> of course at paragraphs?
>
> Reason being I import quite a bit of ASCII files into Atari Works and
> it doesnt do it (has a strip for export though)..
>
It is very easy to write such a program if one does not exist. I seem to
remember a DA distributed with Publishing Partner that did this ok.

Matthew Carey.

1909. Re: UK Atari show

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 21:57:28 UTC
From: Paul.Civati@mettav.exnet.com
Message-ID: <776399302.1@mettav.exnet>
Source record: 182466

On 06 Aug 94 at 19:18:06 (Colin Campbell) wrote the following:

>>> Hisoft were advertised as attendees; they never showed. Maybe they
>>> didn't want a deluge of "Where's Papyrus???" queries!
>>
>> I didn't go myself but I heard that HiSoft apparently didn't show
>> because of illness, David Link I think it was, and he had all the
>> gear in the back of his car. ;-)
>
> Very big car then... or very little gear. :)

Puh.. no idea mate. :-)

-Paul-

--
~=~=~=

1910. Atari 1040ST For Sale (to C. Seid)

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 22:05:19 UTC
From: tv@cv.hp.com
Message-ID: <1994Aug8.220519.5487@hpcvca.cv.hp.com>
Source record: 182548

Christopher A. Seid (cseid@pop.uh.edu) wrote:
: Atari 1040ST For Sale

: System includes 1040 ST Computer, Monochrome monitor, external
: floppy drive (3.5in.), Spectre GCR Mac emulator, Star micronix
: dot matrix printer, and software. Paid over 2000.00 for entire system

: Entire System for 325.00 or best offer

: Drop me a line

: cseid@pop.uh.edu

Chris,

Please email me if this system is still for sale. My email to you bounces.

Thanks.

--

Trung Vo-Vu phone: (503) 715-2676
tv@cv.hp.com FAX: (503) 715-2145

==========

1911. Re: Shareware headache

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 22:14:43 UTC
From: healy@nosc.mil
Message-ID: <1994Aug8.221443.17153@nosc.mil>
Source record: 182457

In article <321d7f$ani@clark.edu> vicb@clark.edu (Victor Bruhn) writes:
>>
>
>> How rediculous!!! C'mon people last time I checked sharing was a selfless,
>> generous act. A gift from the heart not the wallet. I know I'm going to ge
>> lot of flack from shareware authors, but that's how I feel.
>

I think my newsreader misattributed this quote. If so I apologize.
(It appears that the previous post wasn't attributed in the post
I am replying to).

I think you have shareware confused with pd software. At any rate,
since you feel the way you do, I suggest you write some software
and give it away as a "gift from the heart." Think how good you'll
feel for doing such "a selfless, generous act". :-)

Personally, I'm just glad people are still coming out with
stuff at all, shareware or not.

Mike Healy

healy@nosc.mil

1912. How to reduce size of GCC-compiled programs?

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 22:15:43 UTC
From: robotron@moroder.demon.co.uk
Message-ID: <199408082327.AA00537@moroder.demon.co.uk>
Source record: 182546

I've been developing a suite of 15 programs jointly on an ST (with GCC 2.5.8) and a PC (with Microsoft C 5.0), and there's a clear difference in the sizes of the executable files - the ST binaries are almost double the size of their PC equivalents, even after compiling with -O2 and -fomit-frame-pointer and xstrip'ping the .ttp files.

I suspect that GCC is adding a lot of unnecessary baggage - for example, I don't need (or want) UNIXMODE support for this particular project. Is it possible to disable it (perhaps by redeclaring a function or two), or are there any other ways of reducing executable size, other than recompiling the libraries?

Thanks in advance,
Stephen

1913. Medusa

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 22:21:18 UTC
From: jperez@uhunix.uhcc.Hawaii.Edu
Message-ID: <Cu8M3J.DpF@news.Hawaii.Edu>
Source record: 182451

Are there any Meduas owners out there? I am interested in obtaining one, but I'd like to know what you think. I spoke with Lexicor and got a lot of information - but I would like to hear a users point of view.

Borg

1914. Re: Toad Catalog Out (Finally!)

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 22:45:30 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9408082159.AA01051@ilmen.lanl.gov>
Source record: 182549

In article skk@mailer.fsu.edu, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>
>In the case of email ordering, it is common to send the credit card
>information via snail-mail (or via phone) once, and they keep it on file
>for future orders, so it does not need to be included every email.
>
>That said, I have no idea if Toad does them at all, let alone in a secure
>fashion.

Yes, Toad accepts major credit cards. And as far as credit card fraud is
concerned, in the U.S. the law limits your liability to $50 per card if
your card (or card number) is stolen. I'm not sure about internationally.

-Hutch- @ Fair Dinkum Tech

1915. For sale 1040 and Monochrome Monitor

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 22:46:52 UTC
From: magnum@realm.tdkcs.waterloo.on.ca
Message-ID: <magnum.57jd@realm.tdkcs.waterloo.on.ca>
Source record: 182435

```
1040 ST $100

Monochrome monitor $75

Extra Atari mouse $10
```

1916. WANTED: Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-08-08 23:06:18 UTC
From: seawasp@telerama.lm.com
Message-ID: <326dpa$28g@africa.lm.com>
Source record: 182452

I'm looking for a good cheap ST to replace one which just
gave up the ghost for unknown reasons (possibly a recent thunderstorm).
The monitor and at least one double-sided drive still work fine, so
all I need is the computer itself.

Obviously I'm looking for the most bang for my (few) bucks,
also. If you have a machine for sale, send details of the system and
your minimum price to

seawasp@telerama.lm.com

Thanks!

If I only get a couple answers, I'll probably decide on a
machine within a few days. If I get lots of replies, a final decision
will probably take about two weeks.

Sea Wasp
/^\
;;;

1917. Re: Papyrus vs Redacteur - any thoughts

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 00:39:28 UTC
From: rengbers@netcom.com
Message-ID: <rengbersCu8sHs.81w@netcom.com>
Source record: 182454

Christian -

That's Write 3 PostScript is indeed WYSIWYG.

Chris -

We will be releasing development documentation for SpeedoGDOS 5. Contact your nearest COMPO office.

Robert

1918. Re: SpeedoGDOS/Bitstream Fonts Sources?

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 00:49:50 UTC
From: rengbers@netcom.com
Message-ID: <rengbersCu8sz3.9x6@netcom.com>
Source record: 182455

Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:

: IMHO, the good thing about using retail Speedo fonts is that because
: they are in a protected format, the quality of the font is guaranteed.
: With the average cheap (or free) TrueType or Type 1 font, this isn't
: the case.

I totally agree with you. Bitstream makes excellent fonts, and since you cannot get Speedo fonts elsewhere, they'll always be top notch. Speedo are also extremely fast, compared to TrueType and Type 1, and there's no question of that performance being corrupted by amateur or careless designers.

Robert

1919. Suggestions wanted for Atari ST sequencer

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 01:01:18 UTC
From: erholm@CS.ColoState.EDU
Message-ID: <Cu8tI6.1q7s@yuma.ACNS.ColoState.EDU>
Source record: 182456
Cross-posted to: rec.music.makers.synth,comp.sys.atari.st

(apologies if this is an inappropriate newsgroup)

I am looking to buy a MIDI sequencer for my Atari ST. I have not really even looked around much to see what's available nowadays. The most outstanding feature I've seen from this type of software is the price! One package goes for $900! Yikes!

Now a $900 piece of software might be just what a professional musician needs, but I'm not a professional, and don't intend on ever becoming one. I would just like a nice little sequencer that has good recording and editing capabilities. 16 channels is all my keyboard can handle, so I don't need anything with more capacity than that. Even just 8 channels would be okay.

The cheapest sw I've seen so far is called Sequencer One from a company named Oregon Research. It retails for $40. Is this just a piece of junk?

I really don't want to spend over $100. Anyone have any suggestions for either shareware or commercial software? All comments appreciated!

AD thanks VANCE,
--
_
._/ _. Scott Erholm | When congress passes a law, you can bet
(-.-) erholm@CS.ColoState.EDU | it will either increase your taxes or
_/ (303) 491-0899 | decrease your freedom. - Baxter Black

1920. Re: SpeedoGDOS 5 & NVDI 3

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 01:02:24 UTC
From: rengbers@netcom.com
Message-ID: <rengbersCu8tK1.AuE@netcom.com>
Source record: 182462

Laurenz Pruessner (spoil@cs.tu-berlin.de) wrote:

: I think that there are way more people out there who don't care a damn
: shit about what you regard as a "standard" but will need an access to
: cheap vector fonts. And that's exactly what NVDI provides.

Fair enough. But on the other hand, there are folks out there that care
about quality vector fonts.

: What I've seen of SpeedoGOD 5.0 (and I haven't seen that much of it) was
: a hack, that did run into enormous trouble as soon as it came to using
: GEM text attributes. It furthermore crashed the scaler as soon as I used
: Mac- or some PC-encrypted fonts and was helplessly slow. But, you're right,
: it feature more font formats as NVDI.

I think you're being unfair; you should spend more time with it before
making such judgements.

1. SpeedoGDOS 5 is not a hack... you're completely wrong.

2. Text attribute stuff is largely unchanged from Speedo 4.x. If there's
a bug, it's been in there since the beginning. Of course, we'd want to
fix it, but in the past I've seen lots of text attribute bugs that were
due to applications, not SpeedoGDOS; I have yet to identify a bug in
SpeedoGDOS with regard to text attributes.

3. With regard to crashing on some encoding schemes, it was a bug that
was fixed before SpeedoGDOS 5 was officially released (the version at last
week's UK shows was one version prior to that). Our customers won't have
that problem.

: But, anyway, let the people buy whatever they think they need...

Well put.

Thanks,

Robert@COMPO

1921. RSVE hardware available now.

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 01:06:54 UTC
From: miff@apanix.apana.org.au
Message-ID: <miff.776394414@apanix.apana.org.au>
Source record: 182471
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Some people may remember I said I was relaying & manufacturing the RSVE serial accelerator board...

Well, they're here now 8)

The board is designed to sit on top of your MFP (though you can put it somewhere else instead if you like), and requires you to cut one pin on the device and solder four wires. I'd put installation in the 'average hobbyist' range. (obviously on a MegaSTe or TT it's not going to sit on top of the MFP because it's in a different package...)

I'm asking $50 Australian for it, including P&P anywhere in the world. This also nets you english installation instructions, and includes a royalty to the original designer.

Please note that I'm hardly covering my costs here - hence the significantly lower than expected price. I'm not out to make my fortune on this one 8)

If you're interested, send me some mail & arrangements can be made.

mike

PS. If there's some other gizmo like this floating around that you think would be useful to the ST community, let me know.

--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

1922. Re: Freeze Dried Term

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 01:10:00 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <326l18$55j@charm.magnus.acs.ohio-state.edu>
Source record: 182453

In article <322iqo$jeg@loose.apana.org.au>,
Julian Gifford <julian@loose.apana.org.au> wrote:
>: What exactly is Steno and where do I find it?
>: Thanks, julian@loose.apana.org.au
>: What exactly is Steno and where do I find it?
>: Thanks, julian@loose.apana.org.au

STeno is made by the same people the made STalker. The Company is Gribnif.

Mailorder Atari:

D & P Computer Orders (800) 535-4290 9am-9pmEST
P. O. Box 811 Tech info & FAX (216) 926-3842
Elyria, Ohio 44036

Toad Computers Orders 800-448-8623
570-F Gov. Ritchie Hwy. Info 410-544-6943
Severna Park, Maryland 21146 FAX 410-544-1329
BBS 410-544-6999

Micro Computer Depot Orders 800-845-3070 Mon-Fri 9am-6pmEST
741 Bultman Drive Tech support 803-775-5165 Sat 10am-2pmEST
Sumter, South Carolina 29150

Computer Studio Orders 800-253-0201
Westgate Shopping Center Phone 704-251-0201
40 Westgate Parkway, Suite D
Asheville, NC 28806

Front line support for the Atari platform.

Raymond Collins	Atari TT030 4/4 MB ST/TT RAM 245 HD
rcollins@magnus.acs.ohio-state.edu	Travel By ZyXEL 19,200 bps
or rcollins@freenet.columbus.oh.us	Die Hard Atari Fan since 1984

1923. Re: Shareware headache

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 02:33:18 UTC
From: Matt.McAlister@dataport.com
Message-ID: <85c_9408081849@dataport.com>
Source record: 182500

I wasn't stating that you should give the whole thing away. I agree with you, there are a lot of people who think why pay for it once you got it. But don't you want to make sure the car is running before you buy it?

I think what people need to develope is a program that will delete it self after say 30 days is up, unless you enter the key.

InterNet: Matt.McAlister@dataport.com
FidoNet : Matt McAlister 1:143/106

1924. UPLOADING! I've done my bit....

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 02:38:20 UTC
From: Matt.McAlister@dataport.com
Message-ID: <85d_9408081849@dataport.com>
Source record: 182401

I would love to do my bit, how do I call up that ftp site. I don't think my internet connection has a ftp connection.

InterNet: Matt.McAlister@dataport.com
FidoNet : Matt McAlister 1:143/106

1925. Re: Suggestions wanted for Atari ST sequencer

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 02:41:02 UTC
From: tilso@loose.apana.org.au
Message-ID: <326qbu$kg0@loose.apana.org.au>
Source record: 182463
Cross-posted to: rec.music.makers.synth,comp.sys.atari.st

erholm@CS.ColoState.EDU (scott erholm) writes:

>I am looking to buy a MIDI sequencer for my Atari ST. I have not really
>even looked around much to see what's available nowadays. The most
>outstanding feature I've seen from this type of software is the price!
>One package goes for $900! Yikes!

>The cheapest sw I've seen so far is called Sequencer One from a company
>named Oregon Research. It retails for $40. Is this just a piece of junk?

Why pay for sequencer one when you could get it for free from a PD
library.ST Format where giving it away as a cover disk . If you don't
want anything great then this may be the one for you.I have never used it
but ST Format gave it a rave. I use Creator , it being the cheap version of
Notator, it does everything i could possibley want.

tilso

1926. Opus 2.2 Support

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 02:46:00 UTC
From: james.alexander@f422.n250.z1.tor250.org
Message-ID: <76a264b9@f422.n250.z1.tor250.org>
Source record: 181841

Hullo all in the internet universe,

I just have a query as to the status of the Opus spreadsheet
(oope sorry 'bout that) program (v2.2). I've heard the author is no
longer ansering inquiries. Is there any truth to this? I've tried this
program and like it. I'd like to be able to register and have the
.WK1/.WKS/.DIF format load & save feature.

Ttyl,
James

1927. Atari St software for sale

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 03:51:31 UTC
From: japolis@nyx.cs.du.edu
Message-ID: <326ug3$b5@nyx.cs.du.edu>
Source record: 182464

Hello! I have the following items for sale or trade:

"productivity stuff"
Codehead Utilities, release 3.....$10.
G+PLUS 1.3.....$15.
MultiDESK 2.1.....$15.
Beckmeyer HARD DISK SENTRY 1.1.....$5.
Mini Office (Nicely done graphs and stuff, from UK) .....$25.
Spectre GCR 3.0 complete with system software and a big bunch of disks of utilities and programs to get you started.....$200.

"fun stuff"
OIDS and PINBALL MAGIC (games).....both for.....$15.

"books"
THE GUIDE TO CALAMUS DESKTOP PUBLISHING.....$25.
ATARI ST INTERNALS.....$10.

Or.. how about..... All for $250.

Add $2.90 for shipping, or shipping is FREE with three or more items!
Payment forms acceptable are Check, MO, or trade for any of the items below.
I am looking for Tracker/ST, STeno, Studio Photo, Imagecopy 2, True paint, Warp
9 v3.80, or EdHak or who-knows-what. Let me know what you have! (please legal only, with disks and docs) Call (303)473-0511 or EMAIL to japolis@nyx.cs.du.edu

Thanks!

1928. Re: *** GDOS FONTS WANTED ***

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 04:06:41 UTC
From: ross@cscns.com
Message-ID: <Cu9235.B6s@usa.net>
Source record: 182469

ZIGFREID (peterw@io.org) wrote:
: Does anyone know where (on the net or otherwise) find some PD GDOS fonts
: that I would be able to use with "Cyber Paint"? Any leads would be
: greatly appreciated.

: --
: --
: Peter Weinzettl | If all the world's a stage....
: peterw@io.org | ..... I want more props

--
There is a program called C-FONT available from the ST Club (or maybe
COMPO also) that converts CALAMUS fonts to GDOS, WRITE-ON and THAT-S
WRITE fonts. And there are tons of Calamus fonts available in PD but GDOS
seems hard to find.

Hope that helps some.

1929. Re: How do I setup a HD on an ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 04:35:13 UTC
From: sammcgee@crl.com
Message-ID: <327121$6bu@crl5.crl.com>
Source record: 182467

Christoph Maier (hj7@aixserv2.urz.uni-heidelberg.de) wrote:
: Kevan Winch (Kevan.Winch@eccles.seuk.com) wrote:
: : Hi,

: : Can anyone shed any light on the cheapest way to attach a HD to my ST ?
: : What do I need apart from the HD ? Can I use IDE drives or what ?
: Hmm, I am using a little interface PCB I got from the German magazine c't
: with an 80 MB hard disk.
: Although it's a kit and I had to solder it myself, it has been working
: rather reliably for the last 3 years.
: It's still available, I think, and the kit costs about DM100,-- .
.
.
.

Those Germans really have their stuff together. :)

A magazine that gives schematics to 68030 accelerator boards and hard disk interface boards? Atari should license the Falcon and TOS to this mag!!

Sam

1930. NVDI with Speedo4.2 help

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 04:53:19 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <Cu948v.H7q@freenet.carleton.ca>
Source record: 182468
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have both NVDI and SPEEDO4.2 installed (along with the drivers aoutline accesories) but if NVDI is on the I cant use my Speedo fonts. Could someone than has both working together send me their config files? (assign.sys and any tips you have for fixing the problem?) thanks a lot

Also, can anyone tell me how to install a new system font with NVDI? Every time I cange the assign.sys file from the regular font it ignores my changes and doesn't do anything.

Oh yeah, my system consists of a TOS 4.04 Falcon 4MB/85MB + NVDI+Blowup030 Hard I.

--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

1931. Re: Falcon030 Accelerators

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 05:08:03 UTC
From: sammcgee@crl.com
Message-ID: <3272vj$79c@crl5.crl.com>
Source record: 182470

...or get a new case for the Falcon to fit both the upgrade and another hard drive while you're at it...

BTW, comparing hard drive prices is easy, just find the price per megabyte.
How do you compare accelerator prices, price per %faster? I purchased
NVDI for my Falcon because it sped-up graphics 300-1000% for under $100US.
Power up is 15% for $150US. (conversion)
A 68040 accelerator is 300-500% for over $900. (estimates)

What's wrong with this picture?
(I know, NVDI doesn't speed-up rom/ram access. But the price!!!)

1932. Re: NVDI with Speedo4.2 help

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 06:25:16 UTC
From: kfason@csn.org
Message-ID: <Cu98I4.JBt@csn.org>
Source record: 182472
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Jack Kitowicz (ac382@FreeNet.Carleton.CA) wrote:

: I have both NVDI and SPEEDO4.2 installed (along with the drivers aoutline
: accesories) but if NVDI is on the I cant use my Speedo fonts. Could
: someone than has both working together send me their config files?
: (assign.sys and any tips you have for fixing the problem?) thanks a lot
NVDI and Speedo v4.x dont like one another. me it bombs when I try to
print. Compo told me that Speedo 5.x is compatible with NVDI..

: Also, can anyone tell me how to install a new system font with NVDI? Every
: time I cange the assign.sys file from the regular font it ignores my
: changes and doesn't do anything.
Have no clue. always used the normal system font.

: Oh yeah, my system consists of a TOS 4.04 Falcon 4MB/85MB + NVDI+Blowup030
: Hard I.
same set up, just 14megs and more HDD.

-Kevin Fason - "Dominate the Rythm"

kfason@CSN.Org

Atari Falcon030	My Time is a Piece of Wax
US Robotics Dual Standard	Falling on a Termite
Atari Jaguar	(Who's Choking on the Splinters)

1933. Re: Suggestions wanted for Atari ST sequencer

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 06:59:05 UTC
From: kwd9152@ACFcluster.nyu.edu
Message-ID: <3279fp$j4@cmcl2.NYU.EDU>
Source record: 182479
Cross-posted to: rec.music.makers.synth,comp.sys.atari.st

In article <Cu8tI6.1q7s@yuma.ACNS.ColoState.EDU>, erholm@CS.ColoState.EDU (scott erholm) writes:
>
>(apologies if this is an inappropriate newsgroup)
>
>I am looking to buy a MIDI sequencer for my Atari ST. I have not really
>even looked around much to see what's available nowadays. The most
>outstanding feature I've seen from this type of software is the price!
>One package goes for $900! Yikes!
>
>Now a $900 piece of software might be just what a professional musician
>needs, but I'm not a professional, and don't intend on ever becoming one.
>I would just like a nice little sequencer that has good recording and
>editing capabilities. 16 channels is all my keyboard can handle, so I
>don't need anything with more capacity than that. Even just 8 channels
>would be okay.
>
>The cheapest sw I've seen so far is called Sequencer One from a company
>named Oregon Research. It retails for $40. Is this just a piece of junk?
>
>I really don't want to spend over $100. Anyone have any suggestions for
>either shareware or commercial software? All comments appreciated!
>
>AD thanks VANCE,
>--
> _
> ._/ _. Scott Erholm | When congress passes a law, you can bet
> (-.-) erholm@CS.ColoState.EDU | it will either increase your taxes or
> _/ (303) 491-0899 | decrease your freedom. - Baxter Black

Well, pick up an ST magazine...and here are my opinions of what to get:
Toad computers has practically all of them, and all of them reasonably priced.

For starters, I'd recommend Tiger Cub...since that's what I learned on, and it seems pretty easy to use. It costs $29. I don't know if it has support anymore or not, but it does work.(It even has a nice editing system).

I'd stay away from Sequencer One, since I don't believe it does anything except for record sequences. Sequencer One Plus seems much more plausable, considering it lets you use your ST as a sample playback synth for your own(if you have a cartridge sampler) samples. Granted, you'll only have 8bit quality, but that's sufficient for a lot of sampled speech. Personally, I'm considering getting it, just to see what it's like.

KCS Omega is only like $50 now. This used to be a $300 package, and they marked down the price. Heck, they even gave it away with some european magazine, albeit w/o the manual...(ST Format, I believe? Sometime earlier this year). You might want to try it out. Keyboard Magazine for some reason rates this nearly as highly as Notator and Cubase...but I just disagree. The latter two are much easier to learn and more straightforward. I know one person on the net disagrees with me about KCS, but to each his own.

I guess the other thing I would possibly recommend is Breakthru, which was given a Future Music Platinum award. If you buy the Replay 16 sampler, in conjunction w/ Breakthru(basically Sequencer One Plus on steroids), you get a free 16bit 4 voice sampler in the deal. The sound is pro quality(I suppose). the breakthru software is a 64track sequencer, I believe...and costs...like $250...and I think you could get a replay 16 for around $150...not a bad deal.

So...those seem to be your options. I don't know much about the software by the Barefoot/hybrid Arts company...so I can't recommend any of it.
shrug

right now, I'd suggest going for Sequencer One Plus...it's not that expensive...and it allows some decent editing once you've done your initial recording.

\ _ _ /
See me! <o o> THE FUTURE!!!
Feel me! /----oOO----_/-----------\
Hear me! | Kevin Dolorico | The Technomaster.
Love me! | kwd9152@acf.nyu.edu |
Touch me! \------------------oOO----/

1934. Re: Suggestions wanted for Atari ST sequencer

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 07:02:37 UTC
From: kwd9152@ACFcluster.nyu.edu
Message-ID: <3279md$j4@cmcl2.NYU.EDU>
Source record: 182480
Cross-posted to: rec.music.makers.synth,comp.sys.atari.st

In article <326qbu$kg0@loose.apana.org.au>, tilso@loose.apana.org.au (Ian Tilso) writes:
>erholm@CS.ColoState.EDU (scott erholm) writes:
>
>
>>I am looking to buy a MIDI sequencer for my Atari ST. I have not really
>>even looked around much to see what's available nowadays. The most
>>outstanding feature I've seen from this type of software is the price!
>>One package goes for $900! Yikes!
>
>>The cheapest sw I've seen so far is called Sequencer One from a company
>>named Oregon Research. It retails for $40. Is this just a piece of junk?
>
>Why pay for sequencer one when you could get it for free from a PD
>library.ST Format where giving it away as a cover disk . If you don't
>want anything great then this may be the one for you.I have never used it
>but ST Format gave it a rave. I use Creator , it being the cheap version of
>Notator, it does everything i could possibley want.
>
>tilso
>

Dude! you have to send me a copy...or is it on any of the archive sites?

1935. Re: Papyrus vs Redacteur - any thoughts

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 08:04:31 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <327daf$344@percy.cs.bham.ac.uk>
Source record: 182474

sheppard_r@ix.wcc.govt.nz writes:
>In article <rengbersCu1L5q.DH8@netcom.com>, rengbers@netcom.com (Robert Engberson)
writes:
>>Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
>>: spbcajk@ucl.ac.uk (Mr Andrew John Kale) writes:
>>: >chris@buran.fb10.tu-berlin.de (Christian Nieber) writes:
>>: >
>>: >>>- Or PostScript support..?
>>: >
>>: >>No way. This is definitely too complex, and besides it wouldn't be
>>: >>WYSIWYG anymore as long as Type 1 faces can't be used.
>>: >>But maybe Speedo 5 or NVDI 3 will provide a PostScript GDOS driver.
>
>
>All this talk about Papyrus, does it have a full English Dic and Thesaurus,
>the English version that I brought of Script never had a English Dic,
>only USA one, the usual problem with German software...

It has a complete English dictionary (Collins?) and the facility to
create new dictionaries from ASCII files, an English manual, but no
thesaurus. It works in any graphic mode >= 640x400 (ie not medium or
low ST resolutions), and requires 2Mb of RAM.

You can print using GDOS, or you can create your own printer drivers
in the program (easy to do, and you can still use Speedo fonts)

It is very very (very!) good.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1936. Gif & Jpg viewer

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 08:42:31 UTC
From: cmeijer@prl.philips.nl
Message-ID: <cmeijer.776421751@charina>
Source record: 182487

Hello Everybody,

i was looking for a good gif & jpg viewer for a plain ST.
At the moment i use GemView but this doesn't support jpg
so i have to do this manualy (Slooow).

Regards

Otto

--
Otto Meijer
Micro Fabrication Center, Philips Research Laboratories
Building , Prof. Holstlaan 4, 5656 AA Eindhoven, The Netherlands
Phone: +31-40-743667 E-mail: cmeijer@prl.philips.nl

1937. OMEn - tried it yet?

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 08:59:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <327ggk$2lr@mango.fwi.uva.nl>
Source record: 182481

hi,

I just downloaded omen246d.lzh. I had been waiting for it for some
months now, and so I am eager to try it. I am surprised I have not
seen any posting about OMEn in this group since its release! any
of you out there tried this yet?

--
Martijn Dekker +--+
University of Amsterdam | member of PFF-software developers |
department of Mathematics +--+
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

1938. SpeedoGDOS 5 Compatibility problems

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 09:08:45 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cu9FwB.9EK@westminster.ac.uk>
Source record: 182475

How compatible is Speedo 5, with applications that use GDOS? Anyone know?

AFAIK, Compo's Speedo 5 is different to Atari's Speedo, and so this worries me, in that applications which used Atari's Speedo, or older GDOSs, will bomb out when using Speedo 5.

A couple of people have already told me that Speedo 5 is incompatible with a couple of programs which worked fine with other GDOSs.

Any ideas anyone?

dan.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

1939. Re: Unzipping CAIN newsletters?

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 09:21:43 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cu9GHr.A2E@westminster.ac.uk>
Source record: 182476

STIRRE31@MAINE.MAINE.EDU wrote:
: I get the same messege when dealing with the Cain Newsletters.

hehehe

The cain files at hensa are fixed...or rather have been fixed.....

hehehe

See the advantages of going to a site that supports the
software.....hensa does....

The people at cain, I informed a while back, and they are looking into
the problem.....the damaged zip files can be unzip'ed on a unix
machine...theres an extra 128 bytes of data at the beginning of the
file. The ST will just not take this. What I have done at HENSA, is
that I unzip'ed on Unix, downloaded to the ST, zipped with ST-Zip, and
then uploaded again, to hensa.

These files can now be cleanly unpacked on both Unix, and the ST, and
also on a PC.

Remember, HENSA is the official site in the UK, to get CAIN....

get it from micros.hensa.ac.uk, under
micros/atari/tos/n/n153/

or via WWW, gopher, and do keyword/alphabetical searches.

or via terminal sessions, where you may search for files via grep.

Danny
Atari Moderator
HENSA/micros

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

1940. Re: How to reduce size of GCC-compiled programs?

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 09:24:24 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Aug9112424@issan.informatik.uni-dortmund.de>
Source record: 182482

In article <199408082327.AA00537@moroder.demon.co.uk>, robotron@moroder.demon.co.uk (Stephen K Mulrine) writes:

|> I've been developing a suite of 15 programs jointly on an ST (with GCC 2.5.8)
|> and a PC (with Microsoft C 5.0), and there's a clear difference in the sizes
|> of the executable files - the ST binaries are almost double the size of their
|> PC equivalents, even after compiling with -O2 and -fomit-frame-pointer and
|> xstrip'ping the .ttp files.

|> I suspect that GCC is adding a lot of unnecessary baggage - for example, I
|> don't need (or want) UNIXMODE support for this particular project. Is it
|> possible to disable it (perhaps by redeclaring a function or two), or are
|> there any other ways of reducing executable size, other than recompiling the
|> libraries?

If you are using -lgnu then you should switch to the MiNT-Library. It does not contain a full UNIXMODE emulation, just the basic things (/ -> \, root directory, binary vs. text stdio). Another way to reduce the program size is to add #include <minimal.h> to your main module, but then you cannot use stdio any more. Also there is a library -liio which removes the support for floation point i/o from printf and scanf (which is probably the biggest gain on a plain 68000).
--
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

1941. Re: NVDI with Speedo4.2 help

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 09:32:25 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <327if9$qb9@infa.central.susx.ac.uk>
Source record: 182489
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Kevin Fason (kfason@csn.org) wrote:
: Jack Kitowicz (ac382@FreeNet.Carleton.CA) wrote:

: : I have both NVDI and SPEEDO4.2 installed (along with the drivers aoutline
: : accesories) but if NVDI is on the I cant use my Speedo fonts. Could
: : someone than has both working together send me their config files?
: : (assign.sys and any tips you have for fixing the problem?) thanks a lot
: NVDI and Speedo v4.x dont like one another. me it bombs when I try to
: print. Compo told me that Speedo 5.x is compatible with NVDI..

: : Also, can anyone tell me how to install a new system font with NVDI? Every
: : time I cange the assign.sys file from the regular font it ignores my
: : changes and doesn't do anything.
: Have no clue. always used the normal system font.

To use NVDI to change system font (monaco) the assign.sys file must have
the letter 's' in front of each entry:

s monaco08.fnt
s monaco09.fnt etc.

Make sure that you have NVDI's GDOS switched off (though on my STe it
doesn't make any difference - if Speedo's loaded, the fonts will be
used).

I use speedo 4.1. with NVDI - no probs.!!

Steven
: : Oh yeah, my system consists of a TOS 4.04 Falcon 4MB/85MB + NVDI+Blowup030
: : Hard I.
: same set up, just 14megs and more HDD.

: -Kevin Fason - "Dominate the Rythm"

: kfason@CSN.Org
: ---
: | Atari Falcon030 | My Time is a Piece of Wax |
: | US Robotics Dual Standard | Falling on a Termite |
: | Atari Jaguar | (Who's Choking on the Splinters) |
: ---

1942. Re: ? ICD host adapter and Quantum 105Mb disk

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 09:44:45 UTC
From: Gordie Meyer <biblinski@delphi.com>
Message-ID: <hA0xsc1.biblinski@delphi.com>
Source record: 182478

Robin Peatfield <robinp@sherwood.uk.sun.com> writes:

>Has anybody any experience with this type of drive ?
>
>Is this drive suitable ?
>

I have a FaST directly from ICD, with a Quantum 105 installed, so the combination does indeed work. But, as it was already formatted and partitioned when I got it, I can't help you on the specific solution to your problem. I will, however, forward your post to Tom Harker at ICD, for his input.

--Gordie Meyer
biblinski@delphi.com

1943. Re: Brainstorm DSP JPEG and Speed of Light!

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 11:51:45 UTC
From: raphael@brasil.frmug.fr.net
Message-ID: <327qkh$j8@brasil.frmug.fr.net>
Source record: 182421

Contact J. Patton at Atari Corp. I've just heard he is responsible of the JPEG decoder, at Atari. The price should be only US $100. If you buy the licence to Atari, you can then contact me for any information regarding the JPEG decoder, if things are missing in the docs (I never saw the docs, although I wrote the program:-).
If the decoder is too slow for your application, you can rewrite a small TSR, which installs improved 'DspBlkBytes' and 'DspBlkWords' functions. I tested it and the decoding was about 20-25% faster.

Now, how to contact J. Patton:
email: 70007.1072@compuserve.com
tel: +408 745 21 35
fax: +408 745 21 88

Raphael Lemoine (Brainstorm)
raphael@brasil.frmug.fr.net

1944. TEX

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 11:54:42 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <327qq2$s7v@infa.central.susx.ac.uk>
Source record: 182473

Can i import .ps/.eps files into a TeX document?

Thanks, Steven.

1945. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 12:35:44 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EHJMBJVYUp@dksoft.ping.dk>
Source record: 182309

In <3258oh$ci3@ionews.io.org> Eric March wrote :

>Indeed. Though cheaper than money orders or whathaveyou. I suppose it's a
>tradeoff: Safety for cost.

Exactly what my bank is saying 8-)

>Doesn't sound very promising. I suppose here in Toronto we are in something
>of a better situation, with at least three dealers who stock Atari on a
>regular basis, and at least one of them who is quite positive about Atari i
>n general, even if his general sales attitude leaves something (a big
>something) to be desired.

I wish the situation could be better, cause that would hopefully give a better
market too. But it just doesn't work here. I keep my 4 atari machine because
i like them, and because i'm a musician. And for the musician here in Denmark
the situation looks far more better than for the common atari users.

>I have a similar thought, in that someone who pirates a program likely
>wasn't going to register it in the first place. This may not be completely
>true, as there are borderline pirates who will pirate a program if the
>opportunity presents itself, but will buy it if it doesn't and they do want
>the program. But of all the pirates out there, I'd say that these likely
>make up a very small percentage.

I'm sorry to say i don't agree. But this is based on my experince with the
market. As an sysop i know many atari persons, (both here and in other countries
).

>As I've said in a previous message to Matt, the problem with that is the
>fact that the incentive is gone; there is a far greater chance that someone
>will not register if there is nothing to MAKE them register. If the
>incentive is gone, they lose any reason they may have otherwise had to
>reghister, and the chances are, they won't. The way I see it is that they
>need some incentive, some reason to make them register -- to get something
>extra when they do register. In my case, a more powerful version of the
>prorgam that has more features in it.

Then i think you should change you'r opinion about shareware, and make your
programs as demos insted. It will probably sell the same, but now you don't
have to sit tight and wait on the registrations. Maybe turtials would be better.

>
>(pardon my brevity, but I'm running out of time here)
>

It's okay.. I'm having a hard time as well keeping up all my work.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

1946. Re: SpeedoGDOS 5 & NVDI 3

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 13:02:28 UTC
From: spoil@cs.tu-berlin.de
Message-ID: <327up4$7iv@news.cs.tu-berlin.de>
Source record: 182492

Sam McGee (sammcgee@crl.com) wrote:
: Laurenz Pruessner (spoil@cs.tu-berlin.de) wrote:
: text deleted...

: : NVDI therefore was much faster than SpeedoGDOS 5.0, did not show the above
: : mentioned incompatiblities, did not crash and was cheap.

: How much is cheap?

I don't know the exact pricing, but from what I've heard the new NVDI will cost exactly as much as the old one - even though it now includes a vector scaler. That means that upgrades will be significantly cheaper than a new NVDI. But you should ask the programmers or your distributor about that.

1947. Re: SpeedoGDOS 5 & NVDI 3

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 13:07:54 UTC
From: spoil@cs.tu-berlin.de
Message-ID: <327v3a$7kb@news.cs.tu-berlin.de>
Source record: 182493

: 3. With regard to crashing on some encoding schemes, it was a bug that
: was fixed before SpeedoGDOS 5 was officially released (the version at last
: week's UK shows was one version prior to that). Our customers won't have
: that problem.

Well, maybe your customers won't.
But yesterday a programmer in the german Mausnet allready complained that
he received tons of bug reports from customers that did indeed have problems
with the new SpeedoGDOS and thought he was to blame which he denied he was.

And after what I've seen I'm well willing to believe him.

1948. Re: Medusa

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 13:43:53 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cu9sMq.164@westminster.ac.uk>
Source record: 182495

John Perez (jperez@uhunix.uhcc.Hawaii.Edu) wrote:
: Are there any Meduas owners out there? I am interested in obtaining one,
: but I'd like to know what you think. I spoke with Lexicor and got a lot
: of information - but I would like to hear a users point of view.

Igot shown a Medusa, by Karl of System Solutions, at the recent London
Atari Show....all I can say, was I was impressed.

All my girlfriend could say was...she wants one. 8)

If I had the money....I'm sure I would buy one.....it's so fast...and
the next board revision will be able to accept the 68060...so you just
change the chip. That's all. Now if only I had 3000 pounds.

Dan.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

1949. Question about animation

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 14:10:21 UTC
From: vicb@clark.edu
Message-ID: <3282od$eus@clark.edu>
Source record: 182496
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Greetings,

I have a question regarding animation technique.
The scenario is that of having a single pixel move across the
screen in a straight path, making jumps of about 3-4 pixels between each step.

If I do this with a refresh rate that matches the monitor's speed (50 or 60
Hz, depending on the setting), the movement is very smooth, and it looks like
a single point traversing the screen. However, if I delay each step by
putting in a delay of an extra vertical blank, the same animation looks like
two points are traversing the screen. In summary, the number of vertical
blanks between each step matches the number of points that appear to be
crossing the screen, up to about four or five, at which the eye can
distinguish the jumps. I tested this with an .FLM animation with just one
point moving as well as with a program.

Has anyone else ever experienced this or know why this is the way it looks, or
better yet, any ideas for getting around it? My starfield needs to run at 30
Hz, as the program is sure to need the extra time for other matters.

Any help appreciated,

Victor Bruhn
vicb@clark.edu

1950. CAIN uncompression

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 14:29:58 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <3283t6$g6u@usenet.INS.CWRU.Edu>
Source record: 182488

The people at CAIN Newsletter are looking into why there are problems unzipping the newsletter on an ST. It does unzip well on a PC or Macintosh (which is what our distributed has zipped it on using pkzip).

A few programs will be tried and the solution will be posted. Thanks for informing CAIN Newsletter of the problem.

Len

--

1951. Re: Unzipping CAIN newsletters?

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 14:37:53 UTC
From: pf21@unix.brighton.ac.uk
Message-ID: <1994Aug9.143753.7946@unix.brighton.ac.uk>
Source record: 182490

I am not sure why it is but they appear to have some extra header
on the front of the zips. I wrote a small programs which hacked
it all off up to and not including PK which is how ZIPs start.
It worked for me. You could try using the unix port of Unzip51.ttp
which is unlikely to be as fussy as STZIP or perhaps the PC ZIPFIX
program.

Paul

1952. Re: Shareware headache

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 15:05:42 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94221.110542STIRRE31@MAINE.MAINE.EDU>
Source record: 182406

Doesn't the docs for Connect state that something will happen
to the program after it has been used for a certain amount
of time? The one thing wrong with this type of shareware
scheme, though, Matt, is that people could just keep reinstalling
the program before the time runs out....
I personally like the "annoying messege" method. The program is
completely intact and the user is constantly reminded that the
program he/she is using is, indeed, shareware.
-scott tirrell

1953. Re: Hard drive virus checker

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 15:06:38 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <32861u$sgs@msuinfo.cl.msu.edu>
Source record: 182491

Sorry if this is a little behind the group, but I've been offline for a couple days, and I thought this was important to respond to; better late than never.

In article <322gn6$8c1@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>In article <31s9hp$ri1@msuinfo.cl.msu.edu>, I wrote:
>>According to the Oregon Research add for UVK 6 in the TOAD Computers
>>catalog, only UVK 6 can recognize the Beilstein virus, which was discovered
>>in March and is a "MS-DOS-mimic virus."
>
>Are we talking about a Hard Disk Virus or a Floppy one, you don't need
>a Virus killer for floppy Viruses, most programs can check if a floppy
>has a bootable boot sector, if it has just change the first byte of the boot
>sector to 00, then you can restore it if it was a valid boot sector..

I don't remember if I posted this info, but according to the add, Beilstein does some odd things with "buffering" the boot sector to fool most virus detection algorithms into thinking the boot sector is OK. As to whether or not the virus is a floppy boot-sector only one, page 29 of issue 57 of ST Format has this to say:

When a virus killer program looks at the Beilstein Virus it
thinks that it is looking at a disk formatted on an ST with
TOS 1.4, 1.6, 1.62, 2.05, 2.06 or on a PC.
The virus also hides in other ways; it alters its own
code...it can show up in 650,000 versions. Perhaps the
sneakiest thing it does is to retain the original boot
sector of the floppy disk, so if you had an anti-virus
installed on a disk that the Beilstein Virus has infected,
you still get the all-clear message when the disk is booted
up!
When activated, the Beilstein virus can use one of 12
different destruction routines including wiping partition C
of a hard drive, deleting files after you load them,
corrupting the screen, resetting you ST and garbling printer
output.

It sounds to me like Beilstein is a floppy boot-sector only virus, but to be sure you might check with Oregon Research, or anyone else "in the know."

That issue of ST Format also lists "...the most common and troublesome types of viruses on the ST." Their list includes 33 different types of viruses.

>If it was the Hard Disks boot sector, then the Hard Disk would never ever
>boot....
>
>A Disk boot sector is only active if the disk is booted, not buy running
>any programs on it...
>
>So why all these rave about Viruses, the only one that could be a problem
>is the so called Link Viruses...

These are probably the greatest concern to hard drive owners, but any
virus that can delete hard drive partitions, files, or in any other way
damage your data is of great concern to me, whether or not I boot up with a
floppy very often.

>Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz
> r.sheppard5@genie.geis.com
>
>P.S From a real person, not a Copy ! GEnie - r.sheppard5

Regards,
Tom
hopper_t@msupa.pa.msu.edu

1954. Re: SpeedoGDOS 5 & NVDI 3

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 15:11:33 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94221.111133STIRRE31@MAINE.MAINE.EDU>
Source record: 182407

Allright. I'll admit that I am a bit confused about NVDI. I
have never seen much about it except that it is a dang fine
screen accelerator. I was planning on buying it soon....
Now I hear that it can also be used as a font manager. My
question is: is NVDI a complete replacement for SpeedoGDOS?
By this I mean will NVDI work with SGDOS programs such as
Atariworks? Does NVDI include a printer driver for Canon BJs?
Anyway, excuse my ignorance....
-scott tirrell

1955. Re: The Future Of Atari Compu

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 16:50:04 UTC
From: avg@cwi.nl
Message-ID: <CuA1FG.HAv@cwi.nl>
Source record: 182494

dan.dreibelbis@f422.n250.z1.tor250.org (Dan Dreibelbis) writes:

[about Atari ad campaigns for new hardware]

> And the ads MUST MAKE SENSE! They must also be NO NONSENSE,
>STRAIGHT TO THE POINT ads. Nothing like those rather dumb ads they
>did for the Falcon in Britain which made it confusing what the
>Falcon actually did - they wouldn't even show the computer in it
>like they were ashamed of it or something.

They probably WERE ashamed, as they should. Showing the Falcon
is the same as showing an old ST with the keys painted a little
darker! How could that have a positive effect on sales?

> As for the computer side? Well, a faster processor definitely.
>What with all the talk about the Power PC, they should look at the
>possibility of producing a TOS-compatable Power PC-based unit. (and
>apparently Atari has been thinking about this). The graphics engine
>should definitely be based on what they've learned from the Jaguar -
>that would be one happening machine!

The first thing someone must do *now* is to write a 120% compatible
alternative for MultiTOS which runs on the Power Macintoshes.
Preferably, I'd say, one of the German alternative OS builders.
(The 20% overcompatibility is for fixing design mistakes such as
the iconify protocol made by Atari).

> And a nice case with separate keyboard for it - and a good
>keyboard at that. Make it so that peripherals could be added easily
>to it - perhaps four-to-six slots for add-on cards. Standard SCSI
>II/LAN ports. MIDI ports we'll DEFINITELY want :)

> And a redesigned, proper, FUNCTIONAL mouse! 400 DPI! I mean it!
>The plastic used to make the standard Atari mouse would be put to
>better use as an offshore oil slick. :)

I.e., anything not produced by Atari will do... (Although I'm quite
happy with the look and feel of my TT).

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901
--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
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1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

1956. Re: Shareware headache

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 16:53:17 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <328c9t$srh@lyra.csx.cam.ac.uk>
Source record: 182411

<STIRRE31@MAINE.MAINE.EDU> writes:
>Doesn't the docs for Connect state that something will happen
>to the program after it has been used for a certain amount
>of time? The one thing wrong with this type of shareware
>scheme, though, Matt, is that people could just keep reinstalling
>the program before the time runs out....
>I personally like the "annoying messege" method. The program is
>completely intact and the user is constantly reminded that the
>program he/she is using is, indeed, shareware.
>-scott tirrell

I think a good idea is to have just enough things disabled to stop the
prgram being used as it is but enough left to show what it can do.
ie a wordprocessor which will do everything except save or print.
That way you will be able to tell exactly what it can do, but you will
still need to get a registered version to use it properly.

Phil
[E-mail pd@mole.bio.cam.ac.uk]

1957. Re: Hard drive virus chec

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 17:18:22 UTC
From: larserik@oslonett.no
Message-ID: <328dou$ssu@hasle.oslonett.no>
Source record: 182412

In message #79, hopper_t@msupa.pa.msu.edu writes:

> When a virus killer program looks at the Beilstein Virus it
> thinks that it is looking at a disk formatted on an ST with
> TOS 1.4, 1.6, 1.62, 2.05, 2.06 or on a PC.

Could you send me a disk with this virus, or at least test it with
Protect6 (I want my virus program to detect things like this !!!!)

If anybody else has some strange viruses that Protect6 don't find
PLEASE send me a copy so I can upgrade the program to detect them

Lars-Erik Oesterud, Blinken 37c, N-1349 Rykkinn, Norway

Lars-Erik 0sterud Phone: +47 67131571 Fax & ABK-BBS: +47 67132659
Atari Developer Pager: +47 96634222 Email: larserik@oslonett.no
SysOp ABK-BBS

1958. Re: GEM style guide doc

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 17:52:15 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CuA4B4.C1o@cix.compulink.co.uk>
Source record: 182402

```
>Is it - I can't find this document in my developer docs ????!!!!

Part of the Falcon/MTOS docs.

-------------------------------
Ofir ogal@cix.compulink.co.uk
-------------------------------
```

1959. Re: SpeedoGDOS 5 & NVDI 3

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 17:52:20 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CuA4B8.C2q@cix.compulink.co.uk>
Source record: 182404

> Does this include .CFN ? That _would_ be good news :)

Calamus fonts are not hinted, so look awful on screen. No point in
supporting them. There are plenty of TT and Type 1 fonts in the PD.

Ofir ogal@cix.compulink.co.uk

1960. Re: Papyrus vs Redacteur - any thoughts

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 18:52:15 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CuA734.HKv@cix.compulink.co.uk>
Source record: 182416

>All this talk about Papyrus, does it have a full English Dic and Thesaurus,

It has an English spell checker. No Thesaurus ATM.

>I read a review of Papyrus in ST-Review March 94, there was no mention
>of a Dictionary or Thesaurus, or what resolutions it supports or
>the memory requirements...

There _was_ a mention of the dictionary, read again. Memory requirements
are 2MB, HD recomeded. Hi-res or better. All this is mentioned in the
review. Are you sure you read it?

>The problem is we are still lacking in a good ENGLISH Word Processer/Doc
>Processer that can work in Med resolution, and with full Dic/Thesaurus
>and Font support....

Or possibly you lack a decent monitor. Papyrus does not run in Medium res.
I remember you saying similar things about GSZRZ, saying that it required a
shell or something. Suddenly I see you recommending GSZRZ. The program
hasn't changed, what happened?

Ofir ogal@cix.compulink.co.uk

1961. Re: St Review

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 18:52:18 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CuA736.HLH@cix.compulink.co.uk>
Source record: 182418

> This is the SAME Ofir Gal who writes for ST Review?

Yes.

> If so, I want to say (as a Canadian Reader) how much I enjoy
>reading ST Review - there always seems to be something there of
>interest for me to read.

Thanks, I mailed your message to Vic since he does not read Usenet.

> If you or Vic would be interested in doing a story on how North

Any ideas for articles etc. should be emailed to Vic at
streview@cix.compulink.co.uk

Ofir ogal@cix.compulink.co.uk

1962. Re: Atari 1040St Word Process

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 19:27:32 UTC
From: MASTER_FX@trashcan.escape.de
Message-ID: <3828574b.6940.b265@mtonne12.trashcan.escape.de>
Source record: 182377

HUVENEER@MATH.RUU.NL (RICHARD HUVENEERS) wrote:
H> How about the capability of displaying/printing formulas (and not just simples ones)?
H> I would buy a word processer with that feature.

Tempus Word has an extra Formula Module available . . .

Cheerio,
F/x.
--
// THE_DOT V2.14c1 Regist. //

1963. ATARI STUFF FORSALE!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 19:45:24 UTC
From: basil@shaggy.cis.upenn.edu
Message-ID: <328mck$7ag@netnews.upenn.edu>
Source record: 182414

I have the following ST equipment/software for sale:

1040 STf w/ Tweety Board (Not installed) $130
SC1224 color monitor 150
2400 baud Supra modem. 30
Wico Joystick (top of the line) 25
included Software:
Flash 1.6, Drivers for HP printers, PD disks, Neodesk 3.1, whatever
else I find.

Buy all for $300 plus shipping or buy separately.

Spectre GCR w/ ROMS and manual: $175 OBO

Music: Dr T's Tiger Cub $40 Great entry-level graphic sequencer
Hybrid Arts EditTrack II $40 Great professional sequencer
M1 Editor plus 500 sounds $35

Buy all three for $100

Games:
Ultima 5 $30
Ultima 6 $30
Populous $20
Populous/Simcity bundle $30
Populous II (awesome game) $30
Speedball $20
PowerMonger $30
MIDIMaze (Kill a Happy Face) $10
Dungeon Master $12
Chaos Strikes Back $12

Best off on the above, plus shipping. Or buy with computer for
discount. Most have manuals and original boxes.

Contact Brian Stokes at basil@graphics.cis

1964. Re: Falcon030 Accelerators

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 19:49:19 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <328mjv$8nd@charm.magnus.acs.ohio-state.edu>
Source record: 182422

>Don't forget that there is a 3rd option that allows you to get your 68030
>running at 32Mhz including the co-pro and you don't need to go near the
>processor slot, it just solders onto the motherboard at a few places. Very
>cheap too - in the UK they cost about 60GBP.

Sounds very interesting! Could you please post information regarding the
company that produces this (so we can get in contact with them).

Thanks!
-->
|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

||| // -Kaleidoscope woman
/ | \ \// in rhinestoned levi's jeans
dancing in the sunset
sketching day's last scene- - Willie Phoenix -

1965. Re: The Future Of Atari Compu

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 19:53:56 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <328msk$8oa@charm.magnus.acs.ohio-state.edu>
Source record: 182415

>The first thing someone must do *now* is to write a 120% compatible
>alternative for MultiTOS which runs on the Power Macintoshes.
>Preferably, I'd say, one of the German alternative OS builders.
>(The 20% overcompatibility is for fixing design mistakes such as
>the iconify protocol made by Atari).

YES YES YES!!!! If this existed I would purchase it TOADY!!! This is exactly the sort of product I would love to have; essentially GEMulator for the Mac (but faster). The PowerMac will emulate a 33mhz 68040, so making a software only Flacon/TT/ST emulator would be a great (and FAST) idea...

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"To my mind the most frightening book ever published is Lewis F. Richardson's 'Statistics of Deadly Quarrels'. You've probably never heard of it even though its relevance to the mess you're in is at least as great as that of Darwin's 'On the Origin of Species,' which you learned about in fourth grade. And that's because it's so completely terrifying only those 'experts' who are adequately armoured with preconceived contrary ideas which will enable them to disregard Richardson's work completely ever get to study it."
- Chad C. Mulligan

1966. Keyclick

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 19:54:40 UTC
From: veneman@tv99ad.hacktic.nl
Message-ID: <EHJTCIVCUp@tv99ad.hacktic.nl>
Source record: 182403

Hi!

Can someone suggest a small utility to turn off that annoying
keyclick? I know Superboot can do this but i use another booter...

Thanks!

--
+-----------------------------------+
| Hans Veneman |
| E-mail: veneman@tv99ad.hacktic.nl |
| phone: +31(0)3200-35266 |
+-----------------------------------+

1967. Antidote

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 20:03:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <328ndk$ni3@golem.wcc.govt.nz>
Source record: 182408

After a couple of askers....

Antidote is share-ware, a fully functional older version is available as
part of Scriba Communis Responsi Disk-magazine, in the final issue.
(Number 10 I think).. It's available at:

atari/Magazines/Diskmags/Scriba/

on

atari.archive.umich.edu

The shareware fee is only about $10US and it's still being supported
and updated quite frequently!

For those not reading the thread, Antidote is a virus-killer for hard-drives
and floppies that handles boot & link viruses.

1968. Re: OMEn - tried it yet?

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 20:06:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <328nj8$ni3@golem.wcc.govt.nz>
Source record: 182432

] I just downloaded omen246d.lzh. I had been waiting for it for some
] months now, and so I am eager to try it. I am surprised I have not
] seen any posting about OMEn in this group since its release! any
] of you out there tried this yet?

It's a not-fully-finished program. The full package is somewhat expensive
for a multi-platform-compatible program. And the OS is too cluttered
(more so than windows). Also, there's been _no_ other software to appear
for it, and it's TOS incompatible making it pretty much useless!

Seems to multitask okay though! :)

1969. Misc computer Items, etc. forsale

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 20:35:05 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <swood.776464505@vela.acs.oakland.edu>
Source record: 182424
Cross-posted to: misc.forsale.computers.pc-clone,misc.forsale.computers.other,comp.sys.atari.st,rec.radio.swap

I have the following computer items for sale that I do not need anymore:

PC Compatible accessories:
==========

Intel '83 C80287-3 mathcoprocessor $ 5
(was told it is for 6Mhz class machines)

8-bit MFM controller card $ 5

42 Meg MFM Hard drive and 8-bit half-card controller $45 (SOLD)

AST Advantage (TM) card ser/ser/par/game/memory card $10 (SOLD)
0.5 meg installed - either 4164 or 41256 to 3 Meg
Original manual + AST BBS files

Magitron 2.5 meg memory card (41256 only) $ 5 (SOLD)
1.5 Meg of 41256 chips $15 (SOLD)

100+ assorted 4164 DRAMS (15 to 30 ratings) $10 o.b.o.

AST SixPakPlus memory/ser/par/game/clock card $ 7 (SOLD)
64K to 1088k (128K installed)
AST BBS info files (configuration information)

National Semiconductor QuadFAX-96 9600 baud fax-only card $20
Original manual and software

ATARI ST SOFTWARE:
==========

Flight Simulator II (Atari ST TOS 1.4 version) $15
Michtron Super Conductor MIDI sequencer $ 5
GST C compiler $ 5
MIG 29 Fulcrum fighter simulator $15

Computers:
==========

NEC PC88 8088 Basic OS computer (ancient) FREE
Epson dual 300K 5 1/4" floppy (GONE)
daisy wheel printer
NEC analog monitor

digital VT320 terminal $50

Miscillaneous:
==========

TACTEC/TACTEL 6 channel ~450 MHZ xtal FM HT (rough exterior) $15
(have not personally tested - got two, need only one)
will throw in assorted business band xtals
no antenna (BNC style connector)

JVC VCR with bad motor. (will not engage on Play) $OFFER
4-head top eject (fisher price buttons ;-)

On all items buyer pays shipping. All items, to my knowledge, are in
working condition unless otherwise stated. Interested buyers can reach
me via the phone at (810) 394-0351 or on the internet via swood@oakland.edu.

swood

--

1970. Forsale: Atari ST hardware - Lots of deals!

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 21:22:47 UTC
From: selick@acs3.bu.edu
Message-ID: <328s37$opf@news.bu.edu>
Source record: 182405
Cross-posted to: comp.sys.atari.st,ne.forsale,misc.forsale

My brother is selling the following Atari ST hardware. He will consider breaking it up, but would rather sell the whole package for $600. Breakup prices are included next to each item. Please respond to <selick@itt.com> This message was posted about a week ago as-is, but apparently people had trouble e-mailing him. His mailer is back up now.

1040 ST - Tos 2.06, 1 meg ram, dsdd 3.5" floppy drive. Includes PC-Ditto II board which is not connected because it made the ST intermittant (note: the ST is absolutely solid without the pc-ditto board installed!) $200

SM124 monochrome monitor - $75

SM1224 color monitor - $125

150 meg MFM hard drive subsystem - includes Supra SCSI host adaptor, Adaptek 4000 SCSI -> mfm controller, and 1 Maxtor 150 meg MFM hard drive with 28 ms access, power supply, and a homemade case. Assembled, and ready to run! $175

Spectre GCR 3.0 with Mac 128k ROMs - $175

Okidata 92 9 pin printer - $75

Please feel free to make offers if you don't like the prices. Again, he will happily take the first $600 offer for the whole lot!

Call Bill eves until 10pm at 201-569-8421. Items are located in northeastern NJ. Prices do not include shipping. Please discuss terms with Bill.

1971. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 22:16:18 UTC
From: ab164@yfn.ysu.edu
Message-ID: <328v7i$f0k@news.ysu.edu>
Source record: 182409

>: Haven't you guys ever heard of installing as application? All I do is double

>: click on a zip,arc or lzh file and the appropiate utility starts with my file

>: already load and ready to extract! With a tos extension I have to do a trial

>: and error to find which one it was packed with! This is stupid! We aren't all

>: brain dead and helpless!

>: Just my 2 cents worth!

>

>I don't like self-extracting archives either. Some extract to

>the same directory as the archive. Some extract to a subdirectory. You

>can't predict and it becomes a hassle. With ZIP, on the other hand, you

>can use STZip and extract it to wherever you want.

>

>I wouldn't recommend it with LZH, though. The latest version (and

>before) or LHArc doesn't work right when installed as an application. If

>you double-click on an archive that has garbage at the end (from

>X-modem), it just locks up.

>

I havent had any trouble! I have Arcshell installed for both arc and
lzh. This way I just double click on the file to be extracted and I don't
have to worry about CLI. It also seems to work better that way!
--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

1972. What's out? (Neo4/Spectre31/Speedo5/NVDI3)

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 22:22:16 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <CuAGt5.KA8@watserv2.uwaterloo.ca>
Source record: 182410

Hello all,

I've heard so much talk about software which is on the brink of release.
Does anyone know the current status of:

NeoDesk 4
Spectre 3.1
Speedo 5
NVDI 3

I haven't seen any reviews yet which tells me none of this stuff is out.
I'll order a Neo4 upgrade once I know it's shipping - same with Spectre.

Thanks for any info,
Sam

1973. Help connecting monitor ??

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 22:58:54 UTC
From: bbrown@ozspace.brisnet.org.au
Message-ID: <1994Aug9.225854.5128@nntp.brisnet.org.au>
Source record: 182445

[Article crossposted from comp.sys.atari.st.tech]
[Author was Bradley brown]
[Posted on Tue, 9 Aug 1994 22:45:23 GMT]

O.K. all, I've got one for you. I am currently using an Atari 520 STE with 4 MB RAM, 30 MB HD, and a "Thompson" color monitor. My problem you ask? I would like to use the color monitor with my VCR also. Now when I was back home I used a Thompson monitor with video and audio imputs. I just ran a couple of patch cables between the VCR and the monitor, set the selector switch to the #4 position, and Bob's your uncle! Now I'm here in Australia, Limited funds, another Thompson color monitor, however no video imputs. There is still the 4 position selector switch on the monitor, and a audio line level input, the video input from the computer is through a SCART lead with seperate inputs from the red, green, and blue, from the computer. I tried running the (line level?) output from the VCR into the monitor via the SCART connection, however the best I could obtain was a reverse black & white image. There is also another (IBM?) connector on the back that looks exactly like an Atari joystick connector. Any Ideas? Shotgun maybe <grin>

thanks heaps! bbrown@ozspace.brisnet.org.au

1974. Re: Shareware headache

Newsgroup: comp.sys.atari.st
Date: 1994-08-09 23:10:25 UTC
From: rb@rbsoft.bias.uni-bremen.de
Message-ID: <3292d1$k45@gina.zfn.uni-bremen.de>
Source record: 182442

In article <323it8$43j@cville-srv.wam.umd.edu>, dwallace@wam.umd.edu (He whose name must not be spoken...)
says:
> I am not flatly against the idea of shareware, but I don't have a lot of
>respect for peons who ask for $25 for a baseball card database written in
>GFA Basic, not when there are people out there like the FSF and Linux folks,
>who distribute entire *operating systems* in the public domain, source code
I agree in this point.

> As a programmer myself, its a big ego-trip to see people using code that
>I've written.
I agree in this point to. In the late 80�th I wrote a lot of programs for
the QL and distributed almost everything with source-code. But the response
was almost zero. I love little utilities with source-code because if its a
clever little thing I could learn something from it.

>but many shareware author's conception of
>shareware seems counterproductive and annoying to me.
What about other ways like charity-ware ?

>I will continue to support the concept of _sharing_ my code,
>because I love programming,
Me too but there are some restrictions for me. I write special code and get
payed for it so I can�t share everything I love to.

----- Die luecke die ich hinterlasse ersetzt mich vollstaendig -----
--- greetings from ralf biedermann == rb@rbsoft.bias.uni-bremen.de ---

1975. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 00:07:31 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <3295o3$7v4@gumby.cc.wmich.edu>
Source record: 182413

In article <EHHVAJWDUp@dksoft.ping.dk>,
Kim Andersen <Kim@dksoft.ping.dk> wrote:
>
> So this is what i mean:
> We have a guy somewhere in the world. He has a pirated copy of some program.
> Maybe he use it now and then. Maybe he don't use it at all. He just have it.
> Now, this can't possible be counted as an lose for the author, cause this
> guy wouldn't have bought it anyway.

I have software that I have bought that I only use "now and then". Mostly,
I'm glad I bought it. I also have purchased software that I "don't use it
at all". Of course, I'm not so happy I bought those items :-), but that's
still my responsibility to look (possibly more closely) before I buy.

In both cases, if I had simply stolen the software, it _would_ be "counted
as an lose [sic] for the author", because he wouldn't have my money. In
some cases, my money may also have helped to make it possible to improve
the software, when it wouldn't have been otherwise.

So your claim that "this can't possible [sic] be counted" is incorrect.

Also, where do you draw the line on using it "now and then"? If you use
a piece of software only once a month, you don't have to pay for it? How
about once a week? Two or three times a year? From where I sit, draw-
ing the line is easy: if you have in your possession a piece of software
that you _can_ put into use any time you decide to do so, you must pay
for it.

Of course, if it's something you only need once a year, and if you have
a friend who bought a copy, you could borrow it for a short time, and
then return it to him. This is no different from loaning a friend a
book, or my neighbor my lawnmower. Because we don't both _have it_ to
use at the same time.

I think part of the problem stems from looking at computer software as
a "product", when it's actually more of a "service". From the product
standpoint, a software thief hasn't stolen anything, because no hard,
physical object has been "taken". I.e., software is a "renewable re-
source", copyable an infinite number of times without reducing the
original. This provides an easy rationalization for the software thief.

From the service standpoint though, something in fact has been taken,
and it does indeed harm the developers and sellers. But this reality
is too esoteric for those who steal software, just as it is for those
who steal other services which are transferred electro-magnetically,
such as cable-TV, encrypted satellite transmissions, music-audio

media (records, tapes, CD's), synthesizer sound patches, sampled sounds, etc. If photocopying was as cheap & easy (fast) as copying a disk, we'd see it a lot more in the publishing field as well.

What it boils down to in all these cases for the "pirate" ("har, har, me matey's... heroic fellows we are!") is that if you can get away with it, it's OK. The rationalizations will follow.

What I prefer to do when pondering questions of right and wrong, is ask myself, "what if _everybody_ did it? would it still be OK? what would the impact be?". From that viewpoint, it's obvious: if only _one_ copy was purchased, and everybody else in the world made free copies from it, then that single copy would have to cost enough to pay for the entire development/production effort. And no-one would buy that first copy! So there would be no development and distribution of such products/services (or only at such a level as would be funded by public service agencies, philanthropists, etc).

As the Atari userbase shrinks (and if it's not growing, it _will_ be shrinking), we'll begin to see the impact of this _anyway_. As developers (and potential developers) consider the size of the market, and the number of copies that would be purchased, then determine the unit price that would be required (based on the development costs), there will be many software products that will simply never be produced for the Atari, because no customers would be willing to pay the substantially higher prices.

I.e., if I'm a programmer and I'm thinking of writing a "super-whiz-bang-whatsit" (and I _really_ like the Atari, so I'm going to ignore the fact that I could sell 10 times as many on the Mac, and 100 times as many on the PC), and I think a reasonable/fair selling price would be (say) $30, but I calculate that to cover costs and make a meager profit it would have to sell at $60+, I'm not even going to bother, because I know I'll be flamed for my "high prices".

Or, to put it another way, who would buy an Atari if software for it cost 2-3 (or more) times as much as for other platforms? You can find proof of this in the Unix workstation arena, where used systems (with big screen monitors) more powerful than any of the Atari's are available relatively cheaply. But there's not a big demand, because outside of (great) stuff like the Gnu software, the commercial software is mondo expensive... like 3-10 times what it costs on other platforms.

So those who "pirate" software are simply pounding nails into Atari's coffin, and eventually there will be nothing left but PD and shareware.

- Mark

P.S. In retrospect, as I was reviewing this posting, I did think of _one_ way that we could have all software be free, and freely distributable, even the commercial stuff, and have the producers survive and make money. Envision this, you're sitting there at your computer, working in a DTP package on a piece that has to go out the door that

afternoon. A chime sounds... the screen clears... and on comes a series of commercial messages from MacDonalds, Pepsi, Ford, and Reebok. Three minutes later, and it's back to work on your document (if you can remember what the hell you were doing), at least for the next 15 minutes until the next commercial break.

Let's see a show of hands for how many would like to see _that_ scenario come to pass!

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

1976. Re: Keyclick

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 00:09:26 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94221.200926STIRRE31@MAINE.MAINE.EDU>
Source record: 182363

How about just using the control panel?
-scott tirrell

1977. Proscore

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 00:11:11 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94221.201111STIRRE31@MAINE.MAINE.EDU>
Source record: 182362

In the most recent issue of ST Informer there was a mention
of a program called Proscore, a simple music program. Does
anyone know if this is available somewhere on the Net?
-scott tirrell

1978. Re: The Future Of Atari Compu

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 00:21:32 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <3296ic$8il@gumby.cc.wmich.edu>
Source record: 182448

In article <328msk$8oa@charm.magnus.acs.ohio-state.edu>,
Panjandrum <dhbutler@magnus.acs.ohio-state.edu> wrote:
>
> the sort of product I would love to have; essentially GEMulator for the Mac
> (but faster). The PowerMac will emulate a 33mhz 68040, so making a software
> only Flacon/TT/ST emulator would be a great (and FAST) idea...

I think this would be a neat idea as well. What would the technical
impediments be to emulating/running Atari TOS on the Macintosh hardware?

BTW: as far as I know the current PowerMac ROMs emulate a 68020, running
at approximately the speed of a 25 MHz 68030 processor.

- Mark

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

1979. Re: Brainstorm DSP JPEG and Speed of Light!

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 02:07:22 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <CuAr8q.9Gx@beaver.cs.washington.edu>
Source record: 182423

M.D.Griffiths (mdg@ukc.ac.uk) wrote:

: I suppose I could post a hacked set of documentation for the JPEG decoder,
: obviously it wouldn't be as complete as the 'legal' docs, but hey Stuart
: why not just disassemble the decoder for yourself?

Well, 1) I don't have the time. 2) I can't support it without a lisence.
3) Too many people would get on my case.
4) I don't have the time.

Isn't this true? Could I get sued for using the JPEG decoder without paying
Atari/Brainstorm $200? Anybody know?

-Stuart Denman

1980. SPEED OF LIGHT 3.5 on a.a.u.e!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 02:25:06 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <CuAs2B.9sz@beaver.cs.washington.edu>
Source record: 182428

The latest and greatest version of SOL 3.5 is out. I uploaded it to atari.archive.umich.edu and it is in atari/Graphics. I will upload it to some other ftp sites soon. This version adds lots of features and fixes tons of bugs. It also lets unregistered users access filtering and warping but with blank lines. New features include warping, improved filtering, clean JPEG loading (lots of options, octree, dithering, etc.), and many bugs fixed. The GIF saving bug in 3.1 was also fixed.

I will post a complete list of changes (for those interrested) in another article. It's pretty long (this is good!)

Hope you all like it, please let me know what you think (post, email, whatever.) I'm interresting in user feedback. This has given me a lot of good ideas for 3.5.

-Stuart Denman
StuSoft
sdenman@cs.washington.edu

1981. Speed of Light 3.5 CHANGES.DOC

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 02:27:55 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <CuAs6z.9ur@beaver.cs.washington.edu>
Source record: 182429

```
Changes in version 3.3 from 3.1
===============================

-=> Double clicking on "Purge" in the options dialog allows you to purge all
the images except the first one.

-=> A feature "Image = Screen" fuses the screen into an actual image. This
makes any warping or filtering permanent so you can do other alterations of
the image. By making the screen an image, you can now save the screen as a
GIF by using "As Original" when you save it.

-=> The Warp feature was added. Two warping effects can be combined: bulge
(stretching) and ripple (shifting). Bulge zooms the scan line outward or
inward, causing the stretching effect. This can be applied anywhere on the
image (to the scan lines) and can be set to any size. Ripple is merely a
shifting of the scan lines a certain amount (horizontally). Warping only
effects the displayed image, not the original image. You must use "Image =
Screen" to make it permanent. You can then rotate the image 90 degrees to
apply warping on the vertical axis, use "Image = Screen" again, and then
rotate it 90 degrees back for example.

-=> Unregistered versions now can use filtering, but every eighth line is
blank. This is the same for warping.

-=> The Display Screen Popup Menu was changed slightly to accommodate more
entries.

-=> CONTROL-F toggles filtering in the Display Screen.

-=> Rotations are FASTER!

-=> The name of the current file being processed appears at the top of the
screen during loading and color reduction.

-=> TONS OF BUGS FIXED!!!

-=> A bunch of other stuff I can't remember.

Changes in version 3.5 from 3.3
===============================

-=> SOL now starts out with the Options Dialog (unless starting in GEM mode)
so that you can change the settings before loading an image if you want. I
found this to be better especially when loading JPEG images because I
usually want to set the truecolor loading preferences before loading, but in
earlier versions, I had to load a junk image first just to get to the
preferences.
```

-=> Truecolor conversion now can use Octree colormap quantization to reduce to 256 colors. You can also dither the image using different patterns including loaded patterns. Inverse colormaps are supported to allow faster mapping both for truecolor quantization and with color filtering. All truecolor octree and color reduction parameters are in the preferences dialog box.

-=> Fixed Palette truecolor loading can also be used with other dithering patterns besides just random dithering. Other fixed palettes are supported with biases toward red, green, or blue, and combinations of red, green, and blue.

-=> A new preference allows you to display the image immediately after loading without going to the Options Dialog or GEM Menu.

-=> You can load multiple files using Selectric fileselector as well as using wildcards [*/?]. Selectric also offers extensions of all the images that SOL can load.

-=> JPEGs with bad data can be loaded with less trouble.

-=> Fixed GIF saving! No more messed up data! Stayed up all night to fix this one! =)

-=> Speed is great! Just compare! A 800 x 600 256 color GIF...

SPEED OF LIGHT 3.5 GEMVIEW 3.00
LOADING/UNCOMPRESSING TIME: 8 sec 11 sec
GIF COMPRESSING/SAVING TIME: 14 sec 1 min 32 sec
FILE SIZE IN BYTES: 98846 100517

This GIF had 115 colors and lots of blank space, only SOL realized that it could save it as a 128 color GIF and saved file space! How about another...768 x 512 256 color GIF

SPEED OF LIGHT 3.5 GEMVIEW 3.00
LOADING/UNCOMPRESSING TIME: 11 sec 15 sec
GIF COMPRESSING/SAVING TIME: 20 sec 1 min 19 sec
FILE SIZE IN BYTES: 334829 334802

These are actual saving and loading times, no lie!

-=> Saving and loading display information in GIF89a images now works correctly.

-=> A "Flat" wave was added in warping to allow discrete shifting of the image in places. Ideal for corrupted JPEGs.

-=> Lots of bugs fixed involving the capture of the image when going from display to dialogs and back.

-=> Zoom Area now centers your zoom on the screen when the area you selected is not the same aspect ratio as the screen.

-=> Colormap Editor was changed a bit:

-=> The palette can now be edited in VDI order as well as Device order.

-=> A new command "Take" works like "Select" except that you choose a pixel from the image and the color you are currently editing will be set to the image's original color at that spot. Confused? Me too...try it!

-=> You can switch to a different image while in the Color Editor.

-=> The unimplemented feature "omit colors" was omitted (ha ha) from the Color Editor. Ho Hum, so not all of my ideas are cool! =)

-=> Filtered Scaling was really worked-over:

-=> Greyscale Filtering is a little faster.

-=> Color Filtering is now almost as fast as Greyscale Filtering by using an inverse colormap. The inverse color map resolution can be changed for fast approximations or accurate renderings. Dithering is also supported with color filtering using true random dithering as well as standard matrix dithering.

-=> Complex color transformations now also work with filtering.
(A previous bug made this look funny.)

-=> The filtered image is much more accurate both in brightness and in position. The pixels in previous version were shifted incorrectly up and to the left.

-=> Up and down scrolling now works with filtering. This was caused because the filtering routine always drew one less scan line than it was supposed to!

-=> New filters were added and two groups were created: Standard and Enhancing filters. Standard filters try to reproduce the original image as closely as they can. Enhancing filters change the image in weird ways, especially when enlarging the image.

-=> Asymmetrical enhancing filters can be flipped, and all filters can be wrapped or faded at the edge of the image.

-=> Filters can be scaled in height as well as width both horizontally and vertically. Scaling in height causes the filter to brighten the resulting image. Scales less than 1 will darken the image. Blurring by scaling the filter horizontally and vertically can often cause the image to darken, so you can compensate for this with height scaling.

-=> When using the "Change Picture [P]" option from the display screen, you can now select the position on the image that you would like to display next. This is done by dragging a small box (representing the display area) to the position you would like to move to. You can also move between small greyscale pictures with the arrow keys as well as the slider bar.

-=> You can now access images 21-30 with ALTERNATE-Function Key, and you can move to the next/previous image with the '[' and ']' keys.

-=> Holding down ALTERNATE in the display screen prevents scrolling when the mouse moves into the scrolling area.

-=> Scrolling right and left now has less "annoying flickering" in 256 colors.

-=> "Image = Screen [X]" feature now supports a "Shrink" option so that it only converts the parts of the screen that are used. It essentially clips the image for you and omits any blank space.

-=> Two new histograms were added: DARKCONT.HST and LITECONT.HST. These are contrast histograms that only apply contrast to either the dark or light intensities in a color plane.

-=> A glossary was included (GLOSSARY.DOC) to explain some of the more complicated image processing terms.

-=> Fixed some Graphics Card bugs.

-=> The E-Z Registration form can now be printed to an ASCII disk file as well as to your printer. A blank file is also included: REGIFORM.TXT

-=> Speed of Light 3.5 may not be put on any magazine cover disks without my prior permission!

-=> More bugs fixed than I can remember! (I really do have a pretty good memory, don't get me wrong!)

1982. Re: Papyrus vs Redacteur - any thoughts

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 02:34:48 UTC
From: rengbers@netcom.com
Message-ID: <rengbersCuAsI1.BGo@netcom.com>
Source record: 182420

Dear Christian Nieber (chris@buran.fb10.tu-berlin.de) -

Reading over your message comparing NVDI to SpeedoGDOS, it left me with lots of questions and comments that I want to bring up. I quote your original message...

: I am beta tester of NVDI 3, and I just got one of the Speedo 5
: were sold at this UK show.

The current version, 5.0b, outputs text faster than 5.0a (which you saw/used at the UK show). Unfortunately, this means your numbers are obsolete.

: This is a speed comparison of Speedo 4.2, Speedo 5 beta 30.7.94 (sic!
: that's what the boot message says) and NVDI 3 beta 6.8.94.

Ooops! I spoke too soon... apparently, you used an even earlier version. My point is the same.

: All tests are taken on a TT 4+4 on a big mono screen with MagiC 2.0. For
: for Speedo 5 I had to use TOS 3.06 since it kept reporting internal scaler
: errors and crashing in MagiC (same with MultiTOS, BTW)

Running one under MagiC and not the other throws the comparison out the window because of the vastly superior disk routines used in MagiC. The current version of SpeedoGDOS (5.0b) runs fine under MagiC.

: There are two things that affect performance:
: 1) output of already cached characters to the screen
: 2) rendering, creating bitmaps for the cache from the vector information

More than that, really. Specifically, cache sizes. You didn't specify what cache sizes were used, but it should be optimum for each program, respectively. SpeedoGDOS 5 wants a larger cache than SpeedoGDOS 4; I don't know what NVDI wants, but tests should be done on each one to make sure you're getting the best performance out of each. Which brings me to a question - how does Papyrus do its own caching? Does it circumvent the SpeedoGDOS cache or something? Your message reads like there's no difference in scrolling speed between SpeedoGDOS and NVDI if you use Papyrus exclusively, and that isn't really the case, is it?

And why didn't you test more than one application? You critized my statement that SpeedoGDOS 5 was approx. 600% faster than version 4. Actually, I scrolled a long Atari Works document with lots of different fonts and lots of graphics, and I recorded a 650% speed increase.

Also, were both SpeedoGDOS and NVDI running in ST or TT RAM? And is NVDI initializing fonts at bootup, and if so, was SpeedoGDOS set up the same

way? If they weren't the same in this matter, I would expect substantial differences.

Another thing is that you wrote only of text output, and it's incomplete since SpeedoGDOS handles more than text. You stated that you did scrolling tests with Speedo fonts, and some with TrueType fonts... if you're testing scrolling speed, a rather limited example of what these programs are capable of, why didn't you scroll through a document with lots of different fonts, in different formats, and with lots of graphics? Why didn't you use different programs in different video modes? (If you had, I think it would have affected your "NVDI IS GOD" argument).

I could think of a couple dozen ways to measure performance, and you measured one and jumped to conclusions. Interesting. How about booting; launching programs; initializing fonts; changing fonts and sizes; loading, scaling, and displaying graphics; printing text; printing graphics (b/w and color). Of all the things you could chose to compare, you picked one of the less important, I think (not to undermine the importance of display speed when scrolling a text-only document).

Comparing programs and announcing your results is not a trivial matter. If nothing else, be fair and complete. You were neither.

: I don't have any Postscript types for testing, but someone who tried
: it told me they are even slower than TrueTypes.

Doesn't matter. SpeedoGDOS handles Type 1s, NVDI doesn't. That's all that needs to be said (with regard to comparison).

Type 1s are slower than TrueTypes; that's part of the font format and there is nothing SpeedoGDOS can do about it. Windows (and Macs and other systems that support both) scale TrueTypes faster than Type 1s. On the other hand, many professionals argue that Type 1s are a superior format. Take your pick, I suppose (as long as your scaler supports Type 1, that is).

: > SpeedoGDOS 5 has new output routines, and will actually work with
: > NVDI if it's installed, throughput is up to 600% faster than SpeedoGDOS
: > 4.x.

: Strange that I didn't notice anything of that... Or maybe these 600% are
: for the "set squiggling level" call ;-)

No, it's just that you didn't test graphics performance.

: Wilfried Behne says there is no conceivable way how Speedo could "work
: with" NVDI, except by using the standard copy raster calls etc. But this
: does not significantly affect the performance of text output.

Wilfried has spoken with one of our programmers, and I'm told he understands now. The performance gain is not with text, it's with graphics. For example, having SpeedoGDOS 5 and NVDI installed together delivers faster beziers than NVDI alone.

: My estimate is that NVDI 3 will be the standard, since
: - many people already have one and only have to upgrade
: - former versions are known as extremely reliable and compatible, whereas
: this is not exactly true for former Speedo versions
: - NVDI 3 is much faster

I respectfully disagree. Point by point -

- of course many people already have both and would want to upgrade only one, that goes both ways. The question is, which upgrade (SpeedoGDOS or NVDI) gets you more capabilities and performance, given that you already have both on your system?

- it's totally unfair (and not particularly bright) for you to base your evaluation of SpeedoGDOS 5 on earlier versions. We're a different company with different ideas about 'high performance.' Would you like someone saying Papyrus 3.5 is lousy because version 1.0 was? And what if you had nothing to do with 1.0?! I also wonder, why do you so dislike SpeedoGDOS, given that you support it in your word processor, and have even sold it in the past? Did you tell people your opinion when you were taking their money?

- Is NVDI faster? Your comparision was incomplete and inconclusive. Besides, you're trying to oversimplify the issue; I've seen lots of very fast software that is either buggy or just plain unusable. With all due respect, we need to wait until NVDI 3 is released and compare current versions at that time. Again, I mean no disrespect, but I would prefer to hear comparisons from users, rather than a competitor.

I look forward to such comparisons, but let's not waste these good folks' time (or irreverantly and baselessly slam a competitor's product).

: /---\
: | Christian Nieber | The softare marketing rule: |
: | email chris@buran.fb10.tu-berlin.de | |
: | R.O.M. logicware, the Home of Papyrus | Deliver yesterday |
: | Raschdorffstr. 99, 13409 Berlin | Code today |

That's an interesting rule, for a software developer. I cannot say I agree with you.

Regards,

Robert Engberson
COMPO Software

1983. Re: Hard drive virus checker

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 02:41:59 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <329epn$rm8@golem.wcc.govt.nz>
Source record: 182355

] >A Disk boot sector is only active if the disk is booted, not buy running
] >any programs on it...
] >
] >So why all these rave about Viruses, the only one that could be a problem
] >is the so called Link Viruses...

Ever heard of viruses overwriting the bootsectors of commercial games?

I've had at least 1 disk destroyed by the "bielstein" virus in this fashion, thankfully a friend also had the game so I just copied it back onto my version...

I've yet to come across, or hear from someone that's come across a link virus!

1984. Re: TOS 2.06 for sale (repost)

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 02:45:04 UTC
From: JHOOPER@ua1vm.ua.edu
Message-ID: <1700D131E0.JHOOPER@ua1vm.ua.edu>
Source record: 182419

I have a TOS extension card for the Mega ST that plugs into the Mega Bus, plug and go. I paid $150 new, have used only briefly, will sell for ~$100 or so. If you want to use the New desktop, email me. Thanks.

1985. User Group Meeting Notice

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 03:10:52 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1994Aug10.031052.23803@vpnet.chi.il.us>
Source record: 182160
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The Suburban Chicago ATarians (SCAT) user group will hold its August meeting on Tues. Aug. 16 at 7:30 PM (7PM setup), at the College of DuPage, Room K157 (the K building is located on 22nd St. just west of Lambert Rd., in Glen Ellyn). The scheduled demos are: 8-bit: SynFile; ST/TT/Falcon: Tentatively, CD-ROM on a Falcon.

Everyone is welcome to attend.

For more information, send me E-Mail at one of the addresses below, or call SCAT's Graceland North BBS at (708) 545-2554 and leave Mark Biallas or me a message. [If this article shows up outside the greater Chicago area, I apologize - the "chi" distribution may not work (at all sites) now. Say, if you're travelling to the Chicago area and will be free that evening, feel free to stop by!]

Nick DiMasi, SCAT President

dimasi@ssd.comm.mot.com (temp., read M-F)
nickd@vpnet.chi.il.us ('perm.', read once or twice/week)
TURBONICK@delphi.com (" " " " " ")

1986. Re: TEX

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 03:42:26 UTC
From: peter@barbakane.McGill.CA
Message-ID: <1994Aug10.034226.4097@sifon.cc.mcgill.ca>
Source record: 182354

In article <327qq2$s7v@infa.central.susx.ac.uk> kaps3@central.susx.ac.uk (Steven Constantine) writes:
> Can i import .ps/.eps files into a TeX document?
>
> Thanks, Steven.

Yes, but you have to have a postscript device to output to. You could use Ghostscript to preview the generated output file, but you can't preview to the screen directly (at least you couldn't at the time when I gave the ST to my parents :-). TeX does not process the .eps files, but simply places them on the page and sends them to the postscript device.

--
Piotr Twarecki, M.Eng.
B7NS@MUSICB.McGill.CA

1987. Re: Hard drive virus checker

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 03:43:11 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <329icf$sdq@golem.wcc.govt.nz>
Source record: 182427

In article <329epn$rm8@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz (Steve Wells) writes:
>] >A Disk boot sector is only active if the disk is booted, not buy running
>] >any programs on it...
>] >
>] >So why all these rave about Viruses, the only one that could be a problem
>] >is the so called Link Viruses...
>
>Ever heard of viruses overwriting the bootsectors of commercial games?
>
>I've had at least 1 disk destroyed by the "bielstein" virus in this fashion,
>thankfully a friend also had the game so I just copied it back onto my
>version...
>
>I've yet to come across, or hear from someone that's come across a link
>virus!

Have you not heared about write protecting floppies, you can't get a virus
on a write protected floppy disk...!!!

If you change any byte in a floppy boot sector the bootable boot sector
becomes inactive, all active boot sectors have a branch instruction
as the first byte, a 61, you just change this to a 00, the boot sector
them becomes inactive, its that simple, it can't be fooled by any virus
on this earth..

So what people have been posting here about viruses is all hype and full
of rubish...

Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

P.S From a real person, not a Copy ! GEnie - r.sheppard5

1988. Re: NVDI with Speedo4.2 help

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 03:47:50 UTC
From: jpeters@netcom.com
Message-ID: <jpetersCuAvvq.G7G@netcom.com>
Source record: 182425
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <Cu948v.H7q@freenet.carleton.ca>,
Jack Kitowicz <ac382@FreeNet.Carleton.CA> wrote:
>
>
>I have both NVDI and SPEEDO4.2 installed (along with the drivers aoutline
>accesories) but if NVDI is on the I cant use my Speedo fonts. Could
>someone than has both working together send me their config files?
>(assign.sys and any tips you have for fixing the problem?) thanks a lot
>
>Also, can anyone tell me how to install a new system font with NVDI? Every
>time I cange the assign.sys file from the regular font it ignores my
>changes and doesn't do anything.
>
>Oh yeah, my system consists of a TOS 4.04 Falcon 4MB/85MB + NVDI+Blowup030
>Hard I.
>
>
>--
>** Computer Systems Engineering Jack Kitowicz **
>** Carleton University ac382@freenet.carleton.ca **
>** Ottawa Ontario Canada jack@aurora.carleton.ca **

1989. Re: Shareware headache

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 03:55:56 UTC
From: Matt.McAlister@dataport.com
Message-ID: <303_9408092046@dataport.com>
Source record: 182366

Your message was mis-directed as was the content of the message! I said that I was NOT opposed to people profiting from their hard work. I said my problem came when people created programs that either didn't work properly on not at all until you sent them money.

Further, I said what was wrong with creating a bare bones demo of a program and then when they register they could have the full featured version.

Next time you choose to flame somebnody make sure you read the WHOLE message!

InterNet: Matt.McAlister@dataport.com
FidoNet : Matt McAlister 1:143/106

1990. Re: SpeedoGDOS 5 & NVDI 3

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 03:57:02 UTC
From: rengbers@netcom.com
Message-ID: <rengbersCuAwB3.GwD@netcom.com>
Source record: 182426

Laurenz Pruessner (spoil@cs.tu-berlin.de) wrote:
: : 3. With regard to crashing on some encoding schemes, it was a bug that
: : was fixed before SpeedoGDOS 5 was officially released (the version at last
: : week's UK shows was one version prior to that). Our customers won't have
: : that problem.

: Well, maybe your customers won't.
: But yesterday a programmer in the german Mausnet allready complained that
: he received tons of bug reports from customers that did indeed have problems
: with the new SpeedoGDOS and thought he was to blame which he denied he was.

: And after what I've seen I'm well willing to believe him.

And the point is.... ?

Do you have something against COMPO or SpeedoGDOS?

Your post could not be more vague, and I'm not sure if you really expect
a response. "An unknown programmer has received an unknown number of unknown
bug reports..." Well, if he says he isn't responsible, I'd tend to believe
him given that I have no evidence to the contrary. So where does that
leave us?

It's very important to all of us at COMPO that our software does what we
say it will, and that it does it well. If we hear of a bug, it's our
responsibility to fix it quickly. We have seen no bug reports in
this group. If and when a bug report appears, I assure you that we'll
make it utmost priority to see that it is fixed.

I assume that you haven't purchased a copy of SpeedoGDOS 5, so why do you
insist on slamming it without base or reason?

Of course, if you think you know of a bug, we'd love to hear about it so
we can fix it. We've put a lot of time and energy into SpeedoGDOS 5; many
users are excited about this revolutionary technology, as are we, and
it's important that all of our customers are satisfied (can you name
another type manager - for any computer or OS - that supports all the
major font formats as well as platform-specific font formats?).

We are committed to our customers and the software products we produce.
It's great to have real information posted here for the benefit of all,
so please share it when you can. And if you have a legitimate complaint
or problem with SpeedoGDOS 5, I urge you to contact your nearest COMPO
Software office so we can remedy the situation. I believe that, in your
case, that would be in Aachen, and they're on 0241-83098.

Robert@COMPO

1991. Gif & Jpg viewer

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 04:06:38 UTC
From: Matt.McAlister@dataport.com
Message-ID: <304_9408092046@dataport.com>
Source record: 182367

Try the Speed of Light viewer. It handles jpg's, gif's and img's. Very impressive program.

InterNet: Matt.McAlister@dataport.com
FidoNet : Matt McAlister 1:143/106

1992. Re: SpeedoGDOS 5 Compatibility problems

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 04:07:36 UTC
From: rengbers@netcom.com
Message-ID: <rengbersCuAwso.Hrn@netcom.com>
Source record: 182430

Denesh Bhabuta (vctec@westminster.ac.uk) wrote:
: How compatible is Speedo 5, with applications that use GDOS? Anyone
: know?

: AFAIK, Compo's Speedo 5 is different to Atari's Speedo, and so this
: worries me, in that applications which used Atari's Speedo, or older
: GDOSs, will bomb out when using Speedo 5.

: A couple of people have already told me that Speedo 5 is incompatible
: with a couple of programs which worked fine with other GDOSs.

: Any ideas anyone?

SpeedoGDOS 5 is 100% compatible with applications that use GDOS. Although we at COMPO developed SpeedoGDOS 5 where Atari developed previous versions, SpeedoGDOS 5 is a continuation of GDOS rather than a wholly new version (however, version 5 is the greatest and largest upgrade GDOS has ever seen).

We went to great lengths to ensure that nothing was changed affecting compatibility, and we know of no GDOS-aware programs that have any problems with SpeedoGDOS 5 or its new features. The addition of PostScript Type 1 and TrueType fonts, as well as the performance enhancements, are completely transparent to GDOS-aware programs.

Robert@COMPO

1993. Re: Hard drive virus checker

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 04:13:18 UTC
From: Matt.McAlister@dataport.com
Message-ID: <305_9408092046@dataport.com>
Source record: 182368

Thanks for the input. I know the message wasn't directly addressed to me. But being as tho I introduced the topic....

Anyway I am greatly relieved to hear about the boot sector not attacking the hd.

InterNet: Matt.McAlister@dataport.com
FidoNet : Matt McAlister 1:143/106

1994. Re: Shareware headache

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 04:16:42 UTC
From: Matt.McAlister@dataport.com
Message-ID: <306_9408092046@dataport.com>
Source record: 182369

That's true I didn't think of that. You could have something like an annoying message pop up every 5 minutes or so on a telecomm prg. Or a big pissed off face with a message on a drawing packagae.

Anything would be better than getting a non-working program.

InterNet: Matt.McAlister@dataport.com
FidoNet : Matt McAlister 1:143/106

1995. Re: Papyrus vs Redacteur - any thoughts

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 04:49:14 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CuAyq3.94I@cix.compulink.co.uk>
Source record: 182440

>My estimate is that NVDI 3 will be the standard, since
>- many people already have one and only have to upgrade
>- former versions are known as extremely reliable and compatible, whereas
>this is not exactly true for former Speedo versions
>- NVDI 3 is much faster

I agree.

Ofir ogal@cix.compulink.co.uk

1996. My 'G' partition disappeared

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 05:04:32 UTC
From: akinobu@ue.ipc.hiroshima-u.ac.jp
Message-ID: <1994Aug10.050432.2241@ue.ipc.hiroshima-u.ac.jp>
Source record: 182443

Hi all,

I have I "small' problem. The other night I was running a defragger (tool19) on partition 'G' of my hard drive. It found a few 'unlinked' clusters and I replied yes to restoring them. So far nothing unussuall, I did this MANY times. The problem was when Iwanted to defrag the files and 'move' directories. all of a sudden the 'directory not found' error box came out, and a crash followed. Upon reseting the computer ICD driver fails to acknowledge I have a 'G' partition.
So, is there something I can do to recover my data. It would be really bad if I lost it all, as I didn't backup for a while.(yeah, I know, it serves me right)

I would like FTP able software, as I am pressed for time, but commercial stuff is OK too, as long as I can get it shipped to Japan VERY FAST.

Thanks in advance.

PS: The drive is a 240Meg Maxtor, and 'G' is a 100 meg BGM partition.

1997. Re: Atari ST comm programs?

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 05:53:24 UTC
From: s9205525@otto
Message-ID: <329q0k$meg@aggedor.rmit.EDU.AU>
Source record: 182441

: Hi a friend of mine has on Atari ST and is looking at getting on the
: internet. However he doesn't how a comm program, getting an ext modem is easy
: , but the software isn't. Is there an FTP site for Atari ST programs? Also
: is there a really good comm program, thats easy for a beginner to use? If you
: could e-mail me that would be great as I'm not always able to read this group.

: Freeze Dried Terminal is highly recommended, but it does not have VT100
: emulation. You can use ansi or some sites will allow VT52. I also suggest
: with FZDT, that the news reader of choice to use is tin, cos nn does not
: seem to agree with FZDT's capture buffer. Apart from those 2 minor things
: I have no problems, I also have Stalker, Connect, Flash 1 & 2, and a few
: other piddly programs, but FZDT is far and away the quickest to get around
: and its screen redraws etc leave the others for dead (and STalker is a
: commercial program, supposedly the best, but I reckon I wasted my money
: on that one 8-( ). You should be able to d/l FZDT from
: 128.252.135.4 /mirrors/archive.umich.edu/atari/ it should be
: in the comms area the program is at version 2.20 and is shareware.
: If your friend likes it and wants to register it, then tell him to
: register it with BEN VAN BOKKEM (address in readme file or manual) in
: England, not with the author AARON HOPKINS in the usa (he is hopeless).
: Ben has his own BBS (called INTERNET BBS funnily enuf) and upon receipt
: of the shareware fee, he will leave the software key in an area for you
: to d/l, it only takes about 2 secs (10K i think). Email me if you
: have any other querys about FZDT. 8-)
: ....John Moon s9205525@otto.bf.rmit.edu.au
:
: p.s. greetings from Melbourne Australia 8-)

1998. Re: NVDI with Speedo4.2 help

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 06:38:47 UTC
From: jpeters@netcom.com
Message-ID: <jpetersCuB3so.Myq@netcom.com>
Source record: 182446
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <jpetersCuAvvq.G7G@netcom.com>,
John Peters <jpeters@netcom.com> wrote:
>In article <Cu948v.H7q@freenet.carleton.ca>,
>Jack Kitowicz <ac382@FreeNet.Carleton.CA> wrote:
>>
>>
>>I have both NVDI and SPEEDO4.2 installed (along with the drivers aoutline
>>accesories) but if NVDI is on the I cant use my Speedo fonts. Could
>>someone than has both working together send me their config files?
>>(assign.sys and any tips you have for fixing the problem?) thanks a lot

Oops--something screwed up--I'll try again. What I did was load all my Speedo fonts and drivers into my GEMSYS folder, where NVDI automatically put its files during the installation. Then I edited the path in the assign.sys file to the GEMSYS folder---also in the extend.sys file. It's essential that NVDI loads before other drivers from the AUTO folder--I put it second after XBOOT. (I'm using MAG!X and an ST). I hope this helps.

1999. Some STuff or sale some wanted.

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 06:43:20 UTC
From: daveh@netcom.com
Message-ID: <davehCuB40A.626@netcom.com>
Source record: 182447

OK I am clearing out some of my ST stuff to make way for some new items.

FOR SALE

Hard Drive : Seagate ST-138N 25Meg MFM drive 3.5 inch half height.
This or the controller is broken. Lets say $15 (for
controller or drive your gamble) or $25 for both.
Hard Drive : Fujitsu M2611S 45Meg SCSI drive. This is a nice
3.5 inch third height drive. Works great replaced the
above setup lets say $50
Hard Drive : Quantum Prodive 105S 105Meg SCSI. I purchased this
to replace the above when I ran out of room since I was
told that it sometimes sticks at powerup (athough I never
noticed the problem) Lets call this $50 also.

3D Glasses : A set of Stereo Tek 3D glasses (these are LCD shutter glasses)
complete with case, cartridge and software I can't find the
small manual that came with them (all important docs are on
the disk) . I will through in my copy of degas elite the
recomended package for generating 3D pics. I even have the
manual for this! Say $35

Software : Word Perfect $30
Mark Williams C $30
Cad 3D 2.0 & Cybermate $25

Games : Zak McMrackken $15
Uninvited $15
Bards Tale $15
Indy ... Last Crusade $15
Dungeon Master $10
$45 for all of them

Disks Only : Kings Quest III $10
Better Dead Than Alien $ 5
Gauntlet $ 5

You can have all the software for $95 or exchange for Atari Works.

Terms are all prices plus shipping, I live in the bay area if you are
local you can pick the stuff up if you prefer.

THINGS WANTED

I will part ex the above or buy any of the following I only use my
Atari or Serious stuff now :)

Atari Works
Calamus Fonts and modules
SCSI tape drive
RSVE hardware board
ICD pro utils
NVDI
Moniterm (or other) graphics card for Mega ST.

Dave.
(daveh@netcom.com)

2000. Re: Shareware headache

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 07:09:38 UTC
From: diehl@io.org
Message-ID: <329ufi$4gg@ionews.io.org>
Source record: 182436

> I wasn't stating that you should give the whole thing away. I agree with
> you, there are a lot of people who think why pay for it once you got it.
> But don't you want to make sure the car is running before you buy it?

That isn't as much of a concern if what has been disabled leaves little doubt that it does function. For example, disabling a save feature; why is there a reason to doubt that it may not work if you register it? By your logic, a playable demo of a commercial game, for example, would not convince you to buy because if it only gives you one level to play, what is there to tell you that the rest are functional? I don't think that it is appropriate or practical to demand such guarantees of an author if it requires that he prove to you beyond a shadow of a doubt that _everything_ works. Some things you just have to put your faith in and hope that it does -- and if it does not, you can inform the author of such. However the chances of those features that have been disabled or removed until registered NOT working are very slim -- and the author mustn't have been paying very close attention, too.

> I think what people need to develope is a program that will delete it self
> after say 30 days is up, unless you enter the key.

THat would necessitate having an internal clock, which not everyone (not many that I know of) has. And anyway, anyone can cheat such a restriction by changing the date. No help there.

_____ _____ _____ _____
____<____ >/ __ // ____/ ___ Tail of ________ Eric March _____
_____> // <_/ // <___ ___ The Comet ______ diehl@io.org _____
_____<_/<_____/<_____/ ___ Productions ____ "ANSI? FANSI!" _____

2001. Re: Gif & Jpg viewer

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 07:36:36 UTC
From: jaycee@midmarsh.demon.co.uk
Message-ID: <776504196snz@midmarsh.demon.co.uk>
Source record: 182400

In article <cmeijer.776421751@charina>
cmeijer@prl.philips.nl "Otto Meijer 42667" writes:

> i was looking for a good gif & jpg viewer for a plain ST.
> At the moment i use GemView but this doesn't support jpg
> so i have to do this manualy (Slooow).

Hi Otto

See if you can find a copy of Speed of Light which loads JPEG, GIF,
IMG and others.
It's shareware, allows more than one pic to reside in memory at the
same time (up to 4) though this will probably depend on the amount
of memory you have and allows manipulation of colour, etc..
Not too much is crippled in the demo version and it works very well
for me. I have version 3.1

--
+---+
| beST wishes >> JayCee << jaycee@midmarsh.demon.co.uk |
+---+

2002. Re: Falcon030 Accelerators

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 08:26:43 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <32a303$pr0@bognor.barclays.co.uk>
Source record: 182444

In article <328mjv$8nd@charm.magnus.acs.ohio-state.edu>,
dhbutler@magnus.acs.ohio-state.edu (Panjandrum) writes:
|> >Don't forget that there is a 3rd option that allows you to get your 68030
|> >running at 32Mhz including the co-pro and you don't need to go near the
|> >processor slot, it just solders onto the motherboard at a few places. Very
|> >cheap too - in the UK they cost about 60GBP.
|>
|> Sounds very interesting! Could you please post information regarding the
|> company that produces this (so we can get in contact with them).
I think it's called PowerUp. It's sold in the UK by System Solutions -
ssolutions@cix.compulink.co.uk
--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

2003. Re: SpeedoGDOS 5 & NVDI 3

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 08:47:10 UTC
From: spoil@cs.tu-berlin.de
Message-ID: <32a46e$mhr@news.cs.tu-berlin.de>
Source record: 182450

Robert Engberson (rengbers@netcom.com) wrote:
: Do you have something against COMPO or SpeedoGDOS?

Absolutely not. In fact, I was one of the programmers who insisted on further development of SpeedoGDOS when Atari thought other things were more important. So I think I don't make much of a mistake if I say that I was one of the reasons why there is a SpeedoGDOS 4.2.

And when it comes to COMPO: I'm one of the authors of Overlay, that COMPO distributes, so why should I have anything against COMPO?

But what I've got something against is if a company publishes something that is of vital importance to the stability of the whole system that obviously hasn't been tested very thoroughly. I had the same opposition against KAOS that I do have now against SpeedoGDOS 5.0.
I certainly know how easy it is to make a mistake when programming.
The difference between a bug in a text editor and one in a part of the operating system is: when the editor crashes, you can still say "shit", call the manufacturer and use another editor in the meantime.
If a part of the OS misbehaves, anything can happen.

: Your post could not be more vague, and I'm not sure if you really expect
: a response. "An unknown programmer has received an unknown number of unknown
: bug reports..."

Well I can give you more precise data if you really demand it: the Author of the bug report was Ulrich Rossgoderer, one of the "Kandinsky" people, so you won't say that this is one who doesn't know what he's saying.
His bug report features things that I haven't seen yet. What I've seen was a crashing scaler and problems whenever using text attributes on non-Speedo-fonts. What he's seen are problems using "v_bez"in files like COLUMBIA.BEZ, system halts whenever META.SYS is kept residently in RAM, and a faulty DRIVERS.PRG that removes printers from the ASSIGN.SYS file.

: It's very important to all of us at COMPO that our software does what we
: say it will, and that it does it well. If we hear of a bug, it's our
: responsibility to fix it quickly. We have seen no bug reports in
: this group. If and when a bug report appears, I assure you that we'll
: make it utmost priority to see that it is fixed.

I'd prefer a proper beta-testing. That is expensive, but it would save you, me, and tons of users and developers nerves.

Laurenz

2004. Re: TEX

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 09:26:28 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <32a6g4INNrrj@tarsky.uni-muenster.de>
Source record: 182358

In article <1994Aug10.034226.4097@sifon.cc.mcgill.ca>, peter@barbakane.McGill.CA (Piotr Twarecki) writes:
|> In article <327qq2$s7v@infa.central.susx.ac.uk> kaps3@central.susx.ac.uk (Steven
|> Constantine) writes:
|> > Can i import .ps/.eps files into a TeX document?
|> >
|> > Thanks, Steven.
|>
|> Yes, but you have to have a postscript device to output to. You could use
|> Ghostscript to preview the generated output file, but you can't preview to the
|> screen directly (at least you couldn't at the time when I gave the ST to my
|> parents :-). TeX does not process the .eps files, but simply places them on the
|> page and sends them to the postscript device.
|>
Or you can convert the entire TeX output into postscript using dvips by
radical eye software which will also include the eps files into its
output postscript file. That is my preferred way to do it.
The actual inclusion into the TeX document works much like this:
include the style epsf.sty into the document,

and then do

```
\begin{figure}
\begin{center}
\leavevmode
\epsfbox{file.eps}
\end{center}
...
\end{figure}
```

Hope that helps,
Ulrich

2005. Synths and Other E-Music Gear For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 09:48:28 UTC
From: bmaraldo@io.org
Message-ID: <32a7pc$5i4@ionews.io.org>
Source record: 182437
Cross-posted to: misc.forsale,rec.music.makers.synth,rec.music.marketplace,comp.sys.atari.st

I have some emusic stuff for sale:

Roland JX3P analogue synth with PG200 programmer $320US
Korg DW8000 synth $375US
Korg Poly 61 $350US
Roland D50 and PG1000 programmer $600US
EMU Proformance 1+ piano module $250US
Evintide Harmonizer H949 $700US
Roland Juno60 and DCB<->MIDI box $450US
Roland GR700 with Strat controller $650US
Atari 1040ST with Emagic Notator 3.2, Super Libarian, TOS 1.4
and mono monitor $475US
CLAB Creator 3.1 $175US

Some of the prices might be on the high side but overall I think these are
fair. Email me if you are interested.

brett maraldo

--
-------- Plexus Productions --------
"Alien Technology Today"
bmaraldo@io.org

2006. Cain Newsletter

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 10:34:00 UTC
From: mike.hill@cccbbs.cincinnati.oh.us
Message-ID: <18848.264.uupcb@cccbbs.cincinnati.oh.us>
Source record: 182382

All,

I had the same problem unzipping the Cain Newsletters. I loaded the zip file into Edhack and deleted the garbage in the file up to the part that is the start of the actual zip. All zips start with two bytes "PK" (ignore the quotes). Just delete all the junk up to the "PK" characters and save it.

It seems to have some header on the front of it.

Mike Hill
mike.hill@cccbbs.cincinnati.oh.us

2007. Re: Papyrus vs Redacteur - any thoughts

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 12:22:38 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <32agqe$3qi@golem.wcc.govt.nz>
Source record: 182356

In article <CuA734.HKv@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>>All this talk about Papyrus, does it have a full English Dic and Thesaurus,
>
>It has an English spell checker. No Thesaurus ATM.
>
>>The problem is we are still lacking in a good ENGLISH Word Processer/Doc
>>Processer that can work in Med resolution, and with full Dic/Thesaurus
>>and Font support....
>
>Or possibly you lack a decent monitor. Papyrus does not run in Medium res.
>I remember you saying similar things about GSZRZ, saying that it required a
>shell or something. Suddenly I see you recommending GSZRZ. The program
>hasn't changed, what happened?

I have a TVM Multisync a SM125 and a UK Fidelity monitor CM14 that I found
in a museum, but that does not like 60hz...

GSZRZ still requires a shell to run with Flash 1.6, I am going
to try and program one myself..

You can't run GSZRZ with out a shell and do ARGV, this is needed to upload
multible files, the command line is only 125/127 characters long, that would
not support many files with there paths..?

Also I would be abel to select my upload/dnload option, with out a shell
it can be a bit of a problem, like turn on resume mode, 16 bit crc's,
Esc commands, Ymodem/G, these are commands that I use and need, so Please
some one tell me how this can be done easly with out a shell...

GSZRZ is the best Zmodem there is for all Ataries, and does Ymodem/G,
and supports all the comms port and the midi one, what other protocol
program does that..??...

Some terminal programs do support GSZRZ, like Rufus, Trapido and Connect, so
they don't need a shell, but all other programs do....

>-------------------------------
>Ofir ogal@cix.compulink.co.uk
>-------------------------------

As they say I rest my case...:-)..

Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

P.S From a real person, not a Copy ! GEnie - r.sheppard5

2008. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 12:30:03 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <32ah8b$3qi@golem.wcc.govt.nz>
Source record: 182357

In article <328v7i$f0k@news.ysu.edu>, ab164@yfn.ysu.edu (tom lamparty) writes:
>
>>: Haven't you guys ever heard of installing as application? All I do is double
> I havent had any trouble! I have Arcshell installed for both arc and
>lzh. This way I just double click on the file to be extracted and I don't
>have to worry about CLI. It also seems to work better that way!

I do sugest you give TWO in ONE, now version 107m on A.A. and NOTE:
its in English very very good, Arcshell I droped 2 years ago,
I don't even have a copy of it, the only other Archiver I use is DCX22B..

>--
>Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580

Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

P.S From a real person, not a Copy ! GEnie - r.sheppard5

2009. Re: CAIN uncompression

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 12:47:07 UTC
From: ekholm@elixir.e.kth.se
Message-ID: <32ai8b$qbl@news.kth.se>
Source record: 182439

```
--
-----------In article <3283t6$g6u@usenet.INS.CWRU.Edu>, aa399@cleveland.Freenet.Edu (Len
Stys) writes:
>
>The people at CAIN Newsletter are looking into why there are problems
>unzipping the newsletter on an ST. It does unzip well on a PC or Macintosh
>(which is what our distributed has zipped it on using pkzip).
^^^^^^^^^
Probably the culprit! -------->------------>-------!
>
>A few programs will be tried and the solution will be posted. Thanks for
>informing CAIN Newsletter of the problem.
>
>Len
>
>--
>
>

Macintosh files contain a header that among other things tells the OS which
application created the file(a slightly refined version of the 'Install
Application'-functionality as found on Ataris). Surely(? :-) it's this header
that's causing the problem.

I found the following in 'alt.sounds.binaries.midi'...

>The Macintosh header (containing name, file type, etc.) is confusing your
>IBM system... you have to strip it by turning off MacBinary (or macbinary II)
>in the term program you send with, or the Zip program you use (on the mac)
>Failing this, I think you can manually strip out the header from the beginning
>of the file. I'm pretty sure it's 128 bytes (could be 64).
>
>You can transfer on disks alright because the file exchanging software
>(apple file exchange, Mac PC Exchange, Access PC, etc.) strips the header
>for you, as well as Macintosh resources (usually)
>
>Hope that helped...

Hopefully this will solve the problem.

/Nils
-------------------------------------------------------------------------------
Nils Ekholm (Sandman) - EE student at RIT, Stockholm, SWEDEN.
ekholm@elixir.e.kth.se - http://www2.e.kth.se/~ekholm/Public/WWW/homepage.html
-------------------------------------------------------------------------------
The fact that no one complains doesn't mean that all parachutes are perfect.
```

2010. Re: The future of Atari Computers

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 13:02:49 UTC
From: powers@asdsms.zko.dec.com
Message-ID: <32aj5p$eb@nntpd.lkg.dec.com>
Source record: 182449

In article <Cu4LnD.9w1@rci.ripco.com>, eli@ripco.com (Eli Lehrer) writes:
!> I have a slightly diffrent idea, sort of like this. I think that
!>Atari, or any other company with an real R&D division and not all that much of
!>a reputation for doing X or Y should come up with an "internet nintendo". If
!>the number of people with some sort of access to internet is to increase from
!>10% to close to 100% of the US population over the next 10 or so years, the
!>someone is going to have to come up with a system that makes it possible.
!>People without a lot of money who work in jobs for which they realy don't need
!>a computer (these same people, in many cases, own game systems already) are
!>going to need something to "plug in" to internet. What about a machine like
!>this:
!>

There already is something similar to this concept. My cable company
is adding/has added a SEGA channel. You get a special cartrige that
plugs into your SEGA Genesis, and can download games off of the cable
system. Cost is $20/month. I think the blurb they sent me in the mail
about it said that they have 50 games a day.

Bill Powers
--
Digital Equipment Corporation, Nashua NH
E-Mail: powers@asd.enet.dec.com

2011. Re: Falcon030 Accelerators

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 13:17:50 UTC
From: vctec@westminster.ac.uk
Message-ID: <CuBM39.28B@westminster.ac.uk>
Source record: 182438

Iain.Laskey@barclays.co.uk wrote:
: In article <328mjv$8nd@charm.magnus.acs.ohio-state.edu>,
dhbutler@magnus.acs.ohio-state.edu (Panjandrum) writes:
: |> >Don't forget that there is a 3rd option that allows you to get your 68030
: |> >running at 32Mhz including the co-pro and you don't need to go near the
: |> >processor slot, it just solders onto the motherboard at a few places. Very
: |> >cheap too - in the UK they cost about 60GBP.
: |>
: |> Sounds very interesting! Could you please post information regarding the
: |> company that produces this (so we can get in contact with them).
: I think it's called PowerUp. It's sold in the UK by System Solutions -
: ssolutions@cix.compulink.co.uk

No, it's not called Power Up...it's called Power Up 2.

System Solutions have another product called Power Up...which is a slight modification for the Desktopper, seperate case and keyboard for the Atari range. What poer up does it to bring the reset, and on/off switches to the front of the case.

PowerUp 2 doubles the clock speed of the 68030 in the Falcon, and some other things. However, it is still not twice as fast as 16 Mhz, due to the problem with RAM speeds. You will need something like TT RAM to speed it up...and so a board that will allow you to take TT RAM...

However, I am getting Power UP 2 for the Falcon at work...as it does make a difference...only 60 pounds too...including fitting...100 pounds.

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2012. SupraDrive: HELP!

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 13:32:48 UTC
From: em09@liverpool.ac.uk
Message-ID: <CuBMyo.AuI@liverpool.ac.uk>
Source record: 182271

Please can anybody help me?

I have just bought a SupraDrive 30Mb hard disk for my STE but the guy who sold it to me did not have the manuals and, worse, some of the utility files on the disk are corrupt :-(

I have replaced the drive with a 45Mb one but I am not able to make it autoboot until I can get fresh copies of two of the programs and their resource files. They are;

SUPRMOD.PRG + SUPRMOD.RSC
and SUPUTIL.PRG + SUPUTIL.RSC

If anyone is able and willing to help, I can arrange for an ftp transfer. Please email me if you have a SupraDrive and a kind heart.

John.
--
John Boyes (em09@liverpool.ac.uk)
Department of Mechanical Engineering
Liverpool University 051-794-4861

2013. Re: The Future Of Atari Compu

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 14:02:07 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <32amkv$bo7@charm.magnus.acs.ohio-state.edu>
Source record: 182359

>BTW: as far as I know the current PowerMac ROMs emulate a 68020, running
>at approximately the speed of a 25 MHz 68030 processor.

Actually that is correct, it does emulate a 68020, not a 68040, but that's just a function of Apple's "680x0 emulation software". Someone could, for example, emulate a 68030 as well if they wished (a 486 software emulator is on the horrizon already). Apple has, however, doubled the speed of their emulation software, which should be released sometime this winter, to make it about the speed of a 25mhz 68040 (running on an 80mhz ppc I believe). Since the PPC chip should be able to to 100mhz at some point, that would be one hell of a fast Atari, even though it would be emulated.

Just a note for anyone seriously considering working on an Atari emulator for the Mac; Every person I know that used to be an Atarian moved to the MAC platform, not the PC platform. I'm sure this is not true for everyone, but it certainly is true among my old group of Atari-friends, so hopefully there would be a market of sorts for this product...

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"To my mind the most frightening book ever published is Lewis F. Richardson's 'Statistics of Deadly Quarrels'. You've probably never heard of it even though its relevance to the mess you're in is at least as great as that of Darwin's 'On the Origin of Species,' which you learned about in fourth grade. And that's because it's so completely terrifying only those 'experts' who are adequately armoured with preconceived contrary ideas which will enable them to disregard Richardson's work completely ever get to study it."
- Chad C. Mulligan

2014. Q: Monitors for both b/w and color?

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 14:27:31 UTC
From: oberle@informatik.uni-koblenz.de
Message-ID: <32ao4j$jut@newshost.uni-koblenz.de>
Source record: 182433

Hi all,

does anyone know a monitor which is able to display all
the "old ST resolutions", i.e. 320x200, 640x200, 640x400?
I only know the old NEC multisync 3D which can handle the
low horizontal frequency of the color resolutions. Is there
any other comparable product?

Thanks,

Christoph

2015. Re: The Future Of Atari Compu

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 14:29:16 UTC
From: sibeling@u.washington.edu
Message-ID: <32ao7s$mcs@news.u.washington.edu>
Source record: 182434

>
>Just a note for anyone seriously considering working on an Atari emulator for
>the Mac; Every person I know that used to be an Atarian moved to the MAC
>platform, not the PC platform. I'm sure this is not true for everyone, but it
>certainly is true among my old group of Atari-friends, so hopefully there would
>be a market of sorts for this product...

I too was an Atari enthusiast turned Mac eventually... I would kill for
an Atari ST emulator on the Powermac... It is the perfect platform for
such emulations. Someone listeniong? Enough with the Timex Sinclair and
Apple II ems... let's see an Atari ST emulator. =)

2016. Minix programming.

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 15:47:06 UTC
From: Koos_Kuil
Message-ID: <2e48f7c3@f397.n282.z2.fidonet>
Source record: 182337

Hello there!

I have installed MiNT (without multitos interface) and the Minix
file system driver v0.60 on my Falcon and am curious about how to
programming my software that it supports the extended filenames.

Can anyone make me happy with an "Easy" source code of it how to
get a list with files (long filenames), changing attributes and
other functions they they are needed?

I don't have ftp access, when possible uu-encoded (msgs not larger
as 30 Kb) using email.

Thank you for help!

Greetings from The Netherlands,
Koos

FidoNet 2:282/397, NeST 90:500/103, FAN 190:100/204
UseNet koos_kuil@textlitho.nl BBS/FAX +31-5978-18087

--- JetMail 0.99beta8
* Origin: Willie's Atari STe/TT BBS, 05978-18087 ABC/V32B (2:282/397)

2017. Re: Atari ST comm programs?

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 16:20:04 UTC
From: nhkempka@prairienet.org
Message-ID: <32aunk$j6a@vixen.cso.uiuc.edu>
Source record: 182360

```
where can I find sofware to
connect my atari computer
to Prairienet?
```

2018. Re: Shareware headache

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 16:49:47 UTC
From: Jacobson Mo <mo@sna.co.umist.ac.uk>
Message-ID: <1994Aug10.164947.8884@nessie.mcc.ac.uk>
Source record: 182361

In article <32ajpc$kb5@lyra.csx.cam.ac.uk> Phillip Davey,
pd@mole.bio.cam.ac.uk writes:
>How about deleting itself after being started so many times??
>Just a thought,
>Phil
>[E-mail pd@mole.bio.cam.ac.uk]

Won't work cos you could just copy the original to reset the counter.
Close, but no cigar!

Jakes

2019. MIDI-COM Demo & MiNT 1.10h7

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 17:07:08 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940810Z170708.205dbrewood@nest.demon.co.uk>
Source record: 182322

Can anyone advise how to get MIDI-COM working along with MiNT 1.10h7? I've copied the .XFS driver into C:\MULTITOS\ and have installed both AUTO progs correctly. All seems fine until I try to access the other system on the Mega ST4 from the Falcon, I double click on drive N: (hard coded in the .XFS file) and get a busy bee from there the system and then everything locks solid.

Any ideas anyone? This is installing a link via MIDI.

--


```
==============================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
==============================================================================
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
==============================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
==============================================================================
```

2020. Re: Q: Monitors for both b/w and color?

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 17:13:23 UTC
From: trek@intgp4.ih.att.com
Message-ID: <CuBx6C.7Ct@nntpa.cb.att.com>
Source record: 182352

In article <32ao4j$jut@newshost.uni-koblenz.de>,
Christoph Oberle <oberle@informatik.uni-koblenz.de> wrote:
>
>Hi all,
>
>does anyone know a monitor which is able to display all
>the "old ST resolutions", i.e. 320x200, 640x200, 640x400?
>I only know the old NEC multisync 3D which can handle the
>low horizontal frequency of the color resolutions. Is there
>any other comparable product?
>
>Thanks,
>Christoph

The Acer 7015 MultiSync monitor supports all the old ST resolutions
just fine. I don't know if any of their newer models would also
or not. You just need to check their horizontal and vertical
ranges to see if they can handle it. Wayne

2021. Re: Atari FTP sites are unaccessable &/or useless!

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 17:33:21 UTC
From: rmitch1@umbc.edu
Message-ID: <32b311INN686@umbc8.umbc.edu>
Source record: 182397

Also try amiga.archive.umich.edu!! Since the amiga archive there is shut down, (and they haven't killed the ftp address), there is never anyone there and I have always had good luck getting on to the atari dir.
This works well... take advantage of it while it lasts.

2022. Re: Q: Monitors for both b/w and color?

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 17:40:45 UTC
From: ted2@Isis.MsState.Edu
Message-ID: <32b3et$lgb@Tut.MsState.Edu>
Source record: 182386

On 10 Aug 1994 14:27:31 GMT, Christoph Oberle (oberle@informatik.uni-koblenz.de) wrote:

>Hi all,

>does anyone know a monitor which is able to display all
>the "old ST resolutions", i.e. 320x200, 640x200, 640x400?
>I only know the old NEC multisync 3D which can handle the
>low horizontal frequency of the color resolutions. Is there
>any other comparable product?

>Thanks,

>Christoph

The NEC multisync II also works, and some others, the TOAD
catalog listed a few, (in small print under the ad fort
their switch box). I can't find my catalog right now, if
I find it I'll post the others if someone else hasn't.
--

Thanks,
Thomas

E-mail: ted2@Ra.MsState.edu
S-mail: Aiken Village Apt 34-K
: Starkville, MS 39759
Phone : (601) 325-3946

2023. WANTED: TOS 2.06

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 17:44:02 UTC
From: ted2@Isis.MsState.Edu
Message-ID: <32b3l2$lgb@Tut.MsState.Edu>
Source record: 182387

Does anyone have a set of TOS 2.06 ROMs they want to sell?
I want to upgrade but don't have enough for new ones :(

--

Thanks,
Thomas

E-mail: ted2@Ra.MsState.edu
S-mail: Aiken Village Apt 34-K
: Starkville, MS 39759
Phone : (601) 325-3946

2024. Re: Q: Monitors for both b/w and color?

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 17:47:04 UTC
From: ted2@Isis.MsState.Edu
Message-ID: <32b3qo$lgb@Tut.MsState.Edu>
Source record: 182388

On 10 Aug 1994 17:40:45 GMT, Thomas E. Dodd (ted2@Isis.MsState.Edu) wrote:
>On 10 Aug 1994 14:27:31 GMT, Christoph Oberle (oberle@informatik.uni-koblenz.de) wrote:

>>Hi all,

>>does anyone know a monitor which is able to display all
>>the "old ST resolutions", i.e. 320x200, 640x200, 640x400?
>>I only know the old NEC multisync 3D which can handle the
>>low horizontal frequency of the color resolutions. Is there
>>any other comparable product?

>>Thanks,

>>Christoph

>The NEC multisync II also works, and some others, the TOAD
>catalog listed a few, (in small print under the ad fort
>their switch box). I can't find my catalog right now, if
>I find it I'll post the others if someone else hasn't.
>--

> Thanks,
> Thomas
Oops. Forgot , I know someone who has a NEC 3D for sale
and someone who has a NEC Multisync II for sale. I can get
you their E-mail addresses if you're interested.
--

Thanks,
Thomas

E-mail: ted2@Ra.MsState.edu
S-mail: Aiken Village Apt 34-K
: Starkville, MS 39759
Phone : (601) 325-3946

2025. Re: How to reduce size of GCC-compiled programs?

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 18:32:03 UTC
From: mcareyb@cix.compulink.co.uk
Message-ID: <CuC0tG.MHA@cix.compulink.co.uk>
Source record: 182370

Hello,

GCC compiled files are twice as big as Lattice C compiled files on the ST
in my experience. - Matthew

2026. Re: Shareware headache

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 18:55:45 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <32b7rh$com@mailer.fsu.edu>
Source record: 182393

STIRRE31@MAINE.MAINE.EDU wrote:
> Doesn't the docs for Connect state that something will happen
> to the program after it has been used for a certain amount
> of time?

Yes, you will no longer be able to save configurations, and I think uploads
or downloads will be restricted to some degree (not sure).

> The one thing wrong with this type of shareware
> scheme, though, Matt, is that people could just keep reinstalling
> the program before the time runs out....

Not with CoNnect. It is smarter than that.

That said, CoNnect is a steal at $50.00US, IMHO. It is the best telecomm
program for owners of 16mHz or above Atari computers, again IMHO. For 8mHz
users, the additional speed one can get from other telecomm programs might
outweigh CoNnect's list of features. Just my $0.02.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2027. Re: Suggestions wanted for Atari ST sequencer

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 18:58:01 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <32b7vp$com@mailer.fsu.edu>
Source record: 182394
Cross-posted to: rec.music.makers.synth,comp.sys.atari.st

Kevin Dolorico (kwd9152@ACFcluster.nyu.edu) wrote:
> In article <326qbu$kg0@loose.apana.org.au>, tilso@loose.apana.org.au (Ian Tilso) writes:
> >erholm@CS.ColoState.EDU (scott erholm) writes:
> >
> >
> >>I am looking to buy a MIDI sequencer for my Atari ST. I have not really
> >>even looked around much to see what's available nowadays. The most
> >>outstanding feature I've seen from this type of software is the price!
> >>One package goes for $900! Yikes!
> >
> >>The cheapest sw I've seen so far is called Sequencer One from a company
> >>named Oregon Research. It retails for $40. Is this just a piece of junk?
> >
> >Why pay for sequencer one when you could get it for free from a PD
> >library.ST Format where giving it away as a cover disk . If you don't
> >want anything great then this may be the one for you.I have never used it
> >but ST Format gave it a rave. I use Creator , it being the cheap version of
> >Notator, it does everything i could possibley want.
>
> Dude! you have to send me a copy...or is it on any of the archive sites?

ST Format coverdisk programs are often not distributable via PD/Shareware
channels. However, purchasing the back issue should only cost you $10-$15,
and you will have the docs in the magazine itself (usually quite brief, but
with an opportunity to purchase the complete docs for an additional fee).
Thus, you probably want to find out the exact issue that this program appeared
in.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2028. Wrath of the Demon question

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 19:03:13 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <32b89h$com@mailer.fsu.edu>
Source record: 182395

Would someone be so kind as to verify the number of disks that come with the game Wrath of the Demon? I just bought a used one, and I want to make sure it is complete. Please email directly to me, thanks in advance.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2029. Re: NVDI with Speedo4.2 h

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 19:15:36 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <32b90o$f9d@ugle.unit.no>
Source record: 182351

Kfason@csn.Org,
In a message on 9 August, wrote :

kR> Jack Kitowicz (ac382@FreeNet.Carleton.CA) wrote:
kR>
kR>
kR> : I have both NVDI and SPEEDO4.2 installed (along with the drivers aoutli
kR> : accesories) but if NVDI is on the I cant use my Speedo fonts. Could
kR> : someone than has both working together send me their config files?
kR> : (assign.sys and any tips you have for fixing the problem?) thanks a lot
kR> NVDI and Speedo v4.x dont like one another. me it bombs when I try to
kR> print. Compo told me that Speedo 5.x is compatible with NVDI..

Strange, i have NVDI 2.5 and it works quite nice with SpeedoGDOS.
Have you checked the order in your Auto folder ?
They have to be installed in a specific order, but I cannot remember which.
Anyway this is explained in one of the readme files on the original disk.
Try reordering your AUTO folder.
Also, you might try to disable GDOS in the NVDI program (with
nvdidflt.prg), then use nvdiconf.cpx/acc to enable it from the desktop if
you are not running with SPEEDO.

kR> : Also, can anyone tell me how to install a new system font with NVDI? Ev
kR> : time I cange the assign.sys file from the regular font it ignores my
kR> : changes and doesn't do anything.
kR> Have no clue. always used the normal system font.

This might not work if you have SPEEDO installed AND use the new AES (4.1)
Generally, you only have to put 'S' in front of the fontname in the
assign.sys for this to work - but I guess you knew that...

kR>
kR> : Oh yeah, my system consists of a TOS 4.04 Falcon 4MB/85MB + NVDI+Blowup
kR> : Hard I.
kR> same set up, just 14megs and more HDD.
kR>
kR> -Kevin Fason - "Dominate the Rythm"

Erling

• ATP/Unix 1.40 • This is my tagline.

2030. Including PostScript in TEX (was TEX)

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 19:59:26 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <32bbiu$t15@geraldo.cc.utexas.edu>
Source record: 182353

Hi,

>> Can i import .ps/.eps files into a TeX document?

The short (and inaccurate) answer is YES. The correct answer (the one that needs to be understood) is a little more complicated, and some tools external to TeX are required. In fact, it was entirely for the purpose of including PS in TeX documents that I did Atari ports of dvips and Ghostscript. See the comments below if you want a more complete explanation.

You cannot actually include PostScript in the .dvi file created by TeX. What you can do, however, is use the TeX \special command to include instructions in the .dvi file to a dvi->ps converter program. Then, a program like dvips can include the proper PS files while doing the conversion from the dvi format to PostScript.

The process goes something like this:

1.) InputFile.tex contains TeX source code, including an appropriate \special command where the PostScript graphics (say, "graphics.ps") are to appear. The exact syntax of the \special command depends on which dvi->ps converter you wish to use. Read the instructions for dvips (or whatever) for the proper way to use the \special command.

2.) Running TeX on InputFile.tex creates InputFile.dvi, which does not include any PostScript from "graphic.ps". It does contain, however, instructions which can be understood by a dvi->ps converter, like dvips. Those instructions say that "graphic.ps" should be included at some specified point when the dvi file is converted to PostScript.

If you try to view the dvi file with a previewer, you will generally see a blank space where the image was supposed to appear. This is because the dvi file contains none of the image information. Some dvi previewers, can understand \special instructions to include bitmapped images when the dvi file is being displayed, but this is another topic. Even in this case, however, the bitmap information is not contained in the dvi file itself. It is the previewer that reads the image and places it in the previewer output. There are no dvi previewers that can display included PostScript.

3.) Processing InputFile.dvi with dvips (or some other dvi->ps converter) converts the dvi file to PostScript, and includes the PostScript code from the file "graphic.ps". The resulting PS file can then be sent to a PS printer or, using ghostscript, displayed on the Atari screen (windows or not -- your choice) or converted to another printer format (like HPs PCL for DeskJets and LaserJets).

While all this may all seem a little complicated, operationally it is not too bad once you have InputFile.tex properly created:

```
tex InputFile
dvips InputFile
gs InputFile.ps
```

Of course, you have to have dvips and Ghostscript properly installed, and this is not always trivial. There are also some peripheral issues that are important if you want high-quality output, but I won't get into those here.

Both Ghostscript 2.61 and dvips are available from atari.archive. I currently have a partially working port of GS 3.0, and will upload a beta version to the net when I get the remainder working.

-Tim
timg@landau.ph.utexas.edu

2031. Slide Show for large screens?

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 20:02:52 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <32bbpc$ded@charm.magnus.acs.ohio-state.edu>
Source record: 182373

I've asked before, but I'll ask again; Has anyone yet seen a nice graphic slide-show program that is capable of displaying a sequence of .gif (or ximg) files on a large screen? I'm still waiting...

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"It's supposed to be automatic but actually you have to press this button."

- John Brunner

2032. Re: The Future Of Atari Compu

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 20:08:42 UTC
From: dtarico@OCF.Berkeley.EDU
Message-ID: <32bc4a$rrm@agate.berkeley.edu>
Source record: 182375

>
>Just a note for anyone seriously considering working on an Atari emulator for
>the Mac; Every person I know that used to be an Atarian moved to the MAC
>platform, not the PC platform. I'm sure this is not true for everyone, but it
>certainly is true among my old group of Atari-friends, so hopefully there would
>be a market of sorts for this product...
>

I agree, as I have moved from Atari to Mac myself. In some ways, switching
from an ST to a PC would be a "downgrade" IMHO. If there was an ST emulator
for the Mac, I would buy it.

Doug
.

2033. Re: Suggestions wanted for Atari ST sequencer

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 20:47:44 UTC
From: erkamp@janus.arc.ab.ca
Message-ID: <CuC73K.DKH@arc.ab.ca>
Source record: 182383
Cross-posted to: rec.music.makers.synth,comp.sys.atari.st

In article <Cu8tI6.1q7s@yuma.ACNS.ColoState.EDU>, erholm@CS.ColoState.EDU (scott erholm) writes:
>
>(apologies if this is an inappropriate newsgroup)
>
>I am looking to buy a MIDI sequencer for my Atari ST. I have not really
>even looked around much to see what's available nowadays. The most
>outstanding feature I've seen from this type of software is the price!
>One package goes for $900! Yikes!
>
>Now a $900 piece of software might be just what a professional musician
>needs, but I'm not a professional, and don't intend on ever becoming one.
>I would just like a nice little sequencer that has good recording and
>editing capabilities. 16 channels is all my keyboard can handle, so I
>don't need anything with more capacity than that. Even just 8 channels
>would be okay.
>
>The cheapest sw I've seen so far is called Sequencer One from a company
>named Oregon Research. It retails for $40. Is this just a piece of junk?
>
>I really don't want to spend over $100. Anyone have any suggestions for
>either shareware or commercial software? All comments appreciated!

This was recently posted in comp.sys.atari.announce. I have many of the below mentioned programs and find they are very good value for the money. Just a happy customer. By the way I have EditTrack Gold. Note you really need a minimum of a meg to run any decent sequencer. Platinum probably wants even more.

Bob Erkamp --> It Could Happen <-- A L B E R T A
erkamp@arc.ab.ca R E S E A R C H
http://saturn.arc.ab.ca/~erkamp/ C O U N C I L

Binary Sounds
ANNOUNCES !!!
We have taken over the marketing and distribution and support of The MidiTrack ST Series (Smpte/Edit/EasyTrack), GenEdit, EZ-Score and MidiMaze of Hybrid-Arts Fame. Stefan Daystrom will continue support and upgrading of the MidiTrack ST Sequencers. We are also lowering prices to make our products some of the best values for the amateur, semi-pro and pro musician!

List prices are as follows , in addition we are offering special
pricing thru Oct-31-1994 as an incentive to get to know us.Demo's
will be available on Genie, Delphi and Compuserve as well as the
Midiworld BBS and other fine BBS's in your neighborhood!

SmpteTrack Platinum 7.1 W/SMPTEmate Plus...To be announced Soon!

EditTrack Platinum 7.1...List $149.95...Special $ 99.95

EditTrack/SmpteTrack Upgrades to Platinum 7.1 (software and manuals only)
>From Gold 6.xx ....List $ 70.00
>From before 6.xx.........List $ 95.00

EditTrack Gold...........List $ 89.95...Special $ 59.95

EasyTrack................List $ 24.95...Special $ 19.95

GenEdit 2.0..............List $124.95...Special $ 99.95

EZ-Score Plus............To be Announced Soon!!

MidiMaze.................List $ 24.95...Special $ 19.95...2 for $35.00

All prices are in U.S. Dollars plus shipping and handling.

For all those Platinum user who received Gold Manuals with addendums
we now have Platinum Manuals available for $18.95 plus shipping.

Binary Sounds is operated by:
Rick Ladage and Bob Semaan in Houston, TX. USA
We can be reach by E-mail or snailmail or tele or fax!

Rick Ladage
Genie...R.Ladage
Delphi...Bondservant
Internet...bondservant@delphi.com

Bob Semaan
Genie...B.semaan
Delphi...Bosem
Internet...bosem@delphi.com

Binary Sounds
431 Oak Dale
Houston, Tx. 77477 USA
713-776-9118 9am-9pm Cental Time Mon-Sat
713-449-3129 6pm-9pm Tue-thurs

look for us in the Binary/Barefoot/Hybrid areas of Genie,Delphi and
Compuserve

2034. Re: What's out? (Neo4/Spectre31/Speedo5/NVDI3)

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 21:11:54 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <32bfqq$kr@golem.wcc.govt.nz>
Source record: 182391

] Does anyone know the current status of:
]
] NeoDesk 4

Apparently shipping in small quantities, should be full-go in about 3
weeks for all of the pre-orders to be satisfied.

] Spectre 3.1

Been "Ready" for about 6 months, been "planned" for about 3 years. Probably
won't come out before mid-1995 if ever.

] Speedo 5

Semi-available.

] NVDI 3

Give it another month.

2035. Re: I want buy ST!!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 21:14:10 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <32bfv2$kr@golem.wcc.govt.nz>
Source record: 182392

] I want to buy one ATARI STFM with 1 Mb ram and 720 Mb FDD, to the $80,best
] from Europa.

$80 for a 720Meg Floppy-Drive? :)

Sorry, couldn't resist :)

2036. Re: CAIN uncompression

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 21:38:53 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <32bhdd$q17@usenet.INS.CWRU.Edu>
Source record: 182399

In a previous article, ekholm@elixir.e.kth.se (Nils Ekholm) says:

> ^^^^^^^^^
> Probably the culprit! -------->------------>-------!
>>

The Macintosh does add a 128 byte header, and our distributor did switch over
to a PC for the last issue I believe...However, some people are still having
problems...We believe this has to do with the fact that they are using an
older unzipper...If you remember PKWare came out with a new standard for
Zip a little over a year ago...We're still l00king into the problem...

-Mark Leair
CAIN Publisher
aa338@po.cwru.edu
--

2037. Re: Gif & Jpg viewer

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 22:12:14 UTC
From: goffy@hit.sb.sub.de
Message-ID: <36f3df79.1a40.8318@hit13.hit.sb.sub.de>
Source record: 182266

CMEIJER schrieb am 9.08.94 um 8:42:

> At the moment i use GemView but this doesn't support jpg

sinc v 3.05 it does !

/GOFFY/
--
* Origin : bye *GOFFY* Goffy@HIT.SB.SUB.DE
Mausnet : Carl-Georg Hofmann@SB.MAUS.DE

// THE_DOT V2.14c1 Regist. //

2038. Wanted:"Leather Goddesses of Phoebos"

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 22:25:38 UTC
From: hovrcrft@phantom.com
Message-ID: <32bk52$9hi@dockmaster.phantom.com>
Source record: 182307

If anyone knows if this game is still available or where I can get it or, better yet, if anyone has a copy they would like to sell, please let me know.

Please and thanks

hovrcrft@phantom.com

2039. Re: Q: Monitors for both b/w and color?

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 23:02:58 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EHKXAJVH@ttgk.textlitho.nl>
Source record: 182335

In <32ao4j$jut@newshost.uni-koblenz.de> Christoph Oberle wrote :

>
>Hi all,
>
>does anyone know a monitor which is able to display all
>the "old ST resolutions", i.e. 320x200, 640x200, 640x400?
>I only know the old NEC multisync 3D which can handle the
>low horizontal frequency of the color resolutions. Is there
>any other comparable product?

You could search for an (used) Eizo (sometimes called Nanao) monitor type
8060S which served my ST/MegaSTE and now TT very well, it can handle all ST
resolutions and you can use it as a (S)VGA monitor on a PC.
Scanrates go from 15 kHz to 35 kHz Horizontal and 50 Hz to 80 Hz Vertical.

Gert

--

-- --
Atari TT-Point
-- --

2040. Atari games for sale

Newsgroup: comp.sys.atari.st
Date: 1994-08-10 23:34:19 UTC
From: magnum@realm.tdkcs.waterloo.on.ca
Message-ID: <magnum.57yi@realm.tdkcs.waterloo.on.ca>
Source record: 182333

I have the following ST games for sale. All are original disks:

Test Drive $4
Xenon II $5
R-Type $4
Legend of Faerghail $4

Multi disks (still originals):
Black Tiger/Bad Company $4
Aquanaut/Pipemania/Theme Park $4
Kid Gloves/It Can't be Done/Chaos Editor $4
Cloud Kingdoms/Colorado/Fred $4
Back to the Future II/Dan Dare/Photon Storm $4
Thunderstrive/Rotox $4
CPyramax/Cadaver (Demo)/Viking Child (Demo) $4
Flip it n Magnose/Professor Mariarti/Helter Skel$4
Spy who loved me/ Off road racer/Xerox $4
Nine Lives/Turrican/Saint Dragon/Spellbound $4
Toyota Rally/Defender II/Flimbo's Quest/S-out $4
Chip's Challenge/James Pond/Team Suzuki/Striker $4
Jupiter's Masterdrive/Big Bash/Nitro/Tentacle $4
Ammotrack/Skulldiggery $4

2041. Re: NVDI with Speedo4.2 help

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 00:24:45 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CuCH59.57z@cix.compulink.co.uk>
Source record: 182301
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>NVDI and Speedo v4.x dont like one another. me it bombs when I try to
>print. Compo told me that Speedo 5.x is compatible with NVDI..

No such problems here with Speedo 4.0, 4.1 or 4.2. NVDI must be loaded
before Speedo.

Ofir ogal@cix.compulink.co.uk

2042. Re: Gif & Jpg viewer

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 01:27:41 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <CuCK2L.5wD@beaver.cs.washington.edu>
Source record: 182374

Otto Meijer 42667 (cmeijer@prl.philips.nl) wrote:

: i was looking for a good gif & jpg viewer for a plain ST.
: At the moment i use GemView but this doesn't support jpg
: so i have to do this manualy (Slooow).

You definitely need to get Speed of Light 3.5. It's on ftp
atari.archive.umich.edu or mail be and I can uuencode it to you.
It is the fastest GIF and JPEG viewer for plain ST's and is
great on memory! If you think I'm biased because I'm the author
(don't bother posting, people) then see it for yourself and make
your own decisions. Have fun!

-Stuart Denman
StuSoft
sdenman@cs.washington.edu

2043. Re: Papyrus vs Redacteur - any thoughts

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 01:48:28 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <32c01c$plk@brachio.zrz.TU-Berlin.DE>
Source record: 182379

Hi Robert Engberson (rengbers@netcom.com):

> The current version, 5.0b, outputs text faster than 5.0a (which you
> saw/used at the UK show). Unfortunately, this means your numbers are
> obsolete.

NVDI 3 is also preliminary. But OK, we'll re-compare in two weeks
when both products have advanced.

> Running one under MagiC and not the other throws the comparison out the
> window because of the vastly superior disk routines used in MagiC. The
> current version of SpeedoGDOS (5.0b) runs fine under MagiC.

The Speedo 5 version doesn't run with MagiC, and the NVDI 3 beta I have
doesn't run on TOS (The Behne brothers do this only for safety in the
beta versions, they could always make one that runs everywhere, of
course)

But for comparison I tried again for NVDI 2.5 + Speedo 4.2 MagiC 2.0
TOS 3.06
Test #1 33 sec 32 sec
Test #2 15 sec 13 sec

So TOS is even a little faster. Don't ask my why, may have to do with
Gemini or the ACC's I have installed. So the numbers should even have
been a little in favour of Speedo 5.

> More than that, really. Specifically, cache sizes. You didn't specify
> what cache sizes were used, but it should be optimum for each program,
> respectively. [...]

It's 100 kB character + 100 misc for Speedo 5, 136 kB altogether for NVDI
3. But I chose the tests so that cache size shouldn't make any difference,
because in test #1 all characters are in the cache and in test #2 no
characters are in the cache.

> how does Papyrus do its own caching? Does it circumvent the
> SpeedoGDOS cache or something?

By getting the character bitmaps via v_get_bitmap_info() and building
up every line of text in a buffer by optimized routines. All very legal.

> Your message reads like there's no
> difference in scrolling speed between SpeedoGDOS and NVDI if you use
> Papyrus exclusively, and that isn't really the case, is it?

Indeed, there is no speed difference between the different font systems for
characters already cached by papyrus. I turned off papyrus' caching for the

other measurements.

> And why didn't you test more than one application? You criticized my
> statement that SpeedoGDOS 5 was approx. 600% faster than version 4.
> Actually, I scrolled a long Atari Works document with lots of different >
fonts and lots of graphics, and I recorded a 650% speed increase.

I don't have Atari Works installed, but it couldn't do much else than
do v_ftext() and similar text output calls. The test essentially measured
the performance of these calls (to avoid misunderstandings I leafed page by
page, so there's no relevant raster copy time in the measurements). Since
you ask for irrelevant details of my configuration, I have to ask you to be
more specific with which configurations you got these results.

> Also, were both SpeedoGDOS and NVDI running in ST or TT RAM? And is NVDI
> initializing fonts at bootup, and if so, was SpeedoGDOS set up the same
> way?

Both have all the fast ram bits set, and they have the same set of fonts
(the 14 standard speedo fonts + 6 Truetypes)

> why didn't you scroll through a document with lots
> of different fonts, in different formats, and with lots of graphics?

The results would have been less reproducible. Graphics speed is tricky
because bezier curves can be sped up a lot by giving up smoothness. Maybe
someone should write a new benchmark program. Anyway text output is the
most important factor of VDI speed for most users IMO.

> Comparing programs and announcing your results is not a trivial matter.
> If nothing else, be fair and complete. You were neither.

I tested the most important VDI speed factor in the configuration I use
most, and specified exactly what was used.
So what about this 600% Speedo 4/Speedo 5 comparison?

> Doesn't matter. SpeedoGDOS handles Type 1s, NVDI doesn't. That's all that
> needs to be said (with regard to comparison).

Admittedly, that's a point for DTP professionals who don't mind spending
much money for fonts. But don't DTP professionals use Calamus or Didot?
Truetype fonts are cheaper and more widely available, and the average user
cares more for value for money than for typographical perfection. Of course
quality fonts are also available in Truetype format (the same fonts are
often published in different formats) if you spend the money. That's why
the Behne brothers decided against Postscript fonts. After all the
Postscript scaler permanently needs some memory and increases the price by
the licence fees.

> - it's totally unfair (and not particularly bright) for you to base your
> evaluation of SpeedoGDOS 5 on earlier versions. We're a different company
> with different ideas about 'high performance.' Would you like someone
saying
> Papyrus 3.5 is lousy because version 1.0 was?

I didn't say I base _my_ evaluation of that, I said "My estimate is that NVDI 3 will be the standard, since [...] former versions are known as extremely reliable and compatible, whereas this is not exactly true for former Speedo versions"
I'm afraid that's the way the market works. You buy the name, you get the image of the existing products with it.

And unlike 1st Word plus 4, this isn't so far off the truth this time. My impression is that Speedo 5 inherited much from Speedo 4. For instance I recognised a well known bug: Try displaying an ASCII table of the characters above 128 of the Speedo font "Symbol proportional". It crashes in all known Speedo versions, while it works fine with NVDI 3.

> I also wonder, why do you so dislike SpeedoGDOS, given
> that you support it in your word processor, and have even sold it in the
> past? Did you tell people your opinion when you were taking their money?

In the interest of a well running papyrus+Speedo, we had to sell Speedo 4.2 because Compo Germany was exclusive Speedo distributor in Germany, but they kept distributing 4.11 even half a year after 4.2 was available (this has been discussed in detail in the MAUS net, and since it's only relevant for Germany, I won't go into this here).
Speedo, at least since 4.2, works OK most of the time, but we still get some complaints a week about problems that are known Speedo bugs.
The better is the enemy of the good, as we say here.

> Again, I mean no disrespect, but I would
> prefer to hear comparisons from users, rather than a competitor.

We'll sell both Speedo 5 and NVDI 3. We're only interested in an efficient and stable vector font system. I found it important to inform users about my first impressions. After all we often get the blame from papyrus users if the vector font system makes trouble.

[quote of "The software marketing rule: Deliver yesterday, Code today, Think tomorrow" deleted]

> That's an interesting rule, for a software developer. I cannot say I
> agree with you.

Don't you have irony in America? :-)

Christian

/--\
Christian Nieber	Television: A medium.
email chris@buran.fb10.tu-berlin.de	So called because it is
R.O.M. logicware, the Home of Papyrus	neither rare nor well done.
Raschdorffstr. 99, 13409 Berlin	
Tel. ++49/30/492 41 27, FAX 491 93 67	Ernie Kovacs

2044. Re: HELP - Stacy HD :(

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 01:49:13 UTC
From: ap748@cleveland.Freenet.Edu
Message-ID: <32c02p$egi@usenet.INS.CWRU.Edu>
Source record: 182380

I've never had to run HDX 5.04 on my STacy. My version I beleive
is HDX 4.02. I bought my STacy used so I don't know if that is the special
Stacy version of HDX or not, but mine works fine. If you need a copy let
me know.

--
Fred Horvat
Free-Net Atari Portfolio Sigop
Atari Classic Gamer
And Let's Not Forget an ADAMite!

2045. Re: TEX

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 01:55:32 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.ojuSNz&1Eww@semprini.waterloo-rdp.on.ca>
Source record: 182332

In <327qq2$s7v@infa.central.susx.ac.uk>, Steven Constantine writes:
> Can i import .ps/.eps files into a TeX document?

Yes, if you're printing to a PostScript device (ex, printer, file for
use with Ghostscript, etc).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2046. Huge Atari ST lot for sale

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 01:59:17 UTC
From: jrl8@namaste.cc.columbia.edu
Message-ID: <32c0ll$f0h@apakabar.cc.columbia.edu>
Source record: 182376
Cross-posted to: comp.sys.atari.st,ny.forsale,nj.forsale,misc.forsale,misc.forsale.computers.other

I have the following Atari ST equipment for sale. I would like
to sell everything together, but would consider serious offers
to break up the systems.

Atari 1040ST computer system w/mouse (TOS in ROM)
(includes built-in 3.5" drive)
Atari 520ST computer system w/mouse (TOS in ROM), works sometimes

2 Atari SC1224 color monitors
Atari SF314 double sided 3.5" disk drive
Atari SF354 single sided 3.5" disk drive

Supra 30 megabyte fast hard disk with NeoDesk operating system

All power cables, power supplies, and cables are included to
hook up everything.

The following software, all with original disks, boxes, and manuals:
Word Writer 2.0 Timeworks (barely used)
Timeworks Desktop publishing Timeworks (with bound manuals, never used)
Crazy Cars Titus
International Soccer Microdeal
Wizards Crown SSI
Questron II SSI
Heroes of the Lance SSI
SDI Cinemaware Interactive Movie
TetraQuest Microdeal
Prime Time First Row Software
Starglider Rainbird
Starglider II Rainbird
F15 Strike Eagle Microprose
Rings of Zilfin SSI
Speed Buggy Data East
Typhoon Thompson Broderbund
Guild of Thieves Rainbird
Outrun Sega
Captain Blood Mindscape, Inc.
Road Runner Mindscape, Inc.
Road Wars Electronic Arts
Obliterator Psygnosis
Sinbad Cinemaware Interactive Movie
Defender of the Crown Cinemaware Interactive Movie
Pinball Wizard Accolade
Bubble Ghost Accolade
Ultima IV Origin Systems (+ cluebook)

Dungeon Master FTL (no box)
Virus Rainbird (no docs)
Moebius Origin Systems (doesn't work)

The following software has original disks and manuals but no boxes:
Aegis Animator/ST Aegis
Impossible Mission 2 Epyx
ST Basic Atari
Flash Antic Software
Block Out California Dreams
SimCity Maxis
High Roller Mindscape
Time Bandit Michtron
Barbarian Psygnosis
Airball MicroDeal
Airball Construction Set MicroDeal
Skyfox EA
Neochrome Painting Program Atari
UMS Rainbird
ST Wars Miles Computing
Chaos Strikes Back FTL
Swiftar Accustar Software, Inc.

Plus dozens of other games (Rogue, Test Drive, Sundog, etc.) with
just original disks (no box or manuals), plus a TON of shareware
on disks, plus old Atari distribution disks (DB master one, megaroids,
languages, etc), plus an entire collection of START disks representing
about twenty issues.

There are also duplicates of some of the software (Dungeon
Master, Time Bandit, etc).

I am looking for $895 for the entire lot.

Please call or email if interested!

Best regards,
-JRL

James R. Lendino Phone: (718)-891-6741
Computer Sales Consultant Fax: (718)-891-3258
J.B.J. of New York, Inc. Email: jrl8@columbia.edu

2047. Re: Gif & Jpg viewer

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 02:14:16 UTC
From: steve-j@teleport.com
Message-ID: <32c1ho$bul@elaine.teleport.com>
Source record: 182371

In article <cmeijer.776421751@charina>,
Otto Meijer 42667 <cmeijer@prl.philips.nl> wrote:

>i was looking for a good gif & jpg viewer for a plain ST.
>At the moment i use GemView but this doesn't support jpg
>so i have to do this manualy (Slooow).

What do you mean GEM-View doesn't support JPEG??? Do you have
an old version of GEM-View? Another option is Speed Of Light,
which is now up to v3.5 (look for an archive named SPOFLT35.xxx)
and will use some hardware tricks to display more colors on an
ST.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2048. Re: Brainstorm DSP JPEG and Speed of Light!

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 02:21:57 UTC
From: steve-j@teleport.com
Message-ID: <32c205$c62@elaine.teleport.com>
Source record: 182372

In article <CuAr8q.9Gx@beaver.cs.washington.edu>,
Stuart Denman <sdenman@wolf.cs.washington.edu> wrote:

>: I suppose I could post a hacked set of documentation for the JPEG decoder,
>: obviously it wouldn't be as complete as the 'legal' docs, but hey Stuart
>: why not just disassemble the decoder for yourself?

>Well, 1) I don't have the time. 2) I can't support it without a lisence.
>3) Too many people would get on my case.
>4) I don't have the time.
>
>Isn't this true? Could I get sued for using the JPEG decoder without paying
>Atari/Brainstorm $200? Anybody know?

I believe you COULD as long as you don't include Atari/Brainstorm's
decoder with your software. Then again, they COULD also come after
you for 'reverse-engineering' hooks into the decoder.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2049. Re: SpeedoGDOS 5 Compatibility problems

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 02:28:37 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <32c2cl$3hn@golem.wcc.govt.nz>
Source record: 182381

In article <rengbersCuAwso.Hrn@netcom.com>, rengbers@netcom.com (Robert Engberson) writes:
>Denesh Bhabuta (vctec@westminster.ac.uk) wrote:
>: How compatible is Speedo 5, with applications that use GDOS? Anyone
>: know?
>
>SpeedoGDOS 5 is 100% compatible with applications that use GDOS. Although
>we at COMPO developed SpeedoGDOS 5 where Atari developed previous
>versions, SpeedoGDOS 5 is a continuation of GDOS rather than a wholly new
>version (however, version 5 is the greatest and largest upgrade GDOS has
>ever seen).

Some pionts about SpeedoGDOS 5.x that are not very clear at all, is this
a real development from Ataries SpeedoGDOS 4.2, ie, was COMPO licenced
to do the upgrade, or is it just a COMPO version of GDOS, things are just not
that clear on this..??

By the way who did the previous development of SpeedoGDOS...?

Another point, how big is the new SpeedoGDOS 5.x and how much ram does it now
need...??

There is no point in bringing out the best GDOS in the World, if it needs
a 100 meg Hard Drive and 10 megs of Ram to run with...!!!..

>
>Robert@COMPO

Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

P.S From a real person, not a Copy ! GEnie - r.sheppard5

2050. St Review

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 02:39:00 UTC
From: dan.dreibelbis@f422.n250.z1.tor250.org
Message-ID: <58edd7cf@f422.n250.z1.tor250.org>
Source record: 182304

Ofir - thanks for replying - and for forwarding my original message to Vic.

Unfortunately, I have no access to .cix here - only to the Usenet. There is a Toronto Freenet being set up and will be running fairly soon, though - is there any way I can contact Vic via the Internet? (I'm hoping to get some training on how to cruise the Internet before that happens).

If not, I guess the old standby - Canada Post - will have to suffice :).

... Even if you win the rat race, you're still a rat.
___ Mountain Reader II - #00000007

2051. What's Out? (Neo4/spectre

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 02:39:00 UTC
From: dan.dreibelbis@f422.n250.z1.tor250.org
Message-ID: <dc586a2b@f422.n250.z1.tor250.org>
Source record: 182305

SM> I've heard so much talk about software which is on the brink of
SM> Does anyone know the current status of:
SM>
SM> NeoDesk 4
SM> Spectre 3.1
SM> Speedo 5
SM> NVDI 3

SpeedoGDOS 5 is out now, and available from Compo.

Neodesk 4? It's been a long wait, but according to a message I got from Dan Wilga, it should be shipping pretty soon now - all they were waiting for were the new manuals to show up this week. Rick Flashman should be able to update you on that here. (I've been registered for the upgrade since last February, but I've been willing to wait this long for what is supposed to be a real knock-your-socks-off product from a company that features brains and excellent customer support).

Spectre GCR upgrade? I'm not so sure - but David Small was heard from earlier this year in GEnie's ST online magazine. Seems the big problem was System 7 - according to Dave, it looks like Apple did some special programming in order to make it an "emulator killer". He said, though, that a solution was at hand.....

... Mr. Safety Tip #5 - DON'T punch bears.
___ Mountain Reader II - #00000007

2052. Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 02:39:00 UTC
From: dan.dreibelbis@f422.n250.z1.tor250.org
Message-ID: <378e0274@f422.n250.z1.tor250.org>
Source record: 182306

JO> P.S. In retrospect, as I was reviewing this posting, I did thi
JO> _one_ way that we could have all software be free, and freely d
JO> table, even the commercial stuff, and have the producers surviv
JO> make money. Envision this, you're sitting there at your comput
JO> working in a DTP package on a piece that has to go out the door
JO> afternoon. A chime sounds... the screen clears... and on comes
JO> series of commercial messages from MacDonalds, Pepsi, Ford, and
JO> Three minutes later, and it's back to work on your document (if
JO> can remember what the hell you were doing), at least for the ne
JO> minutes until the next commercial break.
JO>
JO> Let's see a show of hands for how many would like to see _that_
JO> scenario come to pass!

LOL! Thanks Mark, you made my day on THAT one.

Although the thought of having an important project being interrupted by the image of an obnoxious can of Mott's Clamato is rather chilling :)

(For those who don't understand the last bit - there's an amazing commercial for Mott's Clamato running in Canada that has a computer-animated can of the stuff running amuck in the fridge a la Daffy Duck, trying to get the attention of the guy looking for beverages. At one point it even rips open its label and "flashes" the guy!)

... No sir, I don't like it. - Mr. Horse
___ Mountain Reader II - #00000007

2053. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 02:54:56 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <32c3u0$e5d@mailer.fsu.edu>
Source record: 182396

Rick Flashman (rflashma@mtholyoke.edu) wrote:
> Kim Andersen (Kim@dksoft.ping.dk) wrote:
> > In <31o9t8$bqp@mudraker.mtholyoke.edu> Rick Flashman wrote :
> > >Maybe I'm being dense or something. What do you mean by "crack it"?
>
> > As far as i know, it do means that the pirate will remove any copyprotection
> > from the original disk, so they'll able to spred more copies without any
> > limit's. Also key's and codes are beeing changed so the user can use the
> > software without any limits, as bought.
>
> I really don't think developers put intentional limitations into their
> commercial software. Do you know of something like that ever happening?

In some cases, if a program is run and it fails the copy protection test
(if a disk is copied but did not reproduce physical copy protection, or
if the wrong password is used), it assumes that a pirating attempt has
occured, and will work to some degree but not completely. For example, the
Falcon flight simulator will work without the correct symbol from the code
wheel that forms the copy protection for the game, but it instantly surrounds
you with super MIG fighters that shoot you down. I know this because it also
does it when you make more than two mistakes with that damn code wheel (but it
does not tell you, grrr). I presume that this is to either provide a bit
of built-in advertising for would-be pirates, or to irritate such folks.
Another example would be Temple of Apshai. If one tries to use the original
disk to save games with (as a buddy of mine once did), it apparently messes up
the copy protection. It shows this by allowing the game to go on for a few
minutes, then showing a picture of a gravestone with the inscription "Software
Pirate, Scum of the Earth".

That said, I think the poster above also meant that additional copies of
a program can be made as desired (or "without limit") if either the physical
copy protection (multiple copies of sectors, intentional bad sectors, etc.)
or manual-type protection (type in the word on page x, etc.) is circumvented,
or "cracked".

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2054. Re: TEX

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 03:00:50 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <32c492$e5d@mailer.fsu.edu>
Source record: 182378

Steven Constantine (kaps3@central.susx.ac.uk) wrote:
> Can i import .ps/.eps files into a TeX document?

In general, yes. You can use the "special" command, but a much better method is to use psfig. This is a set of macros for TeX/LaTeX that allows one to easily use .ps/.eps files in TeX (the special command is highly irritating in terms of placment). It should be easy to add to any TeX implementation, as it is just a .sty file that is read in during processing (so you can just add a \input line at the top of your document to load it). Psfig is available via anonymous ftp from lots of places.

Now, I have not played with TeX/LaTeX on the ST, but I presume it is fully functional.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2055. Re: Suggestions Wanted Fo

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 03:10:34 UTC
From: frank@theshack.demon.co.uk
Message-ID: <776574634snz@theshack.demon.co.uk>
Source record: 182364

In article <db71cbbc@f422.n250.z1.tor250.org>
dan.dreibelbis@f422.n250.z1.tor250.org "Dan Dreibelbis" writes:

> Sequencer One is a fully commercial program, put out by Software
> Technologies, and is NOT Public Domain. Just because it appeared on
> the front cover of ST Format doesn't make it PD - they just made a
> deal with Software Technologies put it on the cover disk. Any PD
> library offering it as a public domain program is doing so
> illegally.

Excellent! It's good to see someone else saying the same thing I did
:-) If anyone /has/ picked up Sequencer One from a PD Lib, BBS or FTP
site, I'd like to know where they got it from.

Cheers, Dan.

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

2056. Re: Gif & Jpg viewer

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 03:16:56 UTC
From: frank@theshack.demon.co.uk
Message-ID: <776575016snz@theshack.demon.co.uk>
Source record: 182365

In article <cmeijer.776421751@charina>
cmeijer@prl.philips.nl "Otto Meijer 42667" writes:

> i was looking for a good gif & jpg viewer for a plain ST.
> At the moment i use GemView but this doesn't support jpg
> so i have to do this manualy (Slooow).

Check out Speed of Light, now up to version 3.5, by Stuart Denman.
I'm sure Stu will jump in at this point and tell you he just placed it
on a.a.u.e for ftp :-)

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

2057. Re: OMEn - tried it yet?

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 04:13:22 UTC
From: mabdul@viking.dvc.edu
Message-ID: <32c8h2$8b6@viking.dvc.edu>
Source record: 182384

There is a version 2.50 on genie but I have not been able to get it to work properly. If someone can tell us how to install the darn thing..

I'll see if I can upload the latest file onto one of the atari sites (unless someone else has already done so.)

--
M. Abdulkareem [XAF] Diversity in computing.
cc: M.ABDULKAREE@genie.geis.com

2058. Re: Gif & Jpg viewer

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 04:22:46 UTC
From: ted2@Isis.MsState.Edu
Message-ID: <32c92m$k9g@Tut.MsState.Edu>
Source record: 182385

On Tue, 9 Aug 1994 08:42:31 GMT, Otto Meijer 42667 (cmeijer@prl.philips.nl) wrote:

>Hello Everybody,

>i was looking for a good gif & jpg viewer for a plain ST.
>At the moment i use GemView but this doesn't support jpg
>so i have to do this manualy (Slooow).

>Regards

>Otto

I personally use PhotoChrome4. It seems faster on my STe.
Also gives more colors than Speed of Light.
It can display RAW, TARGA, IFF, and GIF
images. CAN'T handle JPEG though. Can save as Spectrum
or it's own PCS format. Comes with viewer for PCS files.
Not as versitile as SOL3.5 but better for just viewers.

btw, Has anyone seen a newer version of Photo Chrome?
--

Thanks,
Thomas

E-mail: ted2@Ra.MsState.edu
S-mail: Aiken Village Apt 34-K
: Starkville, MS 39759
Phone : (601) 325-3946

2059. Re: Q: Monitors for both b/w and color?

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 07:03:24 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <32cifs$637@golem.wcc.govt.nz>
Source record: 182314

In article <32ao4j$jut@newshost.uni-koblenz.de>, oberle@informatik.uni-koblenz.de (Christoph Oberle) writes:
>
>Hi all,
>
>does anyone know a monitor which is able to display all
>the "old ST resolutions", i.e. 320x200, 640x200, 640x400?
>I only know the old NEC multisync 3D which can handle the
>low horizontal frequency of the color resolutions. Is there
>any other comparable product?
>
>Thanks,
>
>Christoph

There should be plenty of older multisync monitors that can to it,
TVM11, Texan, Ezio..?? = Epson brand, Sony, Panasonic....

There are many many more, go have a look at some old mags...

If it can handle CGA/VGA it should work...

Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

P.S From a real person, not a Copy ! GEnie - r.sheppard5

2060. Re: NVDI with Speedo4.2 help

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 07:36:46 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <32ckee$auc@percy.cs.bham.ac.uk>
Source record: 182303
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

jpeters@netcom.com (John Peters) writes:
>In article <jpetersCuAvvq.G7G@netcom.com>,
>John Peters <jpeters@netcom.com> wrote:
>>In article <Cu948v.H7q@freenet.carleton.ca>,
>>Jack Kitowicz <ac382@FreeNet.Carleton.CA> wrote:
>>>
>>>
>>>I have both NVDI and SPEEDO4.2 installed (along with the drivers aoutline
>>>accesories) but if NVDI is on the I cant use my Speedo fonts. Could
>>>someone than has both working together send me their config files?
>>>(assign.sys and any tips you have for fixing the problem?) thanks a lot
>
>Oops--something screwed up--I'll try again. What I did was load all my Speedo
>fonts and drivers into my GEMSYS folder, where NVDI automatically put its
>files during the installation. Then I edited the path in the assign.sys
>file to the GEMSYS folder---also in the extend.sys file. It's essential that
>NVDI loads before other drivers from the AUTO folder--I put it second after
>XBOOT. (I'm using MAG!X and an ST). I hope this helps.
>

Speedo 4.1 definitely *doesn't* like any comments in assign.sys if
NVDI is around. Also, be careful you haven't got a device ID of 10 in
assign.sys, since this also causes grief.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2061. Re: Shareware headache

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 08:09:16 UTC
From: diehl@io.org
Message-ID: <32cmbc$o59@ionews.io.org>
Source record: 182302

> How about deleting itself after being started so many times??
> Just a thought,

Users could just write-protect the files. Or keep a backup and then
re-install it after it deletes itself.

_____ _____ _____ _____________________________
____<____ >/ __ // ____/ ___ Tail of ________ Eric March _____
__________> // <_/ // <___ ___ The Comet ______ diehl@io.org _____
__________<_/<_____/<_____/ ___ Productions ____ "ANSI? FANSI!" _____

2062. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 08:13:24 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EHLHCFXIUp@dksoft.ping.dk>
Source record: 182310

In <3295o3$7v4@gumby.cc.wmich.edu> Joan O'Bryan wrote :

>I have software that I have bought that I only use "now and then". Mostly,
>I'm glad I bought it. I also have purchased software that I "don't use it
>at all". Of course, I'm not so happy I bought those items :-), but that's
>still my responsibility to look (possibly more closely) before I buy.

Yes, we all have software like this. But then tell me why you did buy it ?
Maybe it was good when you bought. Maybe it's wasn't as good as told, when
you bought it. Some people just see to that they get the right kind of
software, _BEFORE_ buying it. And if this can't be done via mags and dealer,
due to lack of them, they have to find another way to seak their information
and that way is or can be by a pirated version of the software they seak.
Exactly like when you buy a car, or something simular. You don't buy this
because some mag or a dealer tells you it's the best, do you ?

>
>In both cases, if I had simply stolen the software, it _would_ be "counted
>as an lose [sic] for the author", because he wouldn't have my money. In
>some cases, my money may also have helped to make it possible to improve
>the software, when it wouldn't have been otherwise.
>
>So your claim that "this can't possible [sic] be counted" is incorrect.

I think that depence on what you mean by stolen. Why should you steal a
program you don't need ?

>
>Also, where do you draw the line on using it "now and then"? If you use
>a piece of software only once a month, you don't have to pay for it? How
>about once a week? Two or three times a year? From where I sit, draw-
>ing the line is easy: if you have in your possession a piece of software
>that you _can_ put into use any time you decide to do so, you must pay
>for it.
>
>Of course, if it's something you only need once a year, and if you have
>a friend who bought a copy, you could borrow it for a short time, and
>then return it to him. This is no different from loaning a friend a
>book, or my neighbor my lawnmower. Because we don't both _have it_ to
>use at the same time.

My point was more about the need of the software. "using it now and then"
sure can seem as an need, but lets twist it and say, if the person can live
without, cause thats the real need.

>What it boils down to in all these cases for the "pirate" ("har, har,
>me matey's... heroic fellows we are!") is that if you can get away
>with it, it's OK. The rationalizations will follow.

I don't agree, unless we talk about real piracy. (I know some of you might say, there's is no difference. Either you're a pirate or not). But i do believe there is a difference, especially when living in Denmark who has lost almost all their atari users in just a few years. I think the number went from more than 20.000 active users to around 2000 now.

>
>What I prefer to do when pondering questions of right and wrong, is
>ask myself, "what if _everybody_ did it? would it still be OK? what
>would the impact be?". From that viewpoint, it's obvious: if only
>_one_ copy was purchased, and everybody else in the world made free
>copies from it, then that single copy would have to cost enough to pay
>for the entire development/production effort. And no-one would buy
>that first copy! So there would be no development and distribution
>of such products/services (or only at such a level as would be funded
>by public service agencies, philanthropists, etc).

Agree, but not all people is "forced" to do it. When i use the word force, it's base on my idea of piracy.

>Or, to put it another way, who would buy an Atari if software for it
>cost 2-3 (or more) times as much as for other platforms? You can find
>proof of this in the Unix workstation arena, where used systems (with
>big screen monitors) more powerful than any of the Atari's are available
>relatively cheaply. But there's not a big demand, because outside of
>(great) stuff like the Gnu software, the commercial software is mondo
>expensive... like 3-10 times what it costs on other platforms.

It's the same. The number of users and software isn't gona rise, when there is no way a user can tell if the software he want is going to work. This user will not become an atari user then. And when the prices rise, the number of users falls.

>
>So those who "pirate" software are simply pounding nails into Atari's
>coffin, and eventually there will be nothing left but PD and shareware.

And this is probably the best solution untill a better distribution of software is available for guy's like me with a simular situation.

>P.S. In retrospect, as I was reviewing this posting, I did think of
>_one_ way that we could have all software be free, and freely distribu-
>table, even the commercial stuff, and have the producers survive and
>make money. Envision this, you're sitting there at your computer,
>working in a DTP package on a piece that has to go out the door that
>afternoon. A chime sounds... the screen clears... and on comes a
>series of commercial messages from MacDonalds, Pepsi, Ford, and Reebok.
>Three minutes later, and it's back to work on your document (if you
>can remember what the hell you were doing), at least for the next 15
>minutes until the next commercial break.

>
>Let's see a show of hands for how many would like to see _that_
>scenario come to pass!
>

Some people do like commercial, but i don't think it gona work. On the other hand it might bring us better products/software, since the developer is now sponsered and will receive his money this way. But i don't think the developer is going to like this idea, cause that might bring him alot of obligations from the sponser.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

2063. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 08:19:52 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EHLHCFXKUp@dksoft.ping.dk>
Source record: 182311

In <320402$27g@mudraker.mtholyoke.edu> Rick Flashman wrote :

>I suggested paper mail for two basic reasons. 1. You are concerned of the
>cost of calling one of his support BBS systems. 2. Electronic mail has,
>so far, not gotten you a response.
>

I called the support BBS a few days ago leaving the sysop a message. Now
he no longer can say he didn't get it.
I havn't heard a word from him since.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

2064. Re: TEX

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 10:27:46 UTC
From: peter@barbakane.McGill.CA
Message-ID: <1994Aug11.102746.24602@sifon.cc.mcgill.ca>
Source record: 182340

In article <32a6g4INNrrj@tarsky.uni-muenster.de> kuehn@math.uni-muenster.de (Ulrich Kuehn) writes:
>
> In article <1994Aug10.034226.4097@sifon.cc.mcgill.ca>, peter@barbakane.McGill.CA (Piotr Twarecki) writes:
> |> In article <327qq2$s7v@infa.central.susx.ac.uk> kaps3@central.susx.ac.uk (Steven
> |> Constantine) writes:
> |> > Can i import .ps/.eps files into a TeX document?
> |> >
> |> > Thanks, Steven.
> |>
> |> Yes, but you have to have a postscript device to output to. You could use
> |> Ghostscript to preview the generated output file, but you can't preview to the
> |> screen directly (at least you couldn't at the time when I gave the ST to my
> |> parents :-). TeX does not process the .eps files, but simply places them on the
> |> page and sends them to the postscript device.
> |>
> Or you can convert the entire TeX output into postscript using dvips by
> radical eye software which will also include the eps files into its
> output postscript file. That is my preferred way to do it.
> The actual inclusion into the TeX document works much like this:
> include the style epsf.sty into the document,
>
> and then do
> \begin{figure}
> \begin{center}
> \leavevmode
> \epsfbox{file.eps}
> \end{center}
> ...
> \end{figure}
>
> Hope that helps,
> Ulrich

Maybe I wasn't very clear, but this is more or less what I was implying :-) It was a good idea to clarify it...

--
Piotr Twarecki, M.Eng.
B7NS@MUSICB.McGill.CA

2065. Madmax source ??

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 10:35:17 UTC
From: wkilwngr@sterbbs.nl
Message-ID: <32037BOWMXPXXDQYMXO@sterbbs.nl>
Source record: 182316

t.harbaum@tu-bs.de wrote on 08-08-94:

>Hi there!

>I am searching the source of ataris 68000/6502 assembler called
>madmax. The assembler itself was in the p.d., but i've never
>seen the source.

I don't think it ever was PD, it was part of Atari's ST development kit
and I know that large parts of this kit were on the boards in Germany
(and some other countries as well). But those illegal copies are not PD.

It's written by people at Atari and I'm almost sure they don't give you
the source unless there is a very good reason for.

Regards,

Wilfred

|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

2066. Monitors 4 Sale 19"

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 10:52:00 UTC
From: jon.dinga@f422.n250.z1.tor250.org
Message-ID: <119d909e@f422.n250.z1.tor250.org>
Source record: 182349

I have had a Crazy Dots VME card in my MSTe for over a year, and have been, for the moST part, EXTREMELY pleased . I did buy it to use with a 19" mono monitor that I had bought used, and found the software that came with the card very flexible, in that it was able to sync to the fixed horizontal frequency of the card. The only true drawback to the card was that I was not able to use my WARP 9 screen accelerator [I broke down and got NVDI-ET 4000] and it did not have a 100 pixel rate so I could use the full 1280 x 960 . Recently I obtained a RBG 19" monitor, also fixed horizontal scan rate I am currently 'playing' with the software and hardware to get an optimum image. Thanks to all this experimenting I have been doing, I can now offer CrazyDots owners [and other users of cards with the same capabilities] the opportunity to buy large screen monitors that are ideal to use with DTP and MultiTask environments, at reasonable cost.
The monitor I aquired was sold at auction of Ontario Hydro, of their surplus equipment. It was originally part of a HP Apollo workstation, and the group that bought them was only able to get custom [ISA] graphics cards for only 30 of the 36 monitors. As a result, there are 5 available [hey, I got one ;^) !] unless some other person gets to them first ;(.
RBG analog 19" [1140x800 aprox on a CrazyDots VME], 48.8 kHz Horizontal Scan rate, 59 refresh rate [no noticeable flicker]. Date of manufacture 1989, but not used for last 18 months. Complete with custom cable for CD VME card, CRDOTS.INF, and shipping to any where in continental USA & Canada .....
.....650.00 US funds
I also recently found a few of the mono 19" monitors I use in a warehouse, new in the box [or possibly repaired under warranty]. I have no firm idea of how many there are tucked way, but it is a very limited number. [1040x832 aprox on CrazyDots VME] 63.5 kHz Horizontal Scan rate, 65 refresh rate: can be used as a greyscale on a CrazyDots, and has a screen almost as crisp as a SM124. When originally introduced, this was a 2000.00 US monitor[[ouch]] With custom cable for CD VME, CRDOTS.INF, and shipping anywhere in continental USA & Canada
.....400.00 US Funds
At these prices, I am not making a lot, but of course there is a small profit motive [plus I have to finish paying for my new toy soon - a tinyturbo 030], plus I get the enjoyment of lugging these 50+ lb monitors through customs to ship them from Niagara Falls NY. I will warrant these with a personal 30 day, like it or send it back undamaged, warranty.Terms: 50% down,

and 50% CASH on delivery.
Each and every monitor will be inspected and tested on my
personal system, to be sure it is correctly set up. Every
monitor will include the custom cable necessary to hook it to
the CD VME port, so if you have a need for a lloonnnggggggg
cable, be sure to let me know how long!!!!
Offer good only while supplies last ;^)
E-mail, or call 905-957-7064 evenings, 6-9 pm EST. Jon

2067. Re: SpeedoGDOS 5 Compatibility problems

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 10:56:17 UTC
From: rengbers@netcom.com
Message-ID: <rengbersCuDADu.3t5@netcom.com>
Source record: 182321

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:

: Some pionts about SpeedoGDOS 5.x that are not very clear at all, is this
: a real development from Ataries SpeedoGDOS 4.2, ie, was COMPO licenced
: to do the upgrade, or is it just a COMPO version of GDOS, things are just not
: that clear on this..??

SpeedoGDOS 5 is the next development of Atari's GDOS, the last version of which was SpeedoGDOS 4.2. We worked with Atari and added all these new things into SpeedoGDOS (note 'into' rather than 'onto' - the new technology is integral to the GDOS engine and transparent to apps that use GDOS). We also took advantage of the opportunity and optimized portions of GDOS where we were able to, so there's quite a bit more than support for new font formats.

: By the way who did the previous development of SpeedoGDOS...?

All previous versions of GDOS were developed in-house at Atari.

: Another point, how big is the new SpeedoGDOS 5.x and how much ram does it now
: need...??

Well, the file size is around 120K, but that's compressed. It occupies about double that, in memory.

regards,

Robert@COMPO

2068. Problem: 520ST+ doesn't boot

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 11:09:42 UTC
From: hab@FIMP02.fim.uni-linz.ac.at
Message-ID: <32d0tm$je9@alijku06.edvz.uni-linz.ac.at>
Source record: 182308

I recently got an Atari 520ST+ with a double-sided disk drive. After having used it for a few days, it suddenly doesn't boot anymore.

When I insert a system disk and issue a RESET, the R/W-head of the disk drive moves to the outmost track (if necessary), the drive motor runs for a short time, then the "Insert system disk" picture is displayed.

I have tried several system disks that worked correctly before. I have also examined the first sectors of one system disk on an MS-DOS machine with a disk monitor: they are readable and seem to contain reasonable data.

I looked into the drive and everything seems to work normal. The motor is running. When I insert a high-density disk, the head moves back and forward for a short time, which it doesn't with double-density disks. Therefore, the R/W-head movement seems to work and enough data seems to be transferred to the computer to distinguish between DD- and HD-disks.

What could be the reason for the unfortunate behaviour? Is there an easy way to find out and fix it?

Richard
--
E-mail: Richard.Hable@jk.uni-linz.ac.at

2069. Re: The future of Atari Computers

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 11:24:02 UTC
From: ma10004@phx.cam.ac.uk
Message-ID: <32d1oi$esq@lyra.csx.cam.ac.uk>
Source record: 182323

There is room in the personal computer market that I would love
Atari to fill. I find PCs an ugly technology- Windows and Dos are
just horrible, but they do provide great price/performace. Macs
have a beautiful user interface, but are too restrictive.

If Atari could come up with a computer that has:

- A fast and modern processor,
- Graphics and sound capabilities of the Jaguar,
- An OS that can multi-task and provide a stable and conformant
good-looking environment like the Mac, but can also be told
to request all running processes to terminate and then
dissapear itself so that a game can completely take over
the system; and also (I hate to sat it) run windows
software,

then, I think they would be on to a winner.

Mark

2070. Re: Gif & Jpg viewer

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 11:59:34 UTC
From: frank@theshack.demon.co.uk
Message-ID: <940811Z115934.036frank@theshack.demon.co.uk>
Source record: 182313

In article <776504196snz@midmarsh.demon.co.uk>
jaycee@midmarsh.demon.co.uk "John Charles" writes:

> See if you can find a copy of Speed of Light which loads JPEG, GIF,
> IMG and others.
> It's shareware, allows more than one pic to reside in memory at the
> same time (up to 4) though this will probably depend on the amount
> of memory you have and allows manipulation of colour, etc..
> Not too much is crippled in the demo version and it works very well
> for me. I have version 3.1

As I think Stu just said, v3.5 is out now on a.a.u.e. and it's on
the UK mirror already too.

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

2071. Wanted: Used Adspeed STe

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 12:43:02 UTC
From: selick@acs4.bu.edu
Message-ID: <32d6cm$kep@news.bu.edu>
Source record: 182325

Title says it all. I'm looking for a used Adspeed STe board (note the E) for considerably less than the retail price of $129.95+$10 s/h. If you can sell me one for $95 including s/h, I'll take it!
-Steve

2072. Re: St Review

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 13:49:49 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <32da9t$prr@bognor.barclays.co.uk>
Source record: 182389

In article <58edd7cf@f422.n250.z1.tor250.org>, dan.dreibelbis@f422.n250.z1.tor250.org (Dan Dreibelbis) writes:
|> Ofir - thanks for replying - and for forwarding my original
|> message to Vic.
|>
|> Unfortunately, I have no access to .cix here - only to the
|> Usenet. There is a Toronto Freenet being set up and will be running
|> fairly soon, though - is there any way I can contact Vic via the
|> Internet?
just send a mail message to streview@cix.compulink.co.uk

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

2073. Re: SpeedoGDOS 5 Compatibility problems

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 14:13:02 UTC
From: gerrymon@aol.com
Message-ID: <32dble$mvk@search01.news.aol.com>
Source record: 182312

In article <rengbersCuDADu.3t5@netcom.com>, rengbers@netcom.com (Robert Engberson) writes:

Is there any plans for a Postscript driver for SpeedoGDOS 5? I've always wondered why there hasn't been a Postscript driver for GDOS in the past. To me, this is very important as it allows the Atari to do more professional DTP work. Is there something inherently hard about writing such a driver?

--Gerry

2074. Q: Monitors For Both B/w

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 14:21:00 UTC
From: dan.dreibelbis@f422.n250.z1.tor250.org
Message-ID: <8968d5d0@f422.n250.z1.tor250.org>
Source record: 182336

Christoph - another one would be the Mitsubishi Diamond Scan
multisync monitor. My brother got one for free from a friend (who
found it being THROWN OUT at an electronics salvager) and hooked it
up to his 520 STfm. Works great.

... Captain! There's a tribble on your head! Oh - that's your hair.
___ Mountain Reader II - #00000007

2075. Latest English ST-Guide Available

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 15:02:58 UTC
From: vctec@westminster.ac.uk
Message-ID: <CuDLMF.7C2@westminster.ac.uk>
Source record: 182398

Hello

Latest English ST-Guide available at:

micros.hensa.ac.uk

Path: micros/atari/tos/o/o001
Filename: stg_e_01.lzh

This archive (stg_e_01.lzh) contains:
ST_GUIDE.LZH: Containing ST-Guide, HCP, STool, RefLink
STG_UTIL.LZH: Containing 1st-Conv, PC-Conv, MAN2STG
with source codes in C in each case,
as well as HELP_RC and HELPDISK.

Source code also included so programmers may debug or extend the
converters.

Download and Enjoy...

Danny
HENSA/micros Atari moderator
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2076. Re: The future of Atari Computers

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 15:58:59 UTC
From: yockneyj@cs.man.ac.uk
Message-ID: <32dhs3$gtu@m1.cs.man.ac.uk>
Source record: 182315

In article <32d1oi$esq@lyra.csx.cam.ac.uk>, ma10004@phx.cam.ac.uk (Mark Adami) writes:
|> There is room in the personal computer market that I would love
|> Atari to fill. I find PCs an ugly technology- Windows and Dos are
|> just horrible, but they do provide great price/performace. Macs
|> have a beautiful user interface, but are too restrictive.
|>
|> If Atari could come up with a computer that has:
|>
|> - A fast and modern processor,
|> - Graphics and sound capabilities of the Jaguar,
|> - An OS that can multi-task and provide a stable and conformant
|> good-looking environment like the Mac, but can also be told
|> to request all running processes to terminate and then
|> dissapear itself so that a game can completely take over
|> the system; and also (I hate to sat it) run windows
|> software,
|>
|> then, I think they would be on to a winner.
|>
|>
|> Mark

SMS2 (a replacement OS now available for the ST) does all the things
you are asking of the operating system, except provide Windows
compatability (which isnt surprising given how much work a
windows+i80x86 emulator for the 68k would take!). And there's
already software available for it (it isnt compatable with TOS
s/w...). Actually SMS2 is also available for PCs on a plug-in
card which includes a 68040 - a sensible move given that for as
far as we can see into the future, PC hardware is gonna be the
cheapest, so using it gives you access to SVGA or whatever as
cheaply as possible.

But the fast processor? It'd have to be a PowerPC chip surely...

Jenny

(Who has nothing to do with any of the companies that sell SMS2, BTW!)

2077. Atari www pages?

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 16:02:22 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <CuDoJz.DEG@bbc.co.uk>
Source record: 182317

Is there a list of all Atari www pages?

-David
--

One STFM and going up |||
david.white@rd.eng.bbc.co.uk |||
STANDARD DISCLAIMER # / | \

2078. FALCON + Software FOR SALE in UK

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 16:16:54 UTC
From: ma10004@phx.cam.ac.uk
Message-ID: <32ditm$lhl@lyra.csx.cam.ac.uk>
Source record: 182318

Here is what I have on offer:

- 4Meg Falcon + 120Meg HD
- RGB Monitor adaptor and a 'connect-to-anything' adaptor
- Lattice C - latest Falcon version + all docs
- The Atari Compendium
- 14" SVGA colour monitor

+ a large collection of PD stuff on the Falcon HD.

Can be sold separately or together.
Email me with sensible quotes and we can discuss postage or
delivery etc..

Mark

2079. Brainstorm Animation Viewer!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 16:25:58 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <32djem$hbj@charm.magnus.acs.ohio-state.edu>
Source record: 182324

Hot damn is this cool! I just found this animation viewer on an ftp site yesterday, and, having my doubts that it would function on my ISAC card, was not optimistic. The readme even says it probably won't work with video cards, but it does! I started up at 4bit 1024x768, running with Geneva and Warp 9, loaded the .acc, and ZING, I had a 320*200 gem window running a 25fps animation with no problems! I'm excited (wheeeeeeee!!!!!) Considering that the ISAC card is awfully slow in 4bit mode, even with a T25, I must add that the programmer must have done one hell of a good job. I don't have sound yet, but then I'm not sure I'm supposed to...

What can you tell me about the FLI/FLC format? Where can I get more movies? Is there anyway to convert Quicktime movies to this format?

What can I use to make my own FLI/FLC format movies?

Oh, something else I ran across that might be handy for those of us using Macs and Atari's is a great little Mac app called ZipIt which handles ST ZIP files just fine...

Happy day, happy day!-)))))

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"It's supposed to be automatic but actually you have to press this button."

- John Brunner

2080. Re: WANTED: Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 16:55:13 UTC
From: Kevan.Winch@eccles.seuk.com
Message-ID: <1bc_9408121855@seuk.com>
Source record: 182294

-=> Quoting seawaspAllelerama.lm.com to All <=-

se> I'm looking for a good cheap ST to replace one which just
se> gave up the ghost for unknown reasons (possibly a recent
se> thunderstorm). The monitor and at least one double-sided drive still
se> work fine, so all I need is the computer itself.

Whoa there, whaddya want to get another machine for ????? Have you taken
it to a computer store for a repair estimate ? You could probably get
it fixed for *much* less than it'll cost you to get another.

At least find out, before you part with loads of cash !

--
Standard disclaimer: My views are strictly my own.

2081. German Echo ?

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 16:55:14 UTC
From: Kevan.Winch@eccles.seuk.com
Message-ID: <1be_9408121855@seuk.com>
Source record: 182293

Hi everyone,

Just an idea, but is there an echo that covers Germany ???? They have the *BEST* Atari stuff, and they are light years ahead of the rest of us. It would be great to chat with a few German ST enthusiasts. Any ideas ?

--
Standard disclaimer: My views are strictly my own.

2082. Re: UPLOADING! I've done my bit....

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 16:55:14 UTC
From: Kevan.Winch@eccles.seuk.com
Message-ID: <1bd_9408121855@seuk.com>
Source record: 182295

-=> Quoting aw369@Freenet.HSC.Colorado.EDU to All <=-

aw> Remember, Your Sinclair was closed when it still had 30000
readers per month. ST Format only has 40000.....

Good, I hope it closes. It is the biggest load of crap I've
ever had the misfortune to buy. We don't need abysmal mags like
that to support the ST. I love mine, OK it's slow, no HD, TOS
1.02, etc etc , but it runs well, and until the cost of a Falcon
drops, then I'll stick with it.

--
Standard disclaimer: My views are strictly my own.

2083. Re: Degas Elite Format...HELP!

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 17:24:00 UTC
From: gonz.meyer@subetha.north.de
Message-ID: <24.443629@se-gonz.subetha.north.de>
Source record: 182338

BOYD brought on 5.08.94 to Monitor :

BM> Message-Id: <31tor6$9o6@mailer.fsu.edu>
BM>
BM> Miraden (eliassen@aviris382.jpl.nasa.gov) wrote:
BM> > Does anyone have a utility that will convert a .NEO picture into a Degas
BM> > Elite .PI1 picture? The problem lies with most programs saving "Degas"
BM> > files as ~32034 bytes. I need a Degas Elite format which saves as 32066
BM> > bytes. Any help would be great.

BM> Picswitch does conversions, but I'm not sure about the sizes you mention.
BM> It is on atari.archive.umich.edu. I believe you want picsw7.arc (not
BM> picsw101.lzh) in the /Graphics directory.

Degas Elite will load both Formats, 32034er _and_ 32066er...
Picture Format is as following:
2 bytes header (For recognition of Packed/Unpacked - in this case
unpacked)
32 bytes color palette (16 words, hardwarecolors)
32000 bytes bitimage, just organised as the computer does

That's 32034er
32066er just adds 32 bytes color palette animation data.

Yasee, it's kidding. Degas will load and save both formats, depending on
palette animation switch

So long,

Gonzman

--
* Origin : Wo ich bin, geht alles schief... Leider kann ich nicht ï¿½berall
zugleich sein. (Aber ich bemï¿½h mich) ;-)

// THE_DOT V2.14c1 Zentrale //

2084. Re: Brainstorm Animation Viewer!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 18:05:50 UTC
From: fox@nrlssc.navy.mil
Message-ID: <CuDu9s.LLA@usenews.nrlssc.navy.mil>
Source record: 182276

Panjandrum (dhbutler@magnus.acs.ohio-state.edu) wrote:

: What can you tell me about the FLI/FLC format? Where can I get more movies? Is
: there anyway to convert Quicktime movies to this format?

FLI is a "delta-compression" movie format, where only the changes from
one frame to the next are recorded in the file. If you have a simple
movie with not too much detail, you can get decent compression ratio.

: What can I use to make my own FLI/FLC format movies?

On the UNIX side, there is a program called FBM2FLI which will take
any file format which the FBM utilities know how to deal with
(which is A LOT) and convert them to an FLI animation file. The
source code for the FBM utilities and FBM2FLI are all available,
so writing an ATARI-specific version "shouldn't be too difficult"..

Some locations for fbm2fli from archie:

Host plaza.aarnet.edu.au

Location: /graphics/graphics/ray/pov/pov-dkb-archive/archive/conv/unix
FILE -r--r--r-- 872 Feb 23 00:29 fbm2fli_0.3d.tar.Z.readme
FILE -r--r--r-- 21893 Nov 25 1993 fbm2fli_0.3d.tar.gz

Host faramir.informatik.uni-oldenburg.de

Location: /pub/pov-ray/conv/unix
FILE -rw-r--r-- 41445 Nov 25 1993 fbm2fli_0.3d.tar.Z
FILE -rw-r--r-- 872 Feb 23 17:29 fbm2fli_0.3d.tar.Z.readme

Host epona.physics.ucg.ie

Location: /pub/graphics/utils
FILE -rw-rw-r-- 21600 Dec 21 1993 fbm2fli02.tar.Z

Host faramir.informatik.uni-oldenburg.de

Location: /pub/dkbtrace/utils
FILE -rw-r--r-- 21600 Jun 2 1993 fbm2fli02.tar.Z
FILE -rw-r--r-- 8612 Jun 2 1993 fbm2fli02.txt

QUESTION: are there any MPEG players for the Atari? Most of the
mpeg animations I've made achieve compression ratios of 60 or 100:1
and for what I've been viewing, the loss level has been acceptable...

+--+
| Daniel N Fox fox@nrlssc.navy.mil |
| Naval Research Laboratory, Code 7323 |

```
| Stennis Space Center, MS 39529-5004 |
+-------------------------------------+
```

2085. Re: The Future Of Atari C

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 18:09:42 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <32dph6$gnt@ugle.unit.no>
Source record: 182334

Avg@cwi.Nl,
In a message on 9 August, wrote :

aR> dan.dreibelbis@f422.n250.z1.tor250.org (Dan Dreibelbis) writes:
aR>
aR> [about Atari ad campaigns for new hardware]
aR>
aR> > And the ads MUST MAKE SENSE! They must also be NO NONSENSE,
aR> >STRAIGHT TO THE POINT ads. Nothing like those rather dumb ads they
aR> >did for the Falcon in Britain which made it confusing what the
aR> >Falcon actually did - they wouldn't even show the computer in it
aR> >like they were ashamed of it or something.
aR>
aR>
aR> They probably WERE ashamed, as they should. Showing the Falcon
aR> is the same as showing an old ST with the keys painted a little
aR> darker! How could that have a positive effect on sales?

Well, for one they *could* show it running cubase audio.
I just got one of the new betas for testing for the Norwegian importer.
My god is this a TRULY AMAZING program. I can hardly believe it can do all
the things it does...

Like, I have this old slow CDC 300 Mb drive, which I "borrow for an
indeterminate amount of time" from a local firm. Well, I just wanted to be
bad, so I started to test how many tracks I could torture this drive into
doing... Well, It managed 6 tracks at 44.1 kHz. The busy light was then
continuously lighting - it looked like it was the power lamp... But cubase
audio was working like a charm - All controls were available and working,
like the machine wasn't doing anything at all. That is except doing 529200
bytes/sec reading from disk, adding reverb effect and mixing 8 channels,
playing back 6 midi-channels, 8 audio-tracks (2 from RAM), etc. etc.
That is one hell of an amount of data being worked on in real time.

Too bad that these IO routines aren't part of the operating system, but
we're getting there, closer and closer. Interrupt driven disk io should be
right around the corner now (I'm working on it).

Just couldn't let this stand undefended.
The Falcon is a *GREAT* machine for doing what it was designed to do - Midi
and hard-disk recording.

<some stuff deleted>

aR> I.e., anything not produced by Atari will do... (Although I'm quite
aR> happy with the look and feel of my TT).

Jess, that is my regrets too. The Falcon should have been built into a proper case, have a proper keyboard and the TT's DMA-controller/Bus/CPU-speed. Basically, it should have been a TT with the extra audio/colourstuff that the Falcon has.

aR> --
aR> Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
aR> CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
aR> 1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
aR> The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901
aR> --
aR> Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
aR> CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
aR> 1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
aR> The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901
aR>

I include this for you to see - there seems to be something wrong with your setup, as you are always getting double signatures...

Erling

2086. Re: Speedo And Canon Bj-5

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 18:45:10 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94223.144510STIRRE31@MAINE.MAINE.EDU>
Source record: 182319

Thanks! I will try the switch combination as you suggested.
Like I said, the Canon works fine under Speedo-GDOS when in
Epson emulation but the Canon driver apparently does not work....
I am glad to hear that it works well with Calamus as I am thinking
about buying it soon.
Well, I'll see if I can get it to work tonight! Just think....
if I can get it to work with Atariworks I can be greeted by BPS :-).
-scott tirrell

2087. ICD's email address

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 19:23:16 UTC
From: drichard@isle.waterloo-rdp.on.ca
Message-ID: <1994Aug11.192316.80@isle.waterloo-rdp.on.ca>
Source record: 182286

Does ICD have an email address? (Sorry if this has been beat to death already.. I remember people yappin' about this before but I never saw an address) I need to see if I can get a copy of one of the PALs on the ICD AdSCSI+ host adapter... I discovered that a problem that I always thought was my ST was actually caused by the Host!

2088. Re: Slide Show for large screens?

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 19:59:53 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <32dvvp$dfc@golem.wcc.govt.nz>
Source record: 182280

] I've asked before, but I'll ask again; Has anyone yet seen a nice graphic
] slide-show program that is capable of displaying a sequence of .gif (or xim
] files on a large screen? I'm still waiting...

GEM-View. But it's not much of a slide-show unless you've got a Falcon so
that it can depack and organise the pictures at a decent speed!
(I haven't tried it, but the Doc's say it has a slideshow feature).

2089. Virtual Memory Driver?

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 20:13:26 UTC
From: chrisgio@netcom.com
Message-ID: <chrisgioCuE06E.DrE@netcom.com>
Source record: 182320
Body handling: HTML body converted to readable text

Does anyone know of a V.M driver compatable with the Mega STe? PD or
shareware preferable, commercial o.k. too. >

~~~~~ Chris Giorgi ~~~~~

>

--

Chris Giorgi chrisgio@netcom.com
NETCOM, the West Coast's Leading Internet Service Provider. (408) 554-8649
~~~~~

2090. Re: RSVE hardware available now.

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 20:29:15 UTC
From: s2887@FB1.FHTW-Berlin.DE
Message-ID: <32e1mr$l5t@mars.fb1.fhtw-berlin.de>
Source record: 182346
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Sorry for using the account of my friend, please don't reply to this
artcile, send mail to Harun_Scheutzow@B.maus.de

Michael Smith (miff@apanix.apana.org.au) wrote:
> Some people may remember I said I was relaying & manufacturing the RSVE
> serial accelerator board...

Very, Very interesting.

> I'm asking $50 Australian for it, including P&P anywhere in the world.
> This also nets you english installation instructions, and includes a
> royalty to the original designer.

I am a bit surprised that I never heard of you in the past. No mail,
nothing. Sorry, that I read this article. But I don't remeber that I
gave permission for commercial use of RSVE to you. Yes, I think this
is a commercial useage, not only but too because of the price.

> Please note that I'm hardly covering my costs here - hence the significantly
> lower than expected price. I'm not out to make my fortune on this one 8)

I can't believe that. The price I sell RSVE for is 60DM in Germany, 61DM into
the rest of the world by "slow" mail and 66DM by air mail. I am convinced
that I put a bit more work into RSVE than you. And the price seems me to be
nearly the same as yours.

I'm wondering what your explaination is!

> PS. If there's some other gizmo like this floating around that you think
> would be useful to the ST community, let me know.

Hoping that nobody supports such kind of piracy ...

Regards, Harun Scheutzow (Harun_Scheutzow@b.maus.de)
(or alternate address: s002893@ypserv.rz.fhtw-berlin.de

2091. Re: NVDI with Speedo4.2 help

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 21:25:00 UTC
From: Klaus_Arnhold@DU3.maus.de
Message-ID: <199408112125.a1472@du3.maus.de>
Source record: 182034

ac382@FreeNet.Carleton.CA wrote on 09.08.94 in Msg.
Cu948v.H7q@freenet.carleton.ca (Group comp.sys.atari.st):

A>I have both NVDI and SPEEDO4.2 installed (along with the drivers
A>aoutline accesories) but if NVDI is on the I cant use my Speedo fonts.

SPEEDO must physically *after* NVDI be in the auto-folder.

Bye

Klaus

2092. Need color emulator - Help please

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 21:37:17 UTC
From: dtarico@OCF.Berkeley.EDU
Message-ID: <32e5md$2vs@agate.berkeley.edu>
Source record: 182342

Does anybody know of a color emulator which will emulate medium resolution on a mono monitor? I have a program that requires medium rez. I tried the "coloremu" program on atari.archive, but it could only emulate low rez. I have a Mega ST and SM124 mono monitor. Thanks in advance for any info.

Doug
dtarico@ocf.berkeley.edu

2093. MIDI Maze in SacTown

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 21:37:36 UTC
From: Nick.Soracco@mindkeep.wmeonlin.sacbbx.com
Message-ID: <61f_9408111511@wmeonlin.sacbbx.com>
Source record: 182264

This post is of use only to MIDI Maze freaks, and local sacromentan's...

Sun 24Jul94 05:28pm QUADRASYNTH!YEA! from David Bachman
****

**********III

IT'S HERE.....ONCE AGAIN IT'S TIME FOR THE GREATEST GAME OF
ALL.....
.....MIDIMAZE!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

An all day MIDIMaze extravaganza is going to take place. ALL GAME SYSTEMS ARE WELCOME!!! Lynx/Jaguar/PEECEE's/Sega/ I will have soda's available at cost and you can bring your swim trunks for swimming and hot tubbing! If you like you can bring some food to the party. I'll barbecue if anyone is interested.

THE DATE: Saturday, August 27th, 1994
THE TIME: 10:AM to 10:PM IT'S A 12 HOUR BASH!!!!!!
THE PLACE: 7731 Quinby Way, Sacramento
THE DIRECTIONS: Take hwy 99 south to the Mack Road exit heading west. At the third signal light (Tangerine Way) turn right. Turn left at the first street (Quinby Way). It's the first 2 story house on the right hand side of the street.
QUESTIONS: If you have any questions please call anytime: 392-9382
SEE YA HERE!!!!!!!!!
--
: Fidonet: Nick Soracco 1:203/1657 .. speaking for only myself.
: Internet: Nick.Soracco@mindkeep.wmeonlin.sacbbx.com

2094. COMPUTE BOOKS

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 23:15:53 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <32ebf9$fmc@golem.wcc.govt.nz>
Source record: 182327
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

**** COMPUTES BOOKS ****

Hi I was after some info about Computes books, so far
no one has replied...

Can some one mail or post here a list of the Compute books,
I do have the 3 Tech Ref ones, but there is a 'C' book and
one other that is sort of usefull..

Please can you give the ISBN numbers...

Thanks..............

Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

P.S From a real person, not a Copy ! GEnie - r.sheppard5

2095. Test

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 23:29:25 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <32ec8l$fpl@golem.wcc.govt.nz>
Source record: 182328

Test..

_____
|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

2096. MPEG-players and DSP..?

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 23:36:22 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Aug11.233622.20452@abo.fi>
Source record: 182326

In <327qkh$j8@brasil.frmug.fr.net> raphael@brasil.frmug.fr.net writes:

> Contact J. Patton at Atari Corp. I've just heard he is responsible of the JPEG
> decoder, at Atari. The price should be only US $100. If you buy the licence
> to Atari, you can then contact me for any information regarding the JPEG
> decoder, if things are missing in the docs (I never saw the docs, although I
> wrote the program:-).

How come one never sees things like DSP-using MPEG players..?

All those wonderful (?) MPEG files that people use on their Macs and 486 PCs...
=-(Completely useless for Atari owners? Isn't DSP something that really
would be great in those kind of tasks?

And that DSP modem isn't here yet, either.... I know, there ARE people out
there quite capable of making such "bigger than PC" projects come true.

Where are you? =-)

(sorry, I'm not any guru with DSP, so... Otherwise I might try myself)

Tommi

2097. offline reader

Newsgroup: comp.sys.atari.st
Date: 1994-08-11 23:51:46 UTC
From: ohb@dutsh7.tudelft.nl
Message-ID: <ohb.776649106@dutsh7.tudelft.nl>
Source record: 182329

Hi,

I am using a local BBS as a mailbox. It is a MessDos bbs and supports
offline reading via a program called Blue Wave.
This Blue Wave program uses some special format and I am looking for
an Atari offline reader that supports that specific format.

Is there anybody here that knows if:

a/ such a program exists
b/ what it is called
c/ where I can find it

It doesn't really matter if it is shareware or not. I don't mind to pay for
it. I will earn the mone back on my phone bills in notime.

Thanx for your help

Onno Hardebol

--

When the going gets weird, the weird turn pro!

Onno Hardebol (ohb@dutsh7.tudelft.nl / ohb@oceonics.nl)

2098. Atari Fax

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 00:43:25 UTC
From: ianm@lsupoz.apana.org.au
Message-ID: <32egjd$bpv@lsupoz.apana.org.au>
Source record: 182330

G'Day All

No, not another discussion of fax modems; I know how to do that.

Does anybody have Atari Corps Sunnyvale fax number? From Australia I really don't have time to sit through hours of their)*&%^$ voice-mail system!

Thanks!

--
Ian Mackereth | His .sig bore this strange device:
ianm@lsupoz.apana.org.au |
or Fido 3:712/520 | "Excelsior!"

2099. Re: Starball, ARGH!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 01:14:38 UTC
From: krlawson@freenet.hut.fi
Message-ID: <32eidu$523@freenet.hut.fi>
Source record: 182268

In a previous article, Kim@dksoft.ping.dk (Kim Andersen) says:

>>Ahhhh.... errr somebody found that bug.... hey weeeelll you're just too good for us
>>(I must admit I honestly thought it couldn't seriously be done...) but it will be
>>fixed!
>
>And it couldn't. My score went back everytime i reach 100mill 8-)

Or.. why not try making the game a bit more difficult then? After playing for
a while it certainly felt like it would be possible to get over 100 million.
(Except for the fact that, as you may remember, it crashed before I got
that far). I installed a few mods now after I got my Falcon. Music on the
background is cool, but I'd rather have the same system as in Pinball Dreams
and Pinball Fantasies. The game developers could get someone to make the music
and having the samples stop the tune every now and then was a surprisingly
good idea. You get kind of bored listening for about half an hour to the
same module, however long it is. Why not add real samples instead of ST-
beeps, everybody has an STe or a falcon now anyway :) You could of course
have an option for turning the samples off if someone wants to play the game
on a basic ST.
--
Kristoffer Lawson
norm. EMail: krlawson@freenet.hut.fi
-
What has purpose?

2100. Re: Shareware headache

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 02:17:16 UTC
From: Matt.McAlister@dataport.com
Message-ID: <4d2_9408111912@dataport.com>
Source record: 182254

That's a good Idea except instead of not being able to print or save, maybe have it so you can't load fonts.

InterNet: Matt.McAlister@dataport.com
FidoNet : Matt McAlister 1:143/106

2101. Keyclick

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 02:19:22 UTC
From: Matt.McAlister@dataport.com
Message-ID: <4d3_9408111912@dataport.com>
Source record: 182255

The desk accesorie that came with the St has a key click switch option. Or do what I do, turn the sound down.

InterNet: Matt.McAlister@dataport.com
FidoNet : Matt McAlister 1:143/106

2102. Re: Need color emulator - Help please

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 02:42:41 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <32enj1$12np@msuinfo.cl.msu.edu>
Source record: 182331

In article <32e5md$2vs@agate.berkeley.edu>, dtarico@OCF.Berkeley.EDU
(Douglas Frank Tarico) writes:
>Does anybody know of a color emulator which will emulate medium resolution on
>a mono monitor? I have a program that requires medium rez. I tried the
>"coloremu" program on atari.archive, but it could only emulate low rez. I
>have a Mega ST and SM124 mono monitor. Thanks in advance for any info.

Good question. Does anyone know of a color emulator that works on a 4Mb
MSTE? Will coloremu work (and if so, will it work at 16MHz)? What about
Bigcolor2 (I haven't gotten this to work, but maybe I'm doing something
wrong)?

Thanks,
Tom
hopper_t@msupa.pa.msu.edu

>Doug
>dtarico@ocf.berkeley.edu
>

2103. Re: Shareware headache

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 02:43:26 UTC
From: Matt.McAlister@dataport.com
Message-ID: <4d4_9408111912@dataport.com>
Source record: 182256

No, no, no, I would be happy to register a good game demo that had only one palyable level. That to me would be proof enough that the program works, and shows me that it's worth registering. I'll give you a specific example.

I downloaded R_Qwk and ST_qwk in hopes of adding this feature to my bbs. When I read through the docs, it said that this program will NOT work until registered. This seems to me like a form of black-mail!

Now, everytime I add one of these programs to my bbs I add the note about registering. I don't think that people should be mislead into believing that they are getting a running program when all they get is some piece of who knows what that does nothing more then use up disk space.

InterNet: Matt.McAlister@dataport.com
FidoNet : Matt McAlister 1:143/106

2104. Re: Degas Elite Format...HELP!

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 05:08:53 UTC
From: millert@grad.csee.usf.edu
Message-ID: <32f055$jf8@mother.usf.edu>
Source record: 182339

So, what is the format of Degac compressed format?

And how is the palette animation information structured?

Thanks.

2105. Re: Slide Show for large screens?

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 05:12:51 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <CuEp5v.5HM@beaver.cs.washington.edu>
Source record: 182343

Panjandrum (dhbutler@magnus.acs.ohio-state.edu) wrote:
: I've asked before, but I'll ask again; Has anyone yet seen a nice graphic
: slide-show program that is capable of displaying a sequence of .gif (or ximg)
: files on a large screen? I'm still waiting...

Good News! The next version of Speed of Light will have an automatic
picture switcher that acts as a slideshower. Complete control over delay
times can be set. Look for it in the next month. v3.6 maybe...

-Stuart Denman

2106. Atari stuff for sale!

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 05:33:21 UTC
From: japolis@nyx.cs.du.edu
Message-ID: <32f1j1$b9r@nyx.cs.du.edu>
Source record: 182341

Hello! I have the following items for sale or trade:

"productivity stuff"
Codehead Utilities, release 3.....$10.
G+PLUS 1.3.....$15.
MultiDESK 2.1.....$15.
Beckmeyer HARD DISK SENTRY 1.1.....$5.
Mini Office (Nicely done graphs and stuff, from UK) .....$25.
Spectre GCR 3.0 complete with system software and a big bunch of disks of utilities and programs to get you started.....$200.

"fun stuff"
OIDS and PINBALL MAGIC (games).....both for.....$15.

"books"
THE GUIDE TO CALAMUS DESKTOP PUBLISHING.....$25.
ATARI ST INTERNALS.....$10.

Or.. how about..... All for $250.

Add $2.90 for shipping, or shipping is FREE with three or more items!
Payment forms acceptable are Check, MO, or trade for any of the items below.
I am looking for Tracker/ST, STeno, Studio Photo, Imagecopy 2, True paint, Warp
9 v3.80, or EdHak or who-knows-what. Let me know what you have! (please legal only, with disks and docs) Call (303)473-0511 or EMAIL to JApolis@nyx.cs.du.edu or jeffApolis@aol.com

Thanks!

2107. Re: Gif & Jpg viewer

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 06:18:40 UTC
From: cmeijer@prl.philips.nl
Message-ID: <cmeijer.776672320@dipsas>
Source record: 182270

In <940811Z115934.036frank@theshack.demon.co.uk> frank@theshack.demon.co.uk (Frank Charlton) writes:

>In article <776504196snz@midmarsh.demon.co.uk>
> jaycee@midmarsh.demon.co.uk "John Charles" writes:

>> See if you can find a copy of Speed of Light which loads JPEG, GIF,
>> IMG and others.
>> It's shareware, allows more than one pic to reside in memory at the
>> same time (up to 4) though this will probably depend on the amount
>> of memory you have and allows manipulation of colour, etc..
>> Not too much is crippled in the demo version and it works very well
>> for me. I have version 3.1

> As I think Stu just said, v3.5 is out now on a.a.u.e. and it's on
>the UK mirror already too.

I just got it but i just can't seem to unzip it. Which unzip version should i use and where can i get that version?

--
Otto Meijer
Micro Fabrication Center, Philips Research Laboratories
Building , Prof. Holstlaan 4, 5656 AA Eindhoven, The Netherlands
Phone: +31-40-743667 E-mail: cmeijer@prl.philips.nl

2108. Re: Atari www pages?

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 06:56:49 UTC
From: huveneer@math.ruu.nl
Message-ID: <1994Aug12.065649.11306@cc.ruu.nl>
Source record: 182344

In article DEG@bbc.co.uk, dwhite@rd.eng.bbc.co.uk (David White) writes:
>
>Is there a list of all Atari www pages?
>

Try http://www.nl.net/~zfc/Atari/index.html
This page has links to other Atari www pages.

Richard.

2109. Re: offline reader

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 07:58:18 UTC
From: dburns@world.std.com
Message-ID: <CuEwt7.H83@world.std.com>
Source record: 182345

The *only* Atari Blue Wave reader is Mountain Reader II, from Mountain Software, 6911 NE Livingston Road, Camas, WA, 98607. Written by Anthony Watson, it is also the finest QWK reader available for Atari computers. There is a demo available via ftp, or contact the author at a.watson@genie.geis.com. I think the price is $40US (I upgraded from Mountain QWK for $15).

Dave Burns
Lowell, MA

2110. Re: Linux again

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 09:39:29 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994Aug12.093929.11956@euclid.earth.ox.ac.uk>
Source record: 182263

In article <323eia$d8d@hitchcock.dfki.uni-sb.de>,
Benjamin Lorenz <benni@schlunz.dfki.uni-sb.de> wrote:
>Is it true that I need 4 MB *ST*-RAM to run Linux on my TT???
>I only have 2 MB, but 8 MB TT-RAM... :-/

Not that I know of, I've hacked the bootstrap program for Atari Linux so as
to tell Linux that I only have 3MB of both ST and TT RAM so as to stop it
trying to DMA off the end of memory and hence crashing during disk access
and all is fine, well as fine as any pre-alpha test software can be.

>Benni
>
>--
>Benjamin Lorenz, <NEW>Johannisstr. 15, D-66111 Saarbruecken<NEW>
>Phone: +49 681 <NEW>35334<NEW>, E-mail: benni@phil15.uni-sb.de

Steve

--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

2111. SIRDS maker on ftp.tu-clausthal.de

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 10:02:25 UTC
From: incp@majestix.rz.tu-clausthal.de
Message-ID: <1994Aug12.100225.4178@solaris.rz.tu-clausthal.de>
Source record: 182347

Hello Atarians!
There is a SIRDS/SIS maker program for Atari on

ftp.tu-clausthal.de:/pub/atari/graphics/sirds/

It's written in GFA and very slow, but the results are quite good (IMHO).
The program is called AtSIRDS/AtSIS and it's basically a port of the
routine from the SIRDS faq with some enhancements.
There are also two images I have done with this program.

You need the GFA basic interpreter to run AtSIRDS/AtSIS.

bye,
Chris
--
+----------------------------------+--------------------------------------+
| Christian Perle | So, if you feel a little glum |
| Schulstr. 13 | to Hergest Ridge you should come |
| 38678 Clausthal-Zellerfeld +---------------------Mike-Oldfield----+
| Germany | ComputerGuitarKitesBicyclesBeerPizza |
+----------------------------------+--------------------------------------+

2112. Re: Suggestions wanted for Atari ST sequencer

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 10:07:59 UTC
From: cds@cs.strath.ac.uk
Message-ID: <32fhlv$3i6@todd-02.cs.strath.ac.uk>
Source record: 182350
Cross-posted to: rec.music.makers.synth,comp.sys.atari.st

In article <3279fp$j4@cmcl2.NYU.EDU> kwd9152@ACFcluster.nyu.edu writes:
>In article <Cu8tI6.1q7s@yuma.ACNS.ColoState.EDU>, erholm@CS.ColoState.EDU (scott erholm) writes:
>>
>>(apologies if this is an inappropriate newsgroup)
>>
>>I am looking to buy a MIDI sequencer for my Atari ST. I have not really
>>even looked around much to see what's available nowadays. The most
>>outstanding feature I've seen from this type of software is the price!
>>One package goes for $900! Yikes!
>So...those seem to be your options. I don't know much about the software by
>the Barefoot/hybrid Arts company...so I can't recommend any of it.
>*shrug*

I'd get CuBeat from the makers of CuBase (Steinberg). It's around 80 pounds in the UK, so probably around $100. Best thing about it is that you won't have to unlearn your skills if you move up(?) to a PC or Mac. It also has nearly all of the features, and in my experience is pretty crash-proof.

Documentation is good, and it has a dongle, so you get the feel of having a more pro package.

Just my 2p ($0.029)

Chris

--
* Chris Scudds cds@cs.strath.ac.uk *
* Software Engineer *
* IKBS Group "I'd rather Jack, *
* Glasgow G1 1XQ than Famous Grouse." *

2113. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 10:20:51 UTC
From: diehl@io.org
Message-ID: <32fie3$9lu@ionews.io.org>
Source record: 182285

In article <EHJMBJVYUp@dksoft.ping.dk>,
Kim Andersen <Kim@dksoft.ping.dk> wrote:
>In <3258oh$ci3@ionews.io.org> Eric March wrote :
>
>Exactly what my bank is saying 8-)

And for the most part they're right. I suppose it's whatever you feel most comfortable with ... if you don't mind the risk, perhaps cash is best. OTherwise I suppose to some extent the extra cost is justified.

>I wish the situation could be better, cause that would hopefully give a better
>market too. But it just doesn't work here. I keep my 4 atari machine because
>i like them, and because i'm a musician. And for the musician here in Denmark
>the situation looks far more better than for the common atari users.

Indeed. Some places are harder to get into as far as the Atari market is concerned. Here in Canada, just like many other places, this is a PC-dominated market. Atari plays a small and seemingly insignificant role. However at least some believe in the alternative to DOS boxes. I'm among the strongest of those believers, as I've worked extensively with DOS boxes, as well as Macs, and I can safely and honestly say that those platforms don't offer me any incentive whatsoever to switch.

>I'm sorry to say i don't agree. But this is based on my experince with the
>market. As an sysop i know many atari persons, (both here and in other countries
>).

I suppose it depends on your perspective, but I am merely drawing on my own personal experiences as to how a lot of people treat shareware, and what makes them register. I conducted an impromptu survey before I released Fansi asking what makes people register, and what disabled features would turn them right off, and what would encourage them to register. (Someone here suggested beg screens popping up every 10 minutes or so... my survey, however, turned up that this is the #1 reason that people DON'T register; beg screens just turn people STRAIGHT off. The #2 turnoff was disabled save features)

>Then i think you should change you'r opinion about shareware, and make your
>programs as demos insted. It will probably sell the same, but now you don't
>have to sit tight and wait on the registrations. Maybe turtials would be better.

Changing its official status from "Shareware" to "Demo" won't change a thing. And in my opinion, I still believe that my program is Shareware. The fact that it has some features disabled doesn't change that fact in my own opinion; they are still getting a functional program; they can still work with it and save their pictures and whatnot. Their registeration

merely gives them more of those features and makes it even easier to create screens with. It's the incentive I feel many people need to register.

>It's okay.. I'm having a hard time as well keeping up all my work.

For me, it's sifting through E-Mail both for me and from the Jaguar newsgroup/dev group, and having a half-hour time limit. :-)

_____ _____ _____ _____________________________
____<____ >/ __ // ____/ ___ Tail of ________ Eric March _____
__________> // <_/ // <___ ___ The Comet ______ diehl@io.org _____
__________<_/<_____/<_____/ ___ Productions ____ "ANSI? FANSI!" _____

2114. Re: Problem: 520ST+ doesn't boot

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 10:39:57 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <32fjht$ltc@golem.wcc.govt.nz>
Source record: 182289

In article <32d0tm$je9@alijku06.edvz.uni-linz.ac.at>, hab@FIMP02.fim.uni-linz.ac.at (Richard Hable) writes:
>I recently got an Atari 520ST+ with a double-sided disk drive. After
>having used it for a few days, it suddenly doesn't boot anymore.
>
>When I insert a system disk and issue a RESET, the R/W-head of the disk
>drive moves to the outmost track (if necessary), the drive motor runs
>for a short time, then the "Insert system disk" picture is displayed.
>
>Richard
>--
>E-mail: Richard.Hable@jk.uni-linz.ac.at
>

Please Please Richard, I thoght Atari would have sent you the System
Roms by now, please why are you still using a TOS system disk...??

May be some one can send you a set of TOS roms, from memory
you will need the 6 chip set, but what type of Language is this
ST...???

The TOS on a disk was just a stop gap thing untill the roms came out...

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

2115. Re: Atari www pages?

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 11:04:37 UTC
From: vctec@westminster.ac.uk
Message-ID: <CuF594.1uA@westminster.ac.uk>
Source record: 182287

David White (dwhite@rd.eng.bbc.co.uk) wrote:

: Is there a list of all Atari www pages?

Try

http://micros.hensa.ac.uk/

This has a link to all known Atari specifuc WWW pages, as well as it's
own WWW pages.

Danny
HENSA/micros Atari moderator
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2116. Re: Ethernet on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 11:42:45 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.776691765@acp5>
Source record: 182348

sccoe@ucscb.UCSC.EDU (Rowland Baker) writes:

>What do I need to hook my Falcon to an Ethernet connection?

You need an ethernet adapter. The problem is that these adapters are rare
and expensive (about $700).

>Do I need special terminal program or somesuch?

Yes, you need TCP/IP software.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

2117. Re: Need color emulator -

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 13:11:47 UTC
From: larserik@oslonett.no
Message-ID: <32fsej$l00@hasle.oslonett.no>
Source record: 182251

In message #23, hopper_t@msupa.pa.msu.edu writes:

> Good question. Does anyone know of a color emulator that works on a 4Mb
> MSTE? Will coloremu work (and if so, will it work at 16MHz)? What about

Mine does, it's not the worlds fastest, but it emulates ST LOW
I also have a MEDIUM emulator, and that's REAL fast (full speed)
The programs are small, so I can uuencode and mail it if you want it

Lars-Erik 0sterud Phone: +47 67131571 Fax & ABK-BBS: +47 67132659
Atari Developer Pager: +47 96634222 Email: larserik@oslonett.no
SysOp ABK-BBS

2118. Our Humble Opinions

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 13:54:46 UTC
From: avg@cwi.nl
Message-ID: <CuFDBA.K0z@cwi.nl>
Source record: 182252

boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

>That said, CoNnect is a steal at $50.00US, IMHO. It is the best telecomm
^^^^

>program for owners of 16mHz or above Atari computers, again IMHO. For 8mHz
^^^^^^^^^^

>users, the additional speed one can get from other telecomm programs might
>outweigh CoNnect's list of features. Just my $0.02.
^^^^^^^^^^^^^^

WE UNDERSTAND!

I think you're wasting bandwith (and are in fact on the edge of being
irritating).

Why be humble all the time, just say what you think (what else *can* one say
anyway?).

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901
--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2119. Demon UK access using STs?

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 14:24:29 UTC
From: cf580@city.ac.uk
Message-ID: <1994Aug12.142429.20320@city.ac.uk>
Source record: 182253

Hi all. Sorry to waste bandwidth with this, but I'm using a truly brain dead editing program.

Put simply, could anyone who's online via DEMON INTERNET SERVICES using an Atari ST please get in touch? I'm toying with the idea of taking the plunge but I'd like to know how well (or badly) the software works first.

TIA.

--
Tim Wright - T.J.Wright@city.ac.uk

2120. Re: Ethernet on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 14:26:21 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994Aug12.142622.4027@bay.cc.kcl.ac.uk>
Source record: 182274

In article <seimet.776691765@acp5>, seimet@chemie.uni-kl.de (Uwe Seimet) writes:
! sccoe@ucscb.UCSC.EDU (Rowland Baker) writes:
!
!
! >What do I need to hook my Falcon to an Ethernet connection?
!
! You need an ethernet adapter. The problem is that these adapters are rare
! and expensive (about $700).

Not necessarily true Uwe, new I agree they are extortionate, but I've
just taken an opportunity to pick up a SCSI->Ethernet box for as
little as 15 uk lbs. Now all I have to do is write a device driver
for it. I've been studying Kay's driver code for plip, and the
generic /dev/scsi driver for the atari range. Hopefully with a mix
and match I'll get something together.

The idea is that it's a damn sight cheaper to have a DX-66 running
Linux and a Xcompiler than to buy a Medusa... Put ethernet between
them, and it ought to be rather nice :-)

--

```
_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

2121. Toad??

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 15:04:38 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <32g326$ek@infa.central.susx.ac.uk>
Source record: 182257
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I keep reading about people looking in Toad for prices and hardware, etc.
Could someone please tell me what this is and if it is avalible in England, or
where I can get one from.

Thanks

--
Andrew Collington @ University of Sussex, England

2122. Re: Slide Show for large screens?

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 15:35:21 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CuFHyy.H1y@cix.compulink.co.uk>
Source record: 182277

```
>I've asked before, but I'll ask again; Has anyone yet seen a nice graphic
>slide-show program that is capable of displaying a sequence of .gif (or ximg)
>files on a large screen? I'm still waiting...

ImageCopy 3 and GEMView 3.05

-------------------------------
Ofir ogal@cix.compulink.co.uk
-------------------------------
```

2123. Re: TEX

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 15:39:06 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <CuFI57.Aqx@watserv2.uwaterloo.ca>
Source record: 182258

In article <H.eg.ojuSNz&1Eww@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>In <327qq2$s7v@infa.central.susx.ac.uk>, Steven Constantine writes:
>> Can i import .ps/.eps files into a TeX document?
>
>Yes, if you're printing to a PostScript device (ex, printer, file for
>use with Ghostscript, etc).
>
I've been doing this recently with CS-TeX 4 and Ghostscript 2.6.1
It works OK using epsf.sty and including the desired EPS file. One
problem though is that when you scale the EPS figure to be included,
the figure is no longer centred on the page - this is completely
independent of TeX - it has something to do with the PS TeX dictionary
included by DVI_PS. I've played around with it so it would center the
figures I wanted (MATLAB output) but it doesn't handle scaling
properly for general files.

Anyone out there have any suggestions? BTW, I ususally print
all my document pages that don't have PS with the standard Laserjet II
driver from CS_TeX because it's really fast. I use Ghostscript for
the pages with figures.

Sam

+---+
| Samy Mesbah "Karma can only be apportioned by the cosmos" |
| EE Grad Student -Homer Simpson |
| University of Waterloo (sasmesba@kingcong.uwaterloo.ca) |
+---+
| "Men go crazy in congregations but they only get better one by one" |
| -Sting, _All This Time_ |
+---+

2124. Re: offline reader

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 15:42:08 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94224.114208STIRRE31@MAINE.MAINE.EDU>
Source record: 182267

I believe that Mountain Software has a shareware viewer called
Mountain view. It should be available via FTP but I am not
positive. It received great reviews....
-scott tirrell

2125. Re: Suggestions wanted for Atari ST sequencer

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 16:02:45 UTC
From: Shiv Naimpally <shiv@bnr.ca>
Message-ID: <32g6f5$d4g@bmerha64.bnr.ca>
Source record: 182278
Cross-posted to: rec.music.makers.synth,comp.sys.atari.st

In article <Cu8tI6.1q7s@yuma.ACNS.ColoState.EDU> scott erholm,
erholm@CS.ColoState.EDU writes:
>I am looking to buy a MIDI sequencer for my Atari ST. I have not really
>even looked around much to see what's available nowadays. The most
>outstanding feature I've seen from this type of software is the price!
>One package goes for $900! Yikes!

Most of the major sequencer companies have come out with 'Lite'
versions of their blown sequencers. These are specifically
designed with entry-level people in mind. Check out Notator Alpha,
Master Tracks jr (Trax I thinks its called now), Cubase jr, etc.

Another possibility is to look around for musicians who are moving
from the ST to the Mac or PC platforms and are dumping their old
software. You might be able to pick up Creator or Cubase at
a reasonable price. I have seen some locally in the want ads and
in used music stores.

Good luck !

2126. New files at HENSA (12 August, 1994)

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 16:11:44 UTC
From: vctec@westminster.ac.uk
Message-ID: <CuFJH0.Ew8@westminster.ac.uk>
Source record: 182259

```
address: micros.hensa.ac.uk

ATARI NEWS OF THE DAY Updated 12/08/94 @ 1625

New software for the Atari TOS section
--------------------------------------
New packages are as follows; type "cd ~/micros/atari/tos/<x>/<code>" to get to
where they are held. <code> is as below and <x> is the first letter of <code>.
EG. For package "m100" you'd "cd ~/micros/atari/tos/m/m100".

Pfx Date Key Details
--- ---- --- -------
o002 11/08/94 S--- ADDRESS 1.8e Elegant and simple name and address manager
o009 12/08/94 S--- IDEALIST 3.5 Versatile printer manager

o001 11/08/94 ---- ST-GUIDE 0.1e, 1 AUGUST, 1994 Hypertext system, and utils
o023 11/08/94 S--- SPEED OF LIGHT 3.5 Very fast picture viewer

o044 10/08/94 ---- GNU BISON 1.19 Parser generator...version of yacc
o045 10/08/94 ---- GNU CURSES, TERMCAP, WIDGET LIBRARIES PL16
o046 10/08/94 ---- GNU GAWK 2.15.5 Pattern scanning and processing language

o043 09/08/94 ---- GEM LIB PL30 GEM libararies, source and binaries

o041 08/08/94 ---- GNU MAKE 3.60 Software maintenance utility
o042 08/08/94 ---- GNU MAKE 3.62 Utility to maintain groups of programs

o038 05/08/94 ---- GNU 881 MC68881 coprocessor math lib for GCC
o039 05/08/94 ---- PORTABLE MATH LIBRARY (PML) PL 21 for GNU GCC
o040 05/08/94 ---- PORTABLE MATH LIBRARY (PML) PL23. Sources only

o035 04/08/94 ---- GNU GCC 2.5.8 Powerful C and C++ compiler
o036 04/08/94 ---- GNU GCC LIBRARIES PATCHLEVEL 98
o037 04/08/94 ---- GNU GCC INCLUDE FILES PATCHLEVEL 98

o033 29/07/94 ---- GHOSTSCRIPT 2.61 The postscript emulator for your printer
o034 29/07/94 ---- SMALLTALK 1.1 An object oriented programming language

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)
```

2127. Speed of Light Problems...

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 16:32:09 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <32g869$mai@charm.magnus.acs.ohio-state.edu>
Source record: 182260

>Good News! The next version of Speed of Light will have an automatic
>picture switcher that acts as a slideshower. Complete control over delay
>times can be set. Look for it in the next month. v3.6 maybe...

Sounds great. I was going to post today in an attempt to get ahold of the author in the first place (I assume this is your post?) because the version of SOL which I downloaded does not function properly on my ISAC card. It refuses to realize that my "low-rez" screen is actually 1024x768 pixels, and when displaying a image it places the first 320x200 pixels of it in the upper left corner of my screen and then provides garbage... I can't remember the version number however... It was the latest one at University of Michigan. So far this has been a problem with many 'non-gem' applications; they seem to assume that screens are a certain size instead of checking. Am I missing a setting that I could use to fix this problem, or will I have to wait for a future version?

Thanks...

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"To my mind the most frightening book ever published is Lewis F. Richardson's 'Statistics of Deadly Quarrels'. You've probably never heard of it even though its relevance to the mess you're in is at least as great as that of Darwin's 'On the Origin of Species,' which you learned about in fourth grade. And that's because it's so completely terrifying only those 'experts' who are adequately armoured with preconceived contrary ideas which will enable them to disregard Richardson's work completely ever get to study it."
- Chad C. Mulligan

2128. Re: Slide Show for large screens?

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 16:33:43 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <32g897$map@charm.magnus.acs.ohio-state.edu>
Source record: 182261

>ImageCopy 3 and GEMView 3.05

I've looked at GEMView 3.05, but didn't easilly find a slide-show feature, so I trashed it... I'll snag it again today and try harder. Is ImageCopy3 free or shareware, and where can I get it???

Thanks for the help,
-->
|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

||| // -Kaleidoscope woman
/ | \ \// in rhinestoned levi's jeans
dancing in the sunset
sketching day's last scene- - Willie Phoenix -

2129. Converting to FLI/C formats?

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 16:43:29 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <32g8rh$mc8@charm.magnus.acs.ohio-state.edu>
Source record: 182262
Cross-posted to: comp.sys.mac.apps,comp.graphics.animation,comp.sys.atari.st

Hi all, I'm in search of a Macintosh (or Atari) program that can convert various animation formats (especially quicktime) to FLI and FLC formats. Also, any information about where to find a collection of animation already in FLI/FLC format would be greatly appreciated.

Thanks to all for the help already given concerning the FLI/FLC format...

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"It's supposed to be automatic but actually you have to press this button."

- John Brunner

2130. Re: Unzipping CAIN newsletters?

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 16:52:17 UTC
From: higgi@yeti.faveve.uni-stuttgart.de
Message-ID: <32g9c1$12bm@info2.rus.uni-stuttgart.de>
Source record: 182265

Hi!

Just get the program UNZIP for the ST, this works. ST-Zip has some problems
with the additional 128 Bytes in front of the header and doesn't unpack it,
but UNZIP does.

Ciao, Heiko.

+--+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+--+

2131. Re: How to reduce size of GCC-compiled programs?

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 17:20:00 UTC
From: sanders@sci.kun.nl
Message-ID: <CuFMtD.2M5@sci.kun.nl>
Source record: 182209

In <CuC0tG.MHA@cix.compulink.co.uk> mcareyb@cix.compulink.co.uk ("Matthew Carey") writes:

>GCC compiled files are twice as big as Lattice C compiled files on the ST
>in my experience. - Matthew

Hi,

I don't want to start up the C-compiler thread again, but what
about speed? I thought the GCC-compiler was simply the best, at least
speed-wise. Before that, I always thought Turbo (now Pure) C was the
best, and I bought it. I still don't regret that, since I was a C
novice at the time\footnote{\dots and still am\dots}, and the online
help is of great use. I use GCC for my programming assignments at Uni,
but haven't set it up at home yet --- I'm waiting for my Falcon. Now
could some kind soul tell me that either GCC is still the way to go for
the final compilation of a finished project, or I should fork() out a
lot of cash _again_ and buy Lattice? From the `compiler thread' I
concluded that Turbo C is not really useful due to some hacky stuff
which I didn't quite understand, I must admit, something with parameter
passing through processor registers to gain speed?

Thanks in advance,

--
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}}

2132. Gemulator

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 17:34:01 UTC
From: osantiag@hemlock.gesd
Message-ID: <32gbq9$ih7@cnn.MOTOWN.GE.COM>
Source record: 182208

If any has a gemulator board with tos for sale let me know. Toad sells a new one for $159. If it is
$120 or less will buy.

Orlando

osantiag@motown.ge.com

2133. Mega 4 STe For Sale - T.O. Area

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 17:39:11 UTC
From: mike@atlantis.com
Message-ID: <32gc3vINNdj0@atlantis.com>
Source record: 182279

I'm thinking of getting out of the Atari circle, and I'm curious if my equipment is sellable.

I have available:

1 Mega 4 STe with 4 Mb RAM, 50 Mb HD
1 Atari Colour Monitor
1 Atari Monochrome Monitor
1 1200 baud modem
1 2400 baud modem
A whole bunch 'o software (ask me about it)
1 Atari ST with 1 Mb RAM
2 external sigle sided floppy drives
all cables.

I would like to get around $500.00 Can. for the whole bunch, but will look at offers.

Anyone interested?

Mike.

2134. Re: Our Humble Opinions

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 17:40:55 UTC
From: erholm@CS.ColoState.EDU
Message-ID: <CuFns7.MH0@yuma.ACNS.ColoState.EDU>
Source record: 182269

In article <CuFDBA.K0z@cwi.nl>, Annius Groenink <avg@cwi.nl> wrote:

>>outweigh CoNnect's list of features. Just my $0.02.
> ^^^^^^^^^^^^^^^
>
>WE UNDERSTAND!
>
>I think you're wasting bandwith (and are in fact on the edge of being
>irritating).
>
>Why be humble all the time, just say what you think (what else *can* one say
>anyway?).
>
>
>--
>Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
>CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
>1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
>The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901
>--
>Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
>CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
>1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
>The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

How does that go? Let those without sin cast the first stone?

Me thinks that before you fire up the flamethrower, you should check your
news reader to see that it doesn't post your .signature file twice!

I think flames like yours are irritating (except of course, this one--
this one's funny :-))
--
_
._/ _. Scott Erholm | When congress passes a law, you can bet
(-.-) erholm@CS.ColoState.EDU | it will either increase your taxes or
_/ (303) 491-0899 | decrease your freedom. - Baxter Black

2135. MIDI Spy (software) wanted

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 17:41:49 UTC
From: rescuer@racine.ccs.itd.umich.edu
Message-ID: <32gc8t$msv@lastactionhero.rs.itd.umich.edu>
Source record: 182207

I watched a demo of MIDI Spy a couple of days ago. It was a true
multi task software that ran with many other programs. The computor
played music while it saved music while the operator teleconferenced.
I found it very amazing. It ran on a 1040 st in the demo.
I am now looking for a copy. If anyone is selling it please email me
Thanks - A J Thomas
rescuer@umich.edu (Ann Arbor, Mi.)

.

2136. Mastersound II - software needed

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 18:34:00 UTC
From: dag.dao@dada.ct.se
Message-ID: <2e4bcf05@ct.se>
Source record: 182292

Recently I bought an STe for my son. Bundled with it were - among many things - the sampling device Mastersound II. However, two files were corrupted. First MASTER.SEQ, apparently some kind of demo, & presumably not so important. MASTERII.PRG on the other hand, as of course the cartridge is useless without it.

Therefore, I'd now appreciate very much if some kind soul out there with this device would look at his/her master disk to see if this file is there; if it is, it should be 64885 bytes of size, & of course a uuencoded email containing this file would save the day for me & my son respectively. 8-)

Thanks in advance,

DaDa!

2137. Re: How to reduce size of GCC-compiled programs?

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 18:46:58 UTC
From: bjgrier@bnr.ca
Message-ID: <32gg32$6qd@nrtphaa9.nt.com>
Source record: 182273

```
In article <CuFMtD.2M5@sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
|> In <CuC0tG.MHA@cix.compulink.co.uk> mcareyb@cix.compulink.co.uk ("Matthew Carey")
writes:
|>
|> >GCC compiled files are twice as big as Lattice C compiled files on the ST
|> >in my experience. - Matthew
|>
|> Hi,
|>
|> I don't want to start up the C-compiler thread again, but what
|> about speed? I thought the GCC-compiler was simply the best, at least
|> speed-wise. Before that, I always thought Turbo (now Pure) C was the
|> best, and I bought it. I still don't regret that, since I was a C
|> novice at the time\footnote{\dots and still am\dots}, and the online
|> help is of great use. I use GCC for my programming assignments at Uni,
|> but haven't set it up at home yet --- I'm waiting for my Falcon. Now
|> could some kind soul tell me that either GCC is still the way to go for
|> the final compilation of a finished project, or I should fork() out a
|> lot of cash _again_ and buy Lattice? From the `compiler thread' I
|> concluded that Turbo C is not really useful due to some hacky stuff
|> which I didn't quite understand, I must admit, something with parameter
|> passing through processor registers to gain speed?
|>
|> Thanks in advance,
|>

If you are trying to use Pure C, I do not have Turbo C, to pass parameters
to a routine compiled with a compiler that uses only stack parameters uses
the 'cdecl' directive when declaring the interface for that routine.

Using the same mechanism you can make your public interface use stack parameters
using the 'cdecl' directive. You need this if you are trying to write a device
driver or file system for MiNT using Pure C.

It works for me :)

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

------------------------------------------------------------------------------
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an MS-Dos compatible. I |
| Research Triangle Park, NC | have REAL computing work to do. |
```

|_____|_____|

2138. MegaST1 for sale in Toulouse(France)

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 19:23:58 UTC
From: seroude@cix.cict.fr
Message-ID: <32gi8e$s7n@reseau.cict.fr>
Source record: 182272

```
Hey
I've to sale in Toulouse(France) :
- Atari MegaST1
- Hard disk Megafile30
- External floppy
- Color monitor
- Nec P2200 printer
- joystick
- many software
I would prefer to sale all in one group (2500FF) but I'm ready to consider
any proposition.
```

2139. Re: Our Humble Opinions

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 19:52:09 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <32gjt9$di1@mailer.fsu.edu>
Source record: 182275

Annius Groenink (avg@cwi.nl) wrote:
> boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>
> >That said, CoNnect is a steal at $50.00US, IMHO. It is the best telecomm
> ^^^^
> >program for owners of 16mHz or above Atari computers, again IMHO. For 8mHz
> ^^^^^^^^^^
> >users, the additional speed one can get from other telecomm programs might
> >outweigh CoNnect's list of features. Just my $0.02.
>
> WE UNDERSTAND!
>
> I think you're wasting bandwith (and are in fact on the edge of being
> irritating).
>
> Why be humble all the time, just say what you think (what else *can* one say
> anyway?).

Ok, I think telecomm programs are a religious issue for lots of folks, similar to, oh, say, TEXT EDITORS, and that too much politeness is better than too little, in general. I also think that folks who spout off about wasting bandwidth should first try to figure out when email might be more appropriate than a world-wide Usenet post, and how to include the correct number of signature files in their articles.

I am of the opinion that a few IMHO's here and there would head off a lot of the little flame wars that occur on Usenet groups, thus saving much more bandwidth than they use. One example would be if I had said something like "CoNnect is the best", which would have undoubtedly generated a bunch of responses about why Uniterm/Ansiterm/teddyterm/etc.etc. is actually "the best" (a subject that seems to be pounded into a pulp monthly in this group). Also, I have a funny feeling that the responses to your post above will be another shining example of this (i.e. silly flame war that does little more than waste bandwidth). I have no problem with flame wars in general, but I see little reason to spark them with poorly worded, poorly thought out, or poorly disclaimed posts (unintentionally, at least).

If you find my posts irritating, add me to your kill file or make a constructive suggestion via reasonable channels. Criticizing my inclusion of ~30 characters that you did not like in my post, WITH ANOTHER POST, and claiming that bandwidth was your concern is absurd, IMHO.

> --
> Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
> CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079

> 1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
> The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901
> --
> Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
> CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
> 1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
> The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2140. Re: Zoom Faxmodem Troubles

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 20:44:48 UTC
From: awhawks@jabba.cybernetics.net
Message-ID: <32gn00$fpo@jabba.cybernetics.net>
Source record: 182281

I don't know if this will help or not but this is what I have as a setup
in my zoom 14.4 v.32bis faxmodem:

at&v

ACTIVE PROFILE:
B1 E1 L0 M0 N1 Q0 T V1 W1 X4 Y0 &C1 &D2 &G0 &J0 &K3 &Q5 &R1 &S1 &T4 &X0 &Y0
S00:000 S01:000 S02:043 S03:013 S04:010 S05:008 S06:002 S07:050 S08:002 S09:006
S10:060 S11:050 S12:050 S18:000 S25:005 S26:001 S36:007 S37:000 S38:020 S44:020
S46:136 S48:128 S95:127

STORED PROFILE 0:
B1 E1 L0 M0 N1 Q0 T V1 W1 X4 Y0 &C1 &D2 &G0 &J0 &K3 &Q5 &R1 &S1 &T4 &X0
S00:000 S02:043 S06:002 S07:050 S08:002 S09:006 S10:060 S11:050 S12:050 S18:000
S36:007 S37:000 S40:105 S41:133 S46:136 S95:127

STORED PROFILE 1:
B1 E1 L1 M1 N1 Q0 T V1 W0 X4 Y0 &C0 &D0 &G0 &J0 &K3 &Q5 &R1 &S0 &T4 &X0
S00:000 S02:043 S06:002 S07:050 S08:002 S09:006 S10:014 S11:095 S12:050 S18:000
S36:007 S37:000 S40:105 S41:131 S46:138 S95:000

TELEPHONE NUMBERS:
0= 1=
2= 3=

I am using a terminal prg called uniterm V2.0e and have not had any
problems with this setup. The CD and TR respond to my computer and if
the TR goes low it hangs up. I don't know if you want it that way but
right now I don't remember what command to the modem set it that way.

I have a modem programers guide that explains all the AT commands an list
which are appropriate for each modem. If you have any more trouble email
me and I will see what I can do.

Adam Hawks
awhawks@cybernetics.com

2141. Old stuff for *you*--

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 20:54:35 UTC
From: kurtphil@mindvox.phantom.com
Message-ID: <oLqyqc1w165w@mindvox.phantom.com>
Source record: 182282

I have a couple of old Atari ST systems that I have no use for. If anyone has *any* interest in drives, monitors or computers, please send me some mail.

If there is a better place for this msg, you can tell me that too. I'm eager to get the stuff out of my basement, so I'll be amiable to any responses.

Thanks,

kurtphil@phantom.com

"One's a flaming nazi windbag, and the other's just a dirigible."

2142. Re: Shareware headache

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 22:38:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2e4c090c@ct.se>
Source record: 182202

<> From: <STIRRE31@MAINE.MAINE.EDU>
<>
<> I personally like the "annoying messege" method. The program is
<> completely intact and the user is constantly reminded that the
<> program he/she is using is, indeed, shareware.

I hate this method so much I usually throw away the program at once. Not a very good way to get new registrations...

No, I prefer the way Connect handles it... (and it made me register too!)

2143. Re: Q: Monitors for both b/w and color?

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 22:49:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2e4c0acb@ct.se>
Source record: 182203

Hi, Christoph! On 10 Aug 94, you wrote:

CO> From: oberle@informatik.uni-koblenz.de (Christoph Oberle)
CO>
CO> does anyone know a monitor which is able to display all
CO> the "old ST resolutions", i.e. 320x200, 640x200, 640x400?
CO> I only know the old NEC multisync 3D which can handle the
CO> low horizontal frequency of the color resolutions. Is there
CO> any other comparable product?

The Commodore 1960 should do it... But I guess it's out of production too!

2144. Re: Gif & Jpg viewer

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 22:52:26 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EHMWEHUQUp@dksoft.ping.dk>
Source record: 182290

In <304_9408092046@dataport.com> Matt McAlister wrote :

>Try the Speed of Light viewer. It handles jpg's, gif's and img's. Very
>impressive program.
>

The best Gif viewer i have seen for the Falcon is made by a german user
on the mausnet. It's called Turbo Gif, and this guy, (hmm i think it's a
girl), sure layed her hands on the turbo expression.

It runs on the Falcon only, no matter what color mode you'r in. (it'll change
by itself), and it's the fastest i have ever seen.

I can only recommend it, cause it's also freeware.

Greets
Kim

Ups. Forgot to mention, it also has somekind of hardware scrolling. Sure
looks great.

If you can't find it anywhere, it's available at my system called DK-Soft
+45 43 71 70 75

--

-- --
UPoint News-Signature
-- --

2145. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 23:14:40 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EHMWFEVWUp@dksoft.ping.dk>
Source record: 182204

In <32fie3$9lu@ionews.io.org> Eric March wrote :

>And for the most part they're right. I suppose it's whatever you feel most
>comfortable with ... if you don't mind the risk, perhaps cash is best.
>OTherwise I suppose to some extent the extra cost is justified.

Ofcouse. I don't agree on my banks tax's, cause when i send money to someone in eg. the Uk i have to pay for sending the money, but also have to pay for this guy to receive the money, (which is a pretty stupid policy in my opinion). I talked to my bank clerk about it, and he did agree, but couldn't do anything about it. The best solution would be, if all developers could handle VISA, as it's an international money transfer organisation, which doesn't cost half as much as the normal bank.

>I suppose it depends on your perspective, but I am merely drawing on my own
>personal experiences as to how a lot of people treat shareware, and what
>makes them register. I conducted an impromptu survey before I released
>Fansi asking what makes people register, and what disabled features would
>turn them right off, and what would encourage them to register. (Someone
>here suggested beg screens popping up every 10 minutes or so... my survey,
>however, turned up that this is the #1 reason that people DON'T register;
>beg screens just turn people STRAIGHT off. The #2 turnoff was disabled save
>features)

I don't know where you did ask, i have seen you'r in AtariNet as well. Maybe thats where all the conversation was going on. But normally disable the saving will be a good reason for registring the program. On the other hand it'll also be a good reason for cracking it.

>Changing its official status from "Shareware" to "Demo" won't change a
>thing. And in my opinion, I still believe that my program is Shareware.
>The fact that it has some features disabled doesn't change that fact in my
>own opinion; they are still getting a functional program; they can still
>work with it and save their pictures and whatnot. Their registeration
>merely gives them more of those features and makes it even easier to create
>screens with. It's the incentive I feel many people need to register.

It was more meant to be from the users point of view. They no longer have to feel they're beeing forced into registering your program, when you feel they should. They will registre if they feel like it, and also this will kill much of the thoughts around piracy as they will no longer be counted as pirates.

>For me, it's sifting through E-Mail both for me and from the Jaguar
>newsgroup/dev group, and having a half-hour time limit. :-)
>

I wish i had that long. I'm having a terrible problem here on my system since last night. I installed a CD-Rom, and now eveything is bombing due to using the MetaDos driver. And as usual i'm on my own 8-/

Greets
Kim

--

-- --
UPoint News-Signature
-- --

2146. Re: Shareware headache

Newsgroup: comp.sys.atari.st
Date: 1994-08-12 23:17:30 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EHMWFEVYUp@dksoft.ping.dk>
Source record: 182205

In <4d4_9408111912@dataport.com> Matt McAlister wrote :

>I downloaded R_Qwk and ST_qwk in hopes of adding this feature to my bbs. When
>I read through the docs, it said that this program will NOT work until
>registered. This seems to me like a form of black-mail!

And it is. Programs like that are not commercial, shareware or PD. They're
simply just doing nothing good for anyone at all.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

2147. Re: Toad??

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 00:25:05 UTC
From: ted2@Isis.MsState.Edu
Message-ID: <32h3t1$poq@Tut.MsState.Edu>
Source record: 182284
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 12 Aug 1994 15:04:38 GMT, Andrew Collington (andrewc@cogs.susx.ac.uk) wrote:
>I keep reading about people looking in Toad for prices and hardware, etc.
>Could someone please tell me what this is and if it is avalible in England, or
>where I can get one from.

>Thanks

>--
>Andrew Collington @ University of Sussex, England

Toad = Toad Computers
570 Governor Ritchie Highway
Severna Park, MD, USA 21146-2925

800-448-TOAD Orders
8623
410-544-6943 Info
--

Thanks,
Thomas

E-mail: ted2@Ra.MsState.edu
S-mail: Aiken Village Apt 34-K
: Starkville, MS 39759
Phone : (601) 325-3946

2148. Re: SpeedoGDOS 5 Compatibility problems

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 00:29:59 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CuG6pz.K58@cix.compulink.co.uk>
Source record: 182291

>Some pionts about SpeedoGDOS 5.x that are not very clear at all, is this
>a real development from Ataries SpeedoGDOS 4.2, ie, was COMPO licenced
>to do the upgrade, or is it just a COMPO version of GDOS, things are just not
>that clear on this..??

It is a development from Atari's original source code.

>Another point, how big is the new SpeedoGDOS 5.x and how much ram does it now
>need...??

It's just over 100k and uses about 20k more RAM than before. However, if
using TT/T1 fonts it's better to have larger caches set up.

Ofir ogal@cix.compulink.co.uk

2149. System hardware checker forsale

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 01:43:44 UTC
From: leonard@cs.ualberta.ca
Message-ID: <32h8gg$p2s@scapa.cs.ualberta.ca>
Source record: 182299

hi -
I have an atari 520/1040st hardware system diagnostic system forsale.
I uses a cartridge for the cartrdge port plus a board that plugs into the
midi and hardrive and serial ports to check all system functions.
Made by atari for their service departments
Price: $50.00 USD - shipping included.
I also have a 520st power brick - price $15.00 - you pay shipping.
Send mail to this account or:
Leonard Harris
273 Brookside Terrace
Edmonton, Alberta
T6H 4J6
403-438-7834

2150. Re: Converting to FLI/C formats?

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 01:44:02 UTC
From: sammcgee@crl.com
Message-ID: <32h8h2$dhh@crl5.crl.com>
Source record: 182297
Cross-posted to: comp.sys.mac.apps,comp.graphics.animation,comp.sys.atari.st

Panjandrum (dhbutler@magnus.acs.ohio-state.edu) wrote:
: Hi all, I'm in search of a Macintosh (or Atari) program that can convert
: various animation formats (especially quicktime) to FLI and FLC formats. Also,
: any information about where to find a collection of animation already in
: FLI/FLC format would be greatly appreciated.

The fastest and easiest way to get lots of FLI/FLC's may also be the most expensive, initially anyway. Get a CD-ROM drive and:

1) 5 Star Games - also AVI and MPEG!
2) (PC) Animation Festival
3) 3D Animania

These three CD's were purchased at a computer swapmeet for between $5 and $20US each. This ought to give you several hundred FLI/FLC's to watch.

Sam

2151. 4 Meg memory boards for 520/1040 st's

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 01:47:20 UTC
From: leonard@cs.ualberta.ca
Message-ID: <32h8n8$pd9@scapa.cs.ualberta.ca>
Source record: 182298

Hi - I have a large number of 4 meg upgrade boards for the ST.
Uses 1megx1 chips - can be populated as either 2 or 4 megs.
Board is 4 layer - very noise free and reliable.
Installs by 1 plug to hifter chip and a small template that must be soldered -
only 5 solder points.
Price: $25.00 USD - no ram on boards -
Send email or call:
Leonard Harris
273 Brookside Terrace
Edmonton, Alberta
T6H 4J6
403-438-7834

2152. Re: offline reader

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 02:27:02 UTC
From: nexus@netcom.com
Message-ID: <nexusCuGC53.42@netcom.com>
Source record: 182201

dburns@world.std.com (David R Burns) writes:

|The *only* Atari Blue Wave reader is Mountain Reader II, from Mountain
|Software, 6911 NE Livingston Road, Camas, WA, 98607. Written by Anthony
|Watson, it is also the finest QWK reader available for Atari computers.
|There is a demo available via ftp, or contact the author at
|a.watson@genie.geis.com. I think the price is $40US (I upgraded from
|Mountain QWK for $15).

Mountain Reader II (m_read20.lzh) is available in the Telecomm directory at
a.a.u.e. If you register before August 15, the shareware fee is only $30US.
Highly recommended.

A correction on the email address: it's actually a.watson6@genie.geis.com.
--
_g_ _ag,
,^ N x _#F This Dose of Drivel(tm) administered by nexus@netcom.com.
d@- _0P GSS -d+ -p+(-) c++(+++) !l u+@ e++ m-(*) s/+
jNF 0@_ n--- h(--) f+(*) g+(-) w++ t++@ r y*
#" dNM"

2153. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 04:06:16 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <32hgro$8i2@terminator.rs.itd.umich.edu>
Source record: 182206
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- entropy 425474 Aug 8 01:57 ./Mint/Network/net-053.tgz
-rw-r--r-- entropy 38149 Aug 8 01:57 ./Mint/Network/ping-00.tgz
-rw-r--r-- entropy 177731 Aug 8 01:57 ./Mint/Network/telnet-01.tgz
-rw-r--r-- entropy 52413 Aug 8 01:58 ./Mint/Network/traceroute-00.tgz
-rw-rw-r-- entropy 10943 Aug 8 19:07 ./Mint/0index
-rw-r--r-- lenn 274350 Aug 9 05:10 ./Graphics/spoflt35.zip
-rw-r--r-- entropy 13429 Aug 9 05:12 ./Graphics/0index
-rw-r--r-- boydm 117767 Aug 9 12:48 ./0ls-lR.Z
-rw-r--r-- boydm 117465 Aug 9 12:50 ./0ls-lRc.Z
lrwxr-xr-x lenn 27 Aug 9 05:15 ./Falcon/Graphics/spoflt35.zip ->
../../Graphics/spoflt35.zip
-rw-r--r-- boydm 144259 Aug 9 12:46 ./0compind.Z
-rw-r--r-- boydm 358045 Aug 9 12:46 ./0index
-rw-r--r-- dpz 84971 Aug 10 15:20 ./Games/darklyte.zip
-rw-r--r-- dpz 360471 Aug 10 15:20 ./Games/grand2_1.zip
-rw-r--r-- dpz 404658 Aug 10 15:20 ./Games/grand2_2.zip
-rw-r--r-- dpz 415034 Aug 10 15:20 ./Games/grandad.zip
-rw-r--r-- dpz 187833 Aug 10 15:20 ./Games/ozone.zip
-rw-r--r-- baldrick 21773 Aug 10 15:44 ./Games/0index
-rw-rw-r-- entropy 11022 Aug 10 15:29 ./Mint/0index
-rw-r--r-- dpz 97408 Aug 4 21:13 ./Mint/Lib/mntsox44.zoo
-rw-r--r-- dpz 190076 Aug 10 15:26 ./Mint/Utilities/screen02.tgz
-rw-r--r-- dpz 117785 Aug 10 15:48 ./0ls-lR.Z
-rw-r--r-- dpz 145199 Aug 10 15:34 ./Telecomm/rufus141.zip
-rw-r--r-- weiner 7467 Aug 10 15:32 ./Telecomm/0index
-rw-r--r-- dpz 25088 Aug 10 15:30 ./Programming/mit2mot102.zoo
-rw-r--r-- entropy 5643 Aug 10 15:30 ./Programming/0index
-rw-r--r-- dpz 117413 Aug 10 15:49 ./0ls-lRc.Z
-rw-r--r-- dpz 144398 Aug 10 15:46 ./0compind.Z
-rw-r--r-- dpz 358301 Aug 10 15:46 ./0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

2154. Mail to AtariNet addresses

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 04:57:00 UTC
From: Ray.Brown@702.dswhq.omahug.org
Message-ID: <45e_9408130018@dswhq.omahug.org>
Source record: 182250

DO>Stupid Question number One, but how on earth can I get mail to
DO>an AtariNet (or
DO>even a FidoNet address)? I've had a look in a lot of places to
DO>try to find
DO>some sort of information but so far it has proved elusive...

. Hello! I will try to answer.

. I believe the syntax should be in the form

r.brown@n1701.f286.z1.fidonet.org

. I might possibly have the "n" and "f" transposed, but my normal
FidoNet address is 1:286/1701.

. And, to make this kinda on-topic, I am still using a venerable
1040 ST, with TOS 1.03, and a Mega 30. I originally bought it to run
TimeWorks DTP, and I still use just it, although I ought to upgrade
to TW DTP v2. <g>

. Hopefully, I'll be picking up this conference on my own BBS, "Deep
Space 417" shortly. If not, then I'll just have to call back in once
in a while. <g>

. _Ray_

2155. Test

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 05:00:42 UTC
From: Matt.McAlister@dataport.com
Message-ID: <dda_9408122109@dataport.com>
Source record: 182215

I suggest you return to school if you like tests so much!

InterNet: Matt.McAlister@dataport.com
FidoNet : Matt McAlister 1:143/106

2156. Atari Fax

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 05:03:38 UTC
From: Matt.McAlister@dataport.com
Message-ID: <ddb_9408122109@dataport.com>
Source record: 182216

As fait would have it, I just happen to have it. Having faxed them a resume.

The fax # is (408)745-8861

InterNet: Matt.McAlister@dataport.com
FidoNet : Matt McAlister 1:143/106

2157. Migraph Hand Scanner Cheap

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 05:14:00 UTC
From: Ray.Brown@702.dswhq.omahug.org
Message-ID: <45f_9408130018@dswhq.omahug.org>
Source record: 182249

RS>I have an old Migraph Hand Scanner with Touch-Up...
RS>I think the cartridge interface is no longer working correctly.
RS>Since I no longer have an ST it is taking up space and I
RS>have no reason to fix it. If some one makes me an offer
RS>I just might part with it cheap...

. (sigh) I cannot offer very much for it, but if you still have the scanner (after all, this msg. is 3 weeks behind yours <g>), drop me a card or letter to me at P.O. Box 3051, Joplin, MO, 64803-3051.

. If I can get it to work, I'd use it for scanning in some Star Trek-ish cartoons into my newsletter. <g>

. Thanks!

. _Ray_

2158. ATARI Cubase Files ---> PC ????

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 05:26:15 UTC
From: mafarrin@byron.apana.org.au
Message-ID: <32hlia$97i@hack.byron.apana.org.au>
Source record: 182173

Do songs, arrangements, parts and drumkits for the ATARI version of Cubase
work on the PC version ???

___ __ ______
___\ Mat Farrington _\ e4mafarr@aelmg.adelaide.edu.au _____
____\ Elec.Eng/Comp.Sc Student _\ mafarrin@byron.apana.org.au ____
_____\ APANA User & MIDI Musician _\ mat@student.adelaide.edu.au ___

2159. ST SOFTWARE FOR SALE!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 05:54:56 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <32hn7g$ic4@usenet.INS.CWRU.Edu>
Source record: 182283

I have the following original disks with docs for sale- $10 each including shipping . . .

Star Trek : The Rebel Universe by Simon & Schuster
Phantasie II by Strategic Simulations
Alternate Reality : The City by Datasoft
Roadwar 2000 by Strategic Simulations
TangleWood by Microdeal
SunDog Frozen Legacy by FTL
Ultima II by Sierra
Tau Ceti : The Lost Star Colony by Thunder Mountain
Carrier Command by RainBird
Atari USA Language Disk ($5)
Rambo III by Taito
GoldRunner by MicroDeal
Rogue by Epyx
Phantasie III : Wrath of Nikademus by Strategic Simulations
ShadowGate by ICOM
Renegade by Taito
Star Ray by Logotron
Barbarian by Psygnosis
Hellbent by Impressions
APB by Tengen
BrickBusta by Impressions
Paladin by Omnitrend
Silent Service by MicroProse
King's Quest II by Sierra
Leviathan by Thunder Mountain
Black Lamp by RainBird
Space Cutter by RainBird
Elite by RainBird
Day of the Viper by Accolade
Rings of Zilfin by SSI
Universe III by Omnitrend
Side Arms by Capcom
Stellar Crusade by SSI
Captain Blood by Mindscape
StarGlider by RainBird
SDI by Mindscape

Any questions or multiple purchase offers, feel free to e-mail!!

Thanx for your time.
Sanjay Parker

2160. Falcon poll results

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 08:04:26 UTC
From: Charles Hirlimann <ch@valholl.u-strasbg.fr>
Message-ID: <32huqa$ei1@thot.u-strasbg.fr>
Source record: 182288

Falcon030 poll results.

First I'd like 2 thanks those who'ved answered (surtout les
francais : merci) I've got 34 answers.
TOS

8.8 % have tos 4.02
11.7 % ------- 4.01
73.5 % ------- 4.04

Ram

79.4 % have 4 megs and 20.6 have 14 (or 16) megs

Average Internal Hard Disk Space : 128 Meg (94.11 % have one)

Average External HDS (SCSI): 304.04 (55.8 % have one)

100 % have HD.

41.17 % got FPU (I asumed no answers as NO)

41.17 % have VGA, 17.6 % TV, 38.2 % Multysynch and 23.5 got
misc display screen.

For the peripherials I 'll give a list:
Syquest 44 : 2
Syquest 88 : 1
Tape : 1
CDRom drive : 7
Modem : 13 (9 at 14400 1 at 2400)
Printers : 22 (9 dot Matrix 6 color incjet 5 b&W incjet 2 Lazer)
Plotter : 1
Genlock : 1
Digitizer tablet : 1
BlowUp : 5
ScreenBlaster : 3
External Floppy Drvive : 2 (at 2.88)

ludo

2161. Re: Keyclick

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 09:30:49 UTC
From: steve-j@teleport.com
Message-ID: <32i3s9$q2h@elaine.teleport.com>
Source record: 182296

If you want to automatically disable the keyclick whenever you
boot your ST/TT/Falcon w/o having to use a Control Panel .ACC,
look for a small program called KEYCLICK.PRG and put it in your
AUTO folder.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2162. Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 10:08:45 UTC
From: rimkusul@papin.HRZ.Uni-Marburg.DE
Message-ID: <32i63d$ln1@surz03.HRZ.Uni-Marburg.DE>
Source record: 182300

Hy!
Someone gave me a Sprectre GCR for testing. And I guess I like it. But is this thing still available? What is the recent software?
Then I tried to install System7, but had no luck. Almost the first install-disk cannot be started (gave me some message, that I have too few memory, but I have 4MB). Did anyone install System7 on a Spectre GCR virtuell Mac?

Greetings, Ulf
--
****
"Sie koennen in dieser oder jener Lebenslage einmal in die Verlegenheit kommen, eine Matrix wirklich, explizit und numerisch invertieren zu muessen. Was tun sie dann?"
Jaehnich, Klaus, Lineare Algebra:
Ein Skriptum fuer das erste Semester
********** rimkusul@papin.hrz.uni-marburg.de **********

2163. serching for Internet-Software

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 10:16:07 UTC
From: olav@obh.in-berlin.de
Message-ID: <6PJRBR6I@obh.in-berlin.de>
Source record: 182210

Hello,

I'm serching for an internet-client, like popmail, etc..
please mail me, if you have this software for the internet

bye
Olav

--
--
--
Mail: Olav Surawski -- Luckeweg 39 -- 12279 Berlin - Germany PHONE:
e-mail: UUCP: olav@obh.in-berlin.de Cityruf: 3306288 ++ 49 30 7224956

2164. Roland Sound Canvas Editing Software?

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 11:39:16 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.ekBL.myZ0LGHebJI@albemuth.equinox.gen.nz>
Source record: 182212

Hi there,

Does anyone know of any Editing Software of the Roland Sound Canvas module. I'm interestied in know about any products that could handle this, either commercial or PD/Shareware. Any help would be much appreciated.

Cheers,
John
--
|John Collis: Email in order of preference
| john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|or: John Collis at 3:770/105.7 @ fidonet.org
|Phone: +64-3-379-8921

2165. Re: WANTED: Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 13:23:29 UTC
From: seawasp@telerama.lm.com
Message-ID: <32ihgh$6mb@terrazzo.lm.com>
Source record: 182214

In article <1bc_9408121855@seuk.com> Kevan.Winch@eccles.seuk.com (Kevan Winch) writes:

> -=> Quoting seawaspAllelerama.lm.com to All <=-

> se> I'm looking for a good cheap ST to replace one which just
> se> gave up the ghost for unknown reasons (possibly a recent
> se> thunderstorm). The monitor and at least one double-sided drive still

>Whoa there, whaddya want to get another machine for ????? Have you taken
>it to a computer store for a repair estimate ? You could probably get
>it fixed for *much* less than it'll cost you to get another.

Well, seeing as used ST's are now running in the hundred-dollar
range, I can't see repairs costing less than that. The ONLY repair
job I've seen cost less was to fix a spacebar that wasn't working; that
cost 20 bucks. It's also an hour drive to get to the only known Atari
repairman in this area. If the repairs cost 50 bucks or more, I'm
better off getting a new one. If anyone feels that such an ST is
worth their trouble, give me a discount on a fully-functional one
and I'll send you the almost-working one.

Sea Wasp
/^\
;;;

2166. 1040ST/Software for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 13:53:08 UTC
From: gsk@cbnewsh.cb.att.com
Message-ID: <CuH7wn.Ayo@cbnewsh.cb.att.com>
Source record: 182221

Hi!

I've got the following items for sale:

ATARI 1040ST: $150
ATARI SC1224 Color Monitor: $100
Voice Development System for the Kawai K4 Keyboard: $50

Interested? Please contact me. Here's how!

Gary Kunkel
121 Belair Court
Matawan, NJ 07747-1129
(908) 615-4464 (Work)
(908) 566-8618 (Home)
e-mail address is shown above.

2167. Re: Help! Quantum 80S to Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 14:23:13 UTC
From: tonnes@hacktic.nl
Message-ID: <32il0h$fbq@news4all.hacktic.nl>
Source record: 182217
Cross-posted to: comp.sys.atari.st,comp.periphs.scsi

derek@masque.demon.co.uk (Derek McColl) writes:

>I am attempting to get a Quantum 80S SCSI 80Mb disk working on an
>Atari ST computer, and was wanting some help if possible.

>I am successfully running an OMTI SCSI-RLL converter and two drives,
>but keep on getting error messages when attempting to access the
>Quantum, though the software recognises the drive's presence
>correctly.

>The drive did originally come from an Apple (I think) if this sheds
>any light on the matter.

>Only clue to date: I see an error message about invalid data in the DCB.

>The jumper settings are:

>OMTI is ACSI/SCSI address 0
>Quantum is ACSI/SCSI address 1

>WS - not set
>EP - not set - if set, prevents any communications!
>SS - not set

>Please reply via email, as I don't read these groups normally.

>Thanks in advance for any assistance.

>Derek.

Hi,

My Pro80S worked fine with the EP jumper set and SCSI-ID nummer 0 on the
drive. Shouldn't you set both addresses the same?

Sorry for follow-up, can't e-mail to you.

Ton.

--
E-mail/home : tonnes@dds.hacktic.nl (sorry, can't e-mail outside Holland)
E-mail/stud : e9295@titan.hts.hsa.nl (not from july 1 until sept 1)
CB AX.25 Packet: nl0ton@nh3bbs.nh.nld.eu

2168. Re: ICD's email address

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 14:45:05 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <32im9h$b9b@mailer.fsu.edu>
Source record: 182211

Daryl Richards (drichard@isle.waterloo-rdp.on.ca) wrote:
> Does ICD have an email address? (Sorry if this has been beat to death
> already.. I remember people yappin' about this before but I never saw
> an address)

Try ICDINC@delphi.com. Tom Harker (president of ICD) has made numerous
recent appearances on the Internet, so it appears that this address is
being monitored.

> I need to see if I can get a copy of one of the PALs on the
> ICD AdSCSI+ host adapter... I discovered that a problem that I always
> thought was my ST was actually caused by the Host!

Hmmm, being as that I own a couple of AdSCSI's, what is the problem?

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2169. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 14:51:11 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <32imkv$b9b@mailer.fsu.edu>
Source record: 182218

Ulf Rimkus (rimkusul@papin.HRZ.Uni-Marburg.DE) wrote:
> Hy!
> Someone gave me a Sprectre GCR for testing. And I guess I like it. But is
> this thing still available? What is the recent software?

It is still available, and the newest available software version is 3.0.
Version 3.1 has been promised for some time, and is supposedly coming
"real soon now".

> Then I tried to install System7, but had no luck. Almost the first
> install-disk cannot be started (gave me some message, that I have too few
> memory, but I have 4MB). Did anyone install System7 on a Spectre GCR
> virtuell Mac?

Version 3.1 is supposed to have System 7 capability, as well as enhanced TT
compatibility and numerous bug fixes.

I really like my Spectre GCR. It opens up a whole world of additional
software, and seems to be more fault tolerant that a real Mac in some cases
(given that one is running System 6.0.x, of course)!

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2170. WTB: LDW 2.0

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 16:48:56 UTC
From: selick@bu.edu
Message-ID: <32itho$lv@news.bu.edu>
Source record: 182226

I'm looking to get LDW power v2.0 to import a 123 document. I'd like to pay $10 + s/h. If you've got it, and don't use it, then sell it!

-Steve
selick@acs.bu.edu

2171. Re: ICD's email address

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 16:55:30 UTC
From: dpj@delphi.com
Message-ID: <RO6ykbi.dpj@delphi.com>
Source record: 182213

Daryl Richards <drichard@isle.waterloo-rdp.on.ca> writes:

> Does ICD have an email address? (Sorry if this has been beat to death

Yep, they're on Delphi, CIS and GEnie. The address that first comes
to mind is Delphi's - try "icdinc@delphi.com"

-Dana

2172. Atari 1040ST For Sale (to=Z

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 17:22:00 UTC
From: bill.malyszka@scpcug.com
Message-ID: <940816152940730@scpcug.com>
Source record: 182090

I'd give you $75 for the Spectre GCR shipped. Let me know.

bongobrain@delphi.com
-> Alice4Mac Eval:25Jul94
--- FreeMail 1.09
* Origin: Tim's BBS * Erie, PA * 814-825-1731 * (1:2601/566)

2173. Re: Roland Sound Canvas Editing Software?

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 18:16:17 UTC
From: paulseniura@delphi.com
Message-ID: <ZS7RkTp.paulseniura@delphi.com>
Source record: 182219

John Collis <john@albemuth.equinox.gen.nz> writes:

>Hi there,
>
>Does anyone know of any Editing Software of the Roland Sound Canvas
>module. I'm interestied in know about any products that could handle
>this, either commercial or PD/Shareware. Any help would be much
>appreciated.
>
>Cheers,
>John

I would like to know about this, too. I have a SC-155. The software I need should run on an upgraded 520ST (4meg RAM w/ Turbo16 pref. in mono hi-rez).

Just fyi: I have asked Roland's reps on CompuServe about whether they intend on porting their CanvasMan pkg to the Atari. In several weeks I've received no answer from them. Either they're not monitoring their account on CIS, or they're ignoring me, or the Atari line really is officially dead nowadays.

(p.s. I've never gotten my subscription to Roland's music magazine either, and once again their reps on CIS haven't responded to an older msg I sent regarding the "free" issue us SC owners were entitled to according to the pamplets I got w/ my SC-155.)

-- thx, Paul Seniura (in Oklahoma City)
PaulSeniura@Delphi.Com

2174. Adding a hardrrive

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 19:08:59 UTC
From: zap@eskimo.com
Message-ID: <CuHMJ3.Dps@eskimo.com>
Source record: 182232

I have a shoebox 30 meg RLL hardrive and I just purchased a 65 meg bare drive. These are both Seagate drives and I have a OMTI controller.
How do I get my controller to recognize both drives? Do I need to change the location of the pin-bridge on one of the drives so it has a different ID number? Are there any other hardware configures I need to do? Thanks for the help.
Rank amateur
--

internet: zap@eskimo.com
ZAPPERDUDE uucp: zap@eskimo.celestial.com

2175. adSCSI micro st adapter for US$40, where ???

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 19:17:14 UTC
From: putney@suburbia.apana.org.au
Message-ID: <putney.776805434@suburbia.apana.org.au>
Source record: 182175

I recently saw a posting on this newsgroup that mentioned ICD adscsi micro st adapters for $40 somewhere in the states. Infact if I recall correctly the person actualy sold these. I would greatly appreciate any help in locating one of these internal SCSI adapters for my MEGA at this price. Also if someone could let me know what other types of internal upgrades are available for the Mega. I understand icd make an accelerator board for the st. How much are these, are they compatible with most (all) software ?

thankyou,

Putney@suburbia.apana.org.au

--
---
suburbia.apana.org.au
Suburbia Public Access Unix - 24 Hr Internet Connection - +61 3 596 8366
==========

2176. Re: Latest English ST-Guide Available

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 19:34:05 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <32j77d$b3j@golem.wcc.govt.nz>
Source record: 182222

] Latest English ST-Guide available at:

Hopefully it's a 100% English version with english doc's.... We'll see
in a while! :)

-->
Bart Simpsons Botton 40: #38 When Mom says if all your friends jumped off
a bridge, would you as well!?

2177. 19" monitors for the Mega st are they available ?

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 19:39:26 UTC
From: putney@suburbia.apana.org.au
Message-ID: <putney.776806766@suburbia.apana.org.au>
Source record: 182174

I am very interested in getting a 19" monitor working on my Mega st. How
would I go about this and where could i get the parts?. Would any 19"
Monochrome monitor work, What kind of graphic card would I need to install
Are these still available?.

If anyone is interested in selling their 19" screen setup for the
mega or maybe downgrading to an sm124 12" screen cash please mail me.

Any help would be greatly appreciated

thankyou,

putney@suburbia.apana.org.au
--
---
suburbia.apana.org.au
Suburbia Public Access Unix - 24 Hr Internet Connection - +61 3 596 8366
==========

2178. Re: Papyrus vs Redacteur - any thoughts

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 19:44:58 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CuHo6y.E68@cix.compulink.co.uk>
Source record: 182220

>The results would have been less reproducible. Graphics speed is tricky
>because bezier curves can be sped up a lot by giving up smoothness. Maybe
>someone should write a new benchmark program. Anyway text output is the
>most important factor of VDI speed for most users IMO.

I already have started adding Speedo tests to GEMBench. There are several
problems I'm facing with this and I will list them here in hope that some
of you may have helpful ideas and solutions:

* GEMBench main window wil have to be split into 2 or 3 windows. One for
CPU stuff which I will extend to do more complex general purpose tests.
Another window for the VDI and Speedo tests. There's no more room for
test in ST-High. If anyone can think of a different way around this
please let me know. Maybe some of the tests I do are not really
required.

* The main idea in GEMbench is that you are able to _compare_ systems.
This is easy with static functins like objc_draw() and vro_cpyfm()
because all machines of the same spec return the same results with
+/-2%. Speedo is more of a problem because the speed depends on the size
of the caches and I do not know how NVDI 3 caches are set and whether it
supports the same cache OS calls like SPeedo. Even disk access speed can
come into the equation.
Even if it does, I can't see how I will be able to give a clear
percentage figure as I do with VDI and CPU tests.

* I suppose I can avoid some of these problems by making sure that the
current cache is large enough to contain the characters for the test,
flush it, do a dummy draw of the characters to fill the cache and then
start the test. I will have to stick to one font - so it will probably
be Swiss or Time Roman which everyone has.

* I would like to know which Speedo functions are mostly in use by
programs so that I can test them in proprtion to 'real-world' usage. For
example - how often is v_wc_justified() used, how about vqt_pairkern().

* I have already got a Bezier test routine and I can confirm that Speedo 5
is about 3.5 times faster than Speedo 4 with NVDI 2.5 installed.

* In the mean time I will be releasing an intermediate version, probably
3.5 which will include many new features but no Speedo testing.

* Thanks to everyone who has registered GEMBench. The number of regs has
certainly encouraged me to continue development.

Ofir ogal@cix.compulink.co.uk

2179. Re: Ethernet on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 19:58:34 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940813Z195834.366dbrewood@nest.demon.co.uk>
Source record: 182153

In article <1994Aug12.142622.4027@bay.cc.kcl.ac.uk>
sjg@phlem.ph.kcl.ac.uk "Simon Gornall" writes:

> Not necessarily true Uwe, new I agree they are extortionate, but I've
> just taken an opportunity to pick up a SCSI->Ethernet box for as
> little as 15 uk lbs. Now all I have to do is write a device driver

Simon can you advise where you got it from as I will hopefully soon be looking
for one myself.

--


```
==========================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
==========================================================================
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
==========================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
==========================================================================
```

2180. Grandad 2

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 20:49:47 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <32jblb$kn2@u.cc.utah.edu>
Source record: 182238

I am having trouble running the game Grandad 2 (files grandad2_1.zip and grandad2_2.zip) which I downloaded recently from atari.archive.umich.edu. The opening cartoon works fine, but when it finally gets to the title screen, it spews 11 bombs and freezes up. Anyone encountered this problem?

--
\ Eric Jolley \ Mail me at: \
\ Film Studies Major, U. of U. \ Eric.Jolley@m.cc.utah.edu \
\ For PGP 2.6 Public Key, \ or \
\ finger ewj8218@u.cc.utah.edu \ en351@cleveland.freenet.edu \

2181. FS: Mega 2, Mono Monitor, Lots of SW

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 21:06:06 UTC
From: onders@netcom.com
Message-ID: <ondersCuHry7.Gun@netcom.com>
Source record: 182223

For Sale:

Atari Mega ST 2 - excellent condition - old roms (1.2)
Atari SM-124 Mono Monitor
Two ST-to-SCSI adapters
Lots of Software - including:
Spectre GCR
Word Up
WordPerfect
MWC
Micro RTX
Personal Pascal
Flash
and lots more.

For the right offer, I may throw in a ToadFile 80 Meg SCSI HD

Email offers to:
Tim Onders
onders@netcom.com

2182. For sale, TEC 2.06

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 21:25:17 UTC
From: JHOOPER@ua1vm.ua.edu
Message-ID: <17011E6ED.JHOOPER@ua1vm.ua.edu>
Source record: 182224

I have a brand new TEC board for the Mega ST with TOS 2.06 in it for sale. This is a plug'n go unit, TOAD has it for $150 +tax, I'll take $100. All dox, original box, everthing. Email me.

2183. For Sale: Convector Pro

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 21:31:14 UTC
From: JHOOPER@ua1vm.ua.edu
Message-ID: <17011E852.JHOOPER@ua1vm.ua.edu>
Source record: 182225

I have Convector Pro with all docs; TOAD sells for $99. I will go $50, and as a fully ethical STer, will delete all copies I own when I sell.

2184. Re: The future of Atari Computers

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 21:51:52 UTC
From: shendrix@escape.widomaker.com
Message-ID: <1994Aug13.215152.3622@escape.widomaker.com>
Source record: 182243

Jenni the Satsuma (yockneyj@cs.man.ac.uk) wrote:

: SMS2 (a replacement OS now available for the ST) does all the things

Where can you get it?

: But the fast processor? It'd have to be a PowerPC chip surely...

The '040 is awfully fast if not bridled with a terrible motherboard
design and OS. I use lot's of machines at work and while we can get
access to high-speed i860/960's, Sparcs, etc. we often find that the
Motorolla '030 and '040 are actually faster. BTW- I'm talking about VME
hardware running UNIX and VxWorks for real-time models, simulations and
control.

: Jenny

: (Who has nothing to do with any of the companies that sell SMS2, BTW!)
--
csh
----
shendrix@escape.widomaker.com (UUCP) | Amd486/40 Linux system
shendrix@pcs.cnu.edu (Internet) | Christopher Newport University

2185. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 21:56:32 UTC
From: shendrix@escape.widomaker.com
Message-ID: <1994Aug13.215632.3700@escape.widomaker.com>
Source record: 182244

Orlando Santiago, x7822 (osantiag@hemlock.gesd) wrote:

: If any has a gemulator board with tos for sale let me know. Toad
: sells a new one for $159. If it is : $120 or less will buy.

Can someone send me the phone number and address for Toad Computers?

Thanks.

--
csh
---
shendrix@escape.widomaker.com (UUCP) | Amd486/40 Linux system
shendrix@pcs.cnu.edu (Internet) | Christopher Newport University

2186. 3.5 IDE in a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 22:08:08 UTC
From: krlawson@freenet.hut.fi
Message-ID: <32jg88$kae@freenet.hut.fi>
Source record: 182227

Could somebody please tell me if it's actually possible to stick a
3.5 inch IDE into a falcon? I think someone asked about this at some
earlier point, but I didn't get the answer.. If it's possible do you
need some special DIY knowledge or do you just simply slot it in?
3.5 inch drives are MUCH cheaper here in Finland, so it would be really cool
if I could fit one inside my falcon's case..
If possible answer me with email because I don't get to read usenet news
very often :(
--
Kristoffer Lawson
norm. EMail: krlawson@freenet.hut.fi
-
What has purpose?

2187. FOR SALE: two 520's

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 22:31:29 UTC
From: paul@vega.ame.arizona.edu
Message-ID: <32jhk1$7tf@news.CCIT.Arizona.EDU>
Source record: 182229

```
This is a post for a friend of mine who has no news access, so please reply by
e-mail to him:

David Ormand at 0019680@ccmail.emis.hac.com

For sale: Two 520STs:
512K stock - $80
1M modified - $100
Both have single-sided floppies.
Prices as somewhat negociable.
---

-Paul Harris @ @
paul@vega.ame.arizona.edu \___/
```

2188. Re: Latest English ST-Guide Available

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 22:40:54 UTC
From: ted2@Isis.MsState.Edu
Message-ID: <32ji5m$9rb@Tut.MsState.Edu>
Source record: 182228

On 13 Aug 1994 19:34:05 GMT, Steve Wells (wells_s@kosmos.wcc.govt.nz) wrote:
>] Latest English ST-Guide available at:

>Hopefully it's a 100% English version with english doc's.... We'll see
>in a while! :)

English docs, but where is the .PRG to run the files (.HYP)

>-->
>Bart Simpsons Botton 40: #38 When Mom says if all your friends jumped off
>a bridge, would you as well!?

--

Thanks,
Thomas

E-mail: ted2@Ra.MsState.edu
S-mail: Aiken Village Apt 34-K
: Starkville, MS 39759
Phone : (601) 325-3946

2189. Re: Toad??

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 22:52:45 UTC
From: brobson@cix.compulink.co.uk
Message-ID: <CuHwvy.42E@cix.compulink.co.uk>
Source record: 182230
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <32h3t1$poq@Tut.MsState.Edu>, ted2@Isis.MsState.Edu said:
>==========
>
>Toad = Toad Computers
> 570 Governor Ritchie Highway
> Severna Park, MD, USA 21146-2925
>
> 800-448-TOAD Orders
> 8623
> 410-544-6943 Info
>--
>
... and Toad can also be e-mailed as TOAD-SERV.@genie.geis.com

Brian

brobson@cix.compulink.co.uk

2190. Re: UPLOADING! I've done my bit....

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 22:54:34 UTC
From: frank@theshack.demon.co.uk
Message-ID: <940813Z225434.663frank@theshack.demon.co.uk>
Source record: 182239

In article <1bd_9408121855@seuk.com>
Kevan.Winch@eccles.seuk.com "Kevan Winch" writes:

> Good, I hope it closes. It is the biggest load of crap I've
> ever had the misfortune to buy. We don't need abysmal mags like
> that to support the ST. I love mine, OK it's slow, no HD, TOS

Whether you like STF or not, surely you can't believe that the closure of /any/ ST mag will help the current situation? I respect your opinion in that you don't like the magazine, but how could the closure of STF help the Atari market? Actually, I'd be interested to hear why you think the mag is crap, and when was the last time you bought an issue?

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

2191. ST Review Issue #9 Disk Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 22:58:14 UTC
From: frank@theshack.demon.co.uk
Message-ID: <940813Z225814.371frank@theshack.demon.co.uk>
Source record: 182240

I'm looking for ST Review coverdisk #9 (The one with CyberPaint on) to replace my copy, which managed to get firmly lodged in my external floppy, ending up with the the metal flap scoring a mark on the disk surface. The disk now doesn't read at all, so if anyone has the disk and is willing to part with it, please email me.

Cheers.

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

2192. Re: Brainstorm Animation Viewer!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-13 23:34:20 UTC
From: Lexicor@world.std.com
Message-ID: <CuHyt9.956@world.std.com>
Source record: 182231

>
>What can I use to make my own FLI/FLC format movies?

On the Atari side, Lexicor Software has a whole suit of programs that will allow you to output into FLI/FLC and FLX as well as FLM (animation and rendering software).

If you're interested just reply and I'll send you some more info if you like.

Cheers

Yat @ Lexicor

2193. Lattice C uopdates?

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 01:55:43 UTC
From: daveh@netcom.com
Message-ID: <davehCuI5Cv.1Mw@netcom.com>
Source record: 182234

Hello I have a copy of Lattice C 5 that needs updating. purchased the Compiler direct from Hisoft a few years back but have since moved to the US does anyone know how I can update this? What is the cost I have version 5.06.01? I would prefer some way to update in the US if possible.

Many thanks.

2194. Re: Gif & Jpg viewer

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 01:57:38 UTC
From: Ansy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <pu5z8Di.mindbomb_bbs@delphi.com>
Source record: 182233

Stuart Denman <sdenman@wolf.cs.washington.edu> writes:

>It is the fastest GIF and JPEG viewer for plain ST's and is
>great on memory! If you think I'm biased because I'm the author
>(don't bother posting, people) then see it for yourself and make
>your own decisions. Have fun!
>

I just picked up a copy on delphi.... works like a charm! :) Good going
Stu. (def. a REGISTER ME title! :))

Only a few features i can even THINK of that it doesnt (yet) have...hehehe.

Andy

2195. Re: Gif & Jpg viewer

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 02:00:19 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <CuI5L2.G3@beaver.cs.washington.edu>
Source record: 182235

John Charles (jaycee@midmarsh.demon.co.uk) wrote:

: It's shareware, allows more than one pic to reside in memory at the
: same time (up to 4) though this will probably depend on the amount
: of memory you have and allows manipulation of colour, etc..

Well, up to 4 is only for the unregistered version. If you register, you
can have up to 64 images in memory (if you can fit them!)

: Not too much is crippled in the demo version and it works very well
: for me. I have version 3.1

That's funny, I heard a lot of people complain that it have too much
disabled!

-Stuart Denman

2196. Re: Speed of Light Problems...

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 02:16:01 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <CuI6B7.LK@beaver.cs.washington.edu>
Source record: 182236

It seems your graphics card does not set up the VDI information properly.
Speed of Light is NOT fully "non-GEM." It uses GEM for all it's dialogs
and other things, the ONLY thing that is not GEM is how it displays the
images. I'll try to see if I can find out what is wrong with the display.

-Stuart

2197. Re: Grandad 2

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 03:46:38 UTC
From: lokirkby@cln.etc.bc.ca
Message-ID: <1994Aug14.034638.13057@news.etc.bc.ca>
Source record: 182237

In a previous article, ewj8218@u.cc.utah.edu (Eric Jolley) says:

>I am having trouble running the game Grandad 2 (files grandad2_1.zip and
>grandad2_2.zip) which I downloaded recently from atari.archive.umich.edu.
>The opening cartoon works fine, but when it finally gets to the title
>screen, it spews 11 bombs and freezes up. Anyone encountered this problem?

Same here, I get to the title screen and then it resets. I have a 1040ST
with a double sided disk drive and no hard drive. :-(

Loren Kirkby

P.S. I have TOS 1.2, in case this makes any difference.

2198. Cost of airmail from UK to USA

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 04:53:47 UTC
From: sammcgee@crl.com
Message-ID: <32k80r$b29@crl5.crl.com>
Source record: 182241

What would your estimate be for shipping an ST (no accessories, PS, etc.)
from the UK to the USA.
(cost in either currency)

Sam

2199. using IBM keyboard with ST?

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 05:48:46 UTC
From: jonbrown@crl.com
Message-ID: <32kb7u$t0r@crl.crl.com>
Source record: 182242

I vaguely remember seeing a 'how-to' type text file on a BSS that explained how to use an IBM type keyboard with the ST. Does anyone know where I might locate it?

2200. Re: Grandad 2

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 07:15:50 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <32kgb6$157@u.cc.utah.edu>
Source record: 182246

In article <1994Aug14.034638.13057@news.etc.bc.ca>,
Loren Kirkby <lokirkby@cln.etc.bc.ca> wrote:
>
>Same here, I get to the title screen and then it resets. I have a 1040ST
>with a double sided disk drive and no hard drive. :-(
>
> Loren Kirkby
>
>P.S. I have TOS 1.2, in case this makes any difference.

I have a Mega ST4 with TOS 1.2 as well. Perhaps our TOS is the
problem. Thanks for the feedback. I thought it was either my TOS or an
STE incompatibility.

--
\ Eric Jolley \ Mail me at: \
\ Film Studies Major, U. of U. \ Eric.Jolley@m.cc.utah.edu \
\ For PGP 2.6 Public Key, \ or \
\ finger ewj8218@u.cc.utah.edu \ en351@cleveland.freenet.edu \

2201. Atari 1040ST For Sale (to=Z

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 07:23:00 UTC
From: bill.malyszka@scpcug.com
Message-ID: <940816152940731@scpcug.com>
Source record: 182091

```
TV> : System includes 1040 ST Computer, Monochrome monitor, external
TV> : floppy drive (3.5in.), Spectre GCR Mac emulator, Star micronix
TV> : dot matrix printer, and software. Paid over 2000.00 for entire
TV> system
TV>
TV> : Entire System for 325.00 or best offer
TV>
TV> : Drop me a line
TV>
TV> : cseid@pop.uh.edu

I'd take the Spectre GCR if you want to part with it for $75 to include the
ROMs.

Ciao,
BILL
-> Alice4Mac Eval:25Jul94
--- FreeMail 1.09
* Origin: Tim's BBS * Erie, PA * 814-825-1731 * (1:2601/566)
```

2202. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 07:59:19 UTC
From: diehl@io.org
Message-ID: <32kisn$qlq@ionews.io.org>
Source record: 182245

> Ofcouse. I don't agree on my banks tax's, cause when i send money to
>someone
> in eg. the Uk i have to pay for sending the money, but also have to pay
> for this guy to receive the money, (which is a pretty stupid policy in my
> opinion). I talked to my bank clerk about it, and he did agree, but
> couldn't
> do anything about it. The best solution would be, if all developers could
> handle VISA, as it's an international money transfer organisation, which
> doesn't cost half as much as the normal bank.

The problem with accepting a credit card is that the programmer, then, has to foot the bill for the transaction fee. I'm not sure how much it is elsewhere, but I believe each transaction fee here in Canada is somewhere in the neighbourhood of $4 per. Thus, I would either have to accept the loss, or increase the cost of my program to cover it. Neither way is an acceptable proposition in my opinion; if I increase the cost of my program, people will save on bank fees, but lose on the additional cost of the program. Realistically, it's a losing proposition from both perspectives. The only difference is who the one to lose is.

> I don't know where you did ask, i have seen you'r in AtariNet as well.
> Maybe thats where all the conversation was going on. But normally disable
> the saving will be a good reason for registring the program. On the other
> hand it'll also be a good reason for cracking it.

That's a large part of it. The more crippled you make a program -- even if it's only one feature, but a critical feature -- the more incentive there isf or the program to either become cracked by pirates or distributed from someone's registered version. One way or another, pirates will get their hands on a program, no matter how they have to do it. It's something that can't be stopped no matter how clever you are at protection schemes. If it can be made, it can be unmade.

> It was more meant to be from the users point of view. They no longer have
> to feel they're beeing forced into registering your program, when you feel
> they should. They will registre if they feel like it, and also this will
> kill much of the thoughts around piracy as they will no longer be counted
> as pirates.

I don't think it's up to me to make that distinction. If it is a question of moral obligation, then it is the users who will have to make that decision for themselves. How I classify a program does not change anything; users will percieve the program however is most convenient to them. Nowhere in the docs do I acutally state that they have to register _that_ version; I merely suggest that if they want to get a fully working registered version then they should register to get it. There is no real moral obligation or

pressure simply by the application of one or another term to describe the status of the program. That's entirely up to the user.

> I wish i had that long. I'm having a terrible problem here on my system
> since last night. I installed a CD-Rom, and now eveything is bombing due
> to using the MetaDos driver. And as usual i'm on my own 8-/

Even as I speak I'm getting the old "two minute warning" from my site. *sigh* Time to be going, I suppose. Congratulations on the CD-ROM... I'd like one myself. Hope you get it working, soon.

_____ _____ _____ _____
____<____ >/ __ // ____/ ___ Tail of ________ Eric March _____
__________> // <_/ // <___ ___ The Comet ______ diehl@io.org _____
__________<_/<_____/<_____/ ___ Productions ____ "ANSI? FANSI!" _____

2203. Pretty Good Privacy

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 10:48:24 UTC
From: mcareyb@cix.compulink.co.uk
Message-ID: <Culu0o.EHw@cix.compulink.co.uk>
Source record: 182248

In the documents with the Mac version of Pretty Good Privacy the very strong, public key data encryption software, Philip Zimmermann, mentions an Atari ST port of the software does anybody know of this?

Matthew

2204. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 10:48:26 UTC
From: mcareyb@cix.compulink.co.uk
Message-ID: <Culu0r.EIH@cix.compulink.co.uk>
Source record: 182247

In message <32i63d$ln1@surz03.HRZ.Uni-Marburg.DE>,
rimkusul@papin.HRZ.Uni-Marburg.DE said:
>memory, but I have 4MB). Did anyone install System7 on a Spectre GCR
I do not believe this possible, I think you have to stick with 6.
MultiFinder under 6 works though, if you must multitask.
Matthew

2205. Re: Gif & Jpg viewer

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 11:28:08 UTC
From: Brian.Baird@phm.embassy.co.uk
Message-ID: <b66_9408151217@embassy.embassy.co.uk>
Source record: 182139

On 12 Aug 94 23:52:26 Kim@dksoft.ping.dk wrote...

KK> The best Gif viewer i have seen for the Falcon is made by a german user
KK> on the mausnet. It's called Turbo Gif, and this guy, (hmm i think it's
KK> girl), sure layed her hands on the turbo expression.
KK>
KK> It runs on the Falcon only, no matter what color mode you'r in. (it'll
KK> by itself), and it's the fastest i have ever seen.
KK>
KK> I can only recommend it, cause it's also freeware.

I haven't seen this anywhere Kim, is there any chance of you u/l it onto a.a
or hatching it out on NeST or FAN?

Brian.
--
| Internet: Brian.Baird@phm.embassy.co.uk
| Standard disclaimer: The views of this user are strictly his own.
| Embassy NET - Bring Usenet to the masses
| For Details mail : Info@embassy.co.uk

2206. WWW Browser

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 11:49:00 UTC
From: mattias.skxld@p6.stacken.ct.se
Message-ID: <2e4e1347@ct.se>
Source record: 182124

From mask@6.stacken.ct.se

Hi, I Would like to know if anyone have seen a WWW browser for Atari ???
I've heared of an Atari version of Mosaic (I think). Does anyone know about it
and were I can find it.

\Mattias S

Falcon 030 4/420

2207. Re: SupraDrive: HELP!

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 12:17:06 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <32l202$ke6@golem.wcc.govt.nz>
Source record: 182154

In article <CuBMyo.AuI@liverpool.ac.uk>, em09@liverpool.ac.uk (Mr. J. Boyes) writes:
>Please can anybody help me?
>
>I have just bought a SupraDrive 30Mb hard disk for my STE but the

>
>I have replaced the drive with a 45Mb one but I am not able to make
>it autoboot until I can get fresh copies of two of the programs and
>their resource files. They are;
>
> SUPRMOD.PRG + SUPRMOD.RSC
> and SUPUTIL.PRG + SUPUTIL.RSC
>

>John.
>--
>John Boyes (em09@liverpool.ac.uk)
>Department of Mechanical Engineering
>Liverpool University 051-794-4861

First you can get the latest Supra Utils from there BBS in the USA and they are
also on GEnie..

Second, they are many many years out of date, and may not support the disk
drive you have fitted, so get a copy from ICD of there Pro utils. they
work great and support BGM partitions that Supras don't, plus
many other great features..

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

2208. Re: UPLOADING! I've done my bit....

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 12:32:35 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <32l2t3$rpv@msuinfo.cl.msu.edu>
Source record: 182151

In article <1bd_9408121855@seuk.com>, Kevan.Winch@eccles.seuk.com (Kevan Winch) writes:
> -=> Quoting aw369@Freenet.HSC.Colorado.EDU to All <=-
>
> aw> Remember, Your Sinclair was closed when it still had 30000
> readers per month. ST Format only has 40000.....

Didn't STart fold with 30000 to 40000 readers, too?

> Good, I hope it closes. It is the biggest load of crap I've
> ever had the misfortune to buy. We don't need abysmal mags like
> that to support the ST. I love mine, OK it's slow, no HD, TOS
> 1.02, etc etc , but it runs well, and until the cost of a Falcon
> drops, then I'll stick with it.

While I find ST Fromat's coverage of productivity and utility apps to be skimpy, it is still a good way to find out what's out there. The best way for the Atari to truly die is for there to be no way to report on what's available. We need a couple of magazines, even if they aren't of the quality we'd like.

Regards,
Tom
hopper_t@msupa.pa.msu.edu

>--
>Standard disclaimer: My views are strictly my own.

2209. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 15:07:24 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <32lbvc$eh5@mailer.fsu.edu>
Source record: 182155

Shannon Hendrix (shendrix@escape.widomaker.com) wrote:
> Orlando Santiago, x7822 (osantiag@hemlock.gesd) wrote:
>
> : If any has a gemulator board with tos for sale let me know. Toad
> : sells a new one for $159. If it is : $120 or less will buy.
>
> Can someone send me the phone number and address for Toad Computers?

Toad is at 1-800-448-TOAD. I was under the impression that the Gemulator
had dropped to $99, but perhaps I am mistaken.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2210. Re: Pretty Good Privacy

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 15:13:39 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <32lcb3$eh5@mailer.fsu.edu>
Source record: 182152

Matthew Carey (mcareyb@cix.compulink.co.uk) wrote:
> In the documents with the Mac version of Pretty Good Privacy the very
> strong, public key data encryption software, Philip Zimmermann, mentions
> an Atari ST port of the software does anybody know of this?

Well, both the program and the shell for it reside on atari.archive.umich.edu
in /Utilities. It appears to be version 2.3a of PGP.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2211. Re: Grandad 2

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 16:03:02 UTC
From: sccoe@ucscb.UCSC.EDU
Message-ID: <32lf7m$bpa@darkstar.UCSC.EDU>
Source record: 182158

```
Why would you want to play a game called "Grandad" anyway? '-)
```

2212. Re: ICD's email address

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 16:18:29 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <32lg4l$m7l@msuinfo.cl.msu.edu>
Source record: 182159

In article <RO6ykbi.dpj@delphi.com>, dpj@delphi.com writes:
>Daryl Richards <drichard@isle.waterloo-rdp.on.ca> writes:
>
>> Does ICD have an email address? (Sorry if this has been beat to death
>
>Yep, they're on Delphi, CIS and GEnie. The address that first comes
>to mind is Delphi's - try "icdinc@delphi.com"

I think the GEnie address is "icdinc@genie.geis.com"

Regards,
Tom
hopper_t@msupa.pa.msu.edu

> -Dana

2213. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 16:31:17 UTC
From: dkoster@rmii.com
Message-ID: <32lgsl$hmj@potogold.rmii.com>
Source record: 182156

Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
: Shannon Hendrix (shendrix@escape.widomaker.com) wrote:
: > Orlando Santiago, x7822 (osantiag@hemlock.gesd) wrote:
: >

: Toad is at 1-800-448-TOAD. I was under the impression that the Gemulator
: had dropped to $99, but perhaps I am mistaken.

$99 sans TOS.

--
David N. Koster, dkoster@rainbow.rmii.com Speaking for himself,
Colorado Springs, Colorado, USA only...

2214. Spectre Gcr

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 16:43:00 UTC
From: dan.dreibelbis@f422.n250.z1.tor250.org
Message-ID: <11d96591@f422.n250.z1.tor250.org>
Source record: 182163

UR> Hy!
UR> Someone gave me a Sprectre GCR for testing. And I guess I like
UR> this thing still available? What is the recent software?
UR> Then I tried to install System7, but had no luck. Almost the fi
UR> install-disk cannot be started (gave me some message, that I ha
UR> memory, but I have 4MB). Did anyone install System7 on a Spectr
UR> virtuell Mac?

Ulf - the problem is with System 7 - according to David Small,
Spectre GCR's coder/creator, it appears that Apple designed System 7
so that it couldn't run on anything other than a real Macintosh (or
as David put it, an "emulator killer").

There is supposed to be an upgrade available, although David is
supposed to have been real quiet lately according to what I have
heard. He's had a number of things happen to him (including having
an accident befall his son) that required a lot of personal time
away from Gadgets by Small.

Anyway, you could try to get in touch with him at :

GADGETS by SMALL

40W Littleton Blvd., #210-211
Littleton, CO, USA 80120

PHONE: 303-791-6098
FAX: 303-791-0253

___ Mountain Reader II - #00000007

2215. Re: Shareware headache

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 17:21:12 UTC
From: frank@theshack.demon.co.uk
Message-ID: <940814Z172112.085frank@theshack.demon.co.uk>
Source record: 182177

In article <4d4_9408111912@dataport.com>
Matt.McAlister@dataport.com "Matt McAlister" writes:

> Now, everytime I add one of these programs to my bbs I add the note about
> registering. I don't think that people should be mislead into believing that
> they are getting a running program when all they get is some piece of who knows
> what that does nothing more then use up disk space.

It seems to me that this is the best idea - whenever anyone uploads a
crippled shareware file (especially one like RatQWK which now doesn't
operate /at all/ without the demo key), they should make sure the file
description or whatever says so. I know I've been annoyed in the past
downloading a file just to find out it's crippled to the point of being
almost no use at all. I don't disagree with this method, I just want a
warning before I download it :-)

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

2216. Re: Gif & Jpg viewer

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 17:23:40 UTC
From: frank@theshack.demon.co.uk
Message-ID: <940814Z172340.644frank@theshack.demon.co.uk>
Source record: 182178

In article <cmeijer.776672320@dipsas> ** none ** writes:

> I just got it but i just can't seem to unzip it. Which unzip version
> should i use and where can i get that version?

I got my copy from umich, and STZip 2.6 unzipped it fine... There
shouldn't be a problem with it if you use any of the versions of STZip
above version 2, though. Has your copy been corrupted during the
download?

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

2217. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 17:54:15 UTC
From: dpj@delphi.com
Message-ID: <BG5R85-.dpj@delphi.com>
Source record: 182157

Shannon Hendrix <shendrix@escape.widomaker.com> writes:

>Can someone send me the phone number and address for Toad Computers?

Toad Computers
570 Gov. Ritchie Highway
Severna Park, MD 21146-2925
410-544-6943 Info
800-448-TOAD Order line

2218. Re: Pretty Good Privacy

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 18:08:01 UTC
From: renfro@bnr.ca
Message-ID: <32lmi1$817@crchh610.bnr.ca>
Source record: 182161

In article <CuIu0o.EHw@cix.compulink.co.uk>,
Matthew Carey <mcareyb@cix.compulink.co.uk> wrote:
>In the documents with the Mac version of Pretty Good Privacy the very
>strong, public key data encryption software, Philip Zimmermann, mentions
>an Atari ST port of the software does anybody know of this?
>
>Matthew
>

Yes, there are several versions for Ataris out there (well, at least
two that I know of). There is v2.3a which is widely available all
over the world and v2.6ui which seems to be mostly in Europe due to
some possible legal issues with using it in the US. The 2.3a version
along with a GEM shell program that I wrote is available on the
umich archive, atari.archive.umich.edu, in the utilities directory.
It's also available on hensa, as I am sure Danny has already or
soon will post. :)

RandyH

2219. Re: Toad??

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 18:34:24 UTC
From: ted2@Isis.MsState.Edu
Message-ID: <32lo3g$d5a@Tut.MsState.Edu>
Source record: 182162
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Sat, 13 Aug 1994 22:52:45 GMT, Brian Robson (brobson@cix.compulink.co.uk) wrote:
>In message <32h3t1$poq@Tut.MsState.Edu>, ted2@Isis.MsState.Edu said:
>>==========
>>
>>Toad = Toad Computers
>> 570 Governor Ritchie Highway
>> Severna Park, MD, USA 21146-2925
>>
>> 800-448-TOAD Orders
>> 8623
>> 410-544-6943 Info
>>--
>>
> ... and Toad can also be e-mailed as TOAD-SERV.@genie.geis.com

> Brian
Cool, Saves my phone bill :)
They should put that address in the catalog :)
> brobson@cix.compulink.co.uk

--

Thanks,
Thomas

E-mail: ted2@Ra.MsState.edu
S-mail: Aiken Village Apt 34-K
: Starkville, MS 39759
Phone : (601) 325-3946

2220. nroff-program

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 20:08:00 UTC
From: artoj@mits.mdata.fi
Message-ID: <32ltj0$22a@prime.mdata.fi>
Source record: 182164

Does anyone have a well working nroff for Atari? I have couple
of 'em but they are all worth ****. I think the newest I found was
one by Bill Rosenkranz (nroff 1.2.1), but it couldn't handle formatting
very well. Even csh.man was too much for it :(. Please help if you
can!

2221. Re: UPLOADING! I've done my bit....

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 20:45:43 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CuJLo7.AM7@cix.compulink.co.uk>
Source record: 182165

> Whether you like STF or not, surely you can't believe that the
>closure of /any/ ST mag will help the current situation? I respect your
>opinion in that you don't like the magazine, but how could the closure
>of STF help the Atari market? Actually, I'd be interested to hear why
>you think the mag is crap, and when was the last time you bought an
>issue?

I hope STF stays alive. Different people use their machines for different
things and read different magazines. On the whole, having 3 ST mags in the
UK certainly helps to keep it alive.

Ofir ogal@cix.compulink.co.uk

2222. Backwards for STE?

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 21:10:07 UTC
From: hsp4@columbia.edu
Message-ID: <32m17f$o93@apakabar.cc.columbia.edu>
Source record: 182166

I just got a pretty cool game which is kind of old (ie, pre-STE), and it doesn't run on my 2-MEG 1040STE. The game is Wierd Dreams & I'm dying to play it.

Any tricks (or software fixes) to make this game (and any other old games that may not work) playable? Thanks a lot!

****
H. Solomon Poretsky ** "How beautiful is candor!"
hsp4@columbia.edu ** -- Walt Whitman, 1855
hsp4@namaste.cc.columbia.edu (talk) ** Preface, "Leaves of Grass"

2223. Re: offline reader

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 21:42:14 UTC
From: frank@theshack.demon.co.uk
Message-ID: <940814Z214214.483frank@theshack.demon.co.uk>
Source record: 182143

In article <ohb.776649106@dutsh7.tudelft.nl>
ohb@dutsh7.tudelft.nl "Onno Hardebol" writes:

> I am using a local BBS as a mailbox. It is a MessDos bbs and supports
> offline reading via a program called Blue Wave.
> This Blue Wave program uses some special format and I am looking for
> an Atari offline reader that supports that specific format.
>
> Is there anybody here that knows if:
>
> a/ such a program exists
> b/ what it is called
> c/ where I can find it
>
> It doesn't really matter if it is shareware or not. I don't mind to pay for
> it. I will earn the mone back on my phone bills in notime.

You need Mountain Reader, and version 2.0 is available on
atari.archive.umich.edu in atari/Telecomm as (I *think*) M_READ20.LZH.
It is shareware, and this version is a limited demo version, but it
handles the Blue Wave format.

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

2224. Re: Latest English ST-Guide Available

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 21:56:34 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <17921.2e4f41ae@bclcl1.im.battelle.org>
Source record: 182118

[No readable article body recovered]

2225. Re: Latest English ST-Guide Available

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 21:56:34 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <32m3ui$poj@golem.wcc.govt.nz>
Source record: 182167

] >Hopefully it's a 100% English version with english doc's.... We'll see
] >in a while! :)
]
] English docs, but where is the .PRG to run the files (.HYP)

Well, it's all 100% English as far as I can see!

As for the PRG, in the STG_E_01.LZH file there are 2 archives,
ST-GUIDE.LZH and STG_UTIL.LZH.

In ST-GUIDE.LZH there is the ST-GUIDE.PRG file (in the "root" directory
of the archive). Just double-click on it or drag the HYP files to it, and
they display! Why we just don't stick to plain TXT files I don't know,
with something like GUCK (Brilliant text-displayer), finding specific
items is easy, just hit "f" and enter a string. HYPErtext stuff is to
cluggy (good word that :). Mind-you, it's no doubt better for some :)

2226. Re: Pretty Good Privacy

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 21:59:19 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <32m43n$poj@golem.wcc.govt.nz>
Source record: 182168

] In the documents with the Mac version of Pretty Good Privacy the very
] strong, public key data encryption software, Philip Zimmermann, mentions
] an Atari ST port of the software does anybody know of this?

Indeedy! Look on atari.archive.umich.edu in the atari/Utilitites/
directory.

2227. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 22:00:37 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <32m465$poj@golem.wcc.govt.nz>
Source record: 182171

] >memory, but I have 4MB). Did anyone install System7 on a Spectre GCR
] I do not believe this possible, I think you have to stick with 6.
] MultiFinder under 6 works though, if you must multitask.

System 7.xx.xx will _not_ run on a Spectre whatever you do (short of hacking the System 7 code). Apparently the best system to use is v6.0.5, with this version you get properly working sound, and the minimum of hassles! v6.0.8 works, but apparently sound does not!

2228. Re: Backwards for STE?

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 22:03:13 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <32m4b1$poj@golem.wcc.govt.nz>
Source record: 182172

```
] I just got a pretty cool game which is kind of old (ie, pre-STE), and it
] doesn't run on my 2-MEG 1040STE. The game is Wierd Dreams & I'm dying
] to play it.
]
] Any tricks (or software fixes) to make this game (and any other old games
] that may not work) playable? Thanks a lot!
```

I've wondered why no-one ever wrote an STE v' of "Backwards" (or such thing). About the only way to do it is to run TOS v1.4 or even v1.2 if you're desperate! (Don't bother with v1.0 - it's _awful_ :)

Even with an older TOS version - it still doesn't always work..... (And trying to find images of older TOS's is next to impossible, due to it being "illegal", despite the fact that it's ethical for the user....

2229. Master Tracks Jr.

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 22:35:02 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <32m66m$sf4@u.cc.utah.edu>
Source record: 182169

I few years ago I got ahold of a demo for a sequencer called Master Tracks Jr. and now that I have a keyboard I've been able to try out this demo. I like it a lot but unless I'm mistaken Passport Designs dropped the ST quite a while ago. Is there a supported sequencer out there that is very similar in capability and design to Master Tracks Jr. and is about the same price (around $100)?

--
\ Eric Jolley \ Mail me at: \
\ Film Studies Major, U. of U. \ Eric.Jolley@m.cc.utah.edu \
\ For PGP 2.6 Public Key, \ or \
\ finger ewj8218@u.cc.utah.edu \ en351@cleveland.freenet.edu \

2230. Communications need

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 23:10:10 UTC
From: rayho@ix.netcom.com
Message-ID: <32m88i$mju@ixnews1.ix.netcom.com>
Source record: 182170

I need some help here since I don't know anything about Atari. This guy has an Atari 520, he needs to get a communications program for internet access. Can he basically use any off the shelf external modem and what kind of async program is available?

Thanks!

2231. Problem: 520St+ Doesn't B

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 23:30:00 UTC
From: james.micallef@f422.n250.z1.tor250.org
Message-ID: <a77abb72@f422.n250.z1.tor250.org>
Source record: 182112

It sounds like you have the very first atari with no OS ROM... Just a TOS DISK... It also sounds like you got a virus on your boot disk which has wiped out the boot sector.... What I THINK you need is a new TOS disk... Call atari at 1-800-go-atari

2232. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-14 23:54:44 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EHOXEGUQUp@dksoft.ping.dk>
Source record: 182179

In <32kisn$qlq@ionews.io.org> Eric March wrote :

>The problem with accepting a credit card is that the programmer, then, has
>to foot the bill for the transaction fee. I'm not sure how much it is
>elsewhere, but I believe each transaction fee here in Canada is somewhere in
>the neighbourhood of $4 per. Thus, I would either have to accept the loss,
>or increase the cost of my program to cover it. Neither way is an
>acceptable proposition in my opinion; if I increase the cost of my program,
>people will save on bank fees, but lose on the additional cost of the
>program. Realistically, it's a losing proposition from both perspectives.
>The only difference is who the one to lose is.

Agree, but as long as we give the authors the money insted of spending them
on transactions which will only benefit the banks, i have no problem with
that.

>That's a large part of it. The more crippled you make a program -- even if
>it's only one feature, but a critical feature -- the more incentive there
>isf or the program to either become cracked by pirates or distributed from
>someone's registered version. One way or another, pirates will get their
>hands on a program, no matter how they have to do it. It's something that
>can't be stopped no matter how clever you are at protection schemes. If it
>can be made, it can be unmade.

Exactly. And since you can't do anything about piracy, i think it's better
to waste the time on those who perhaps will registre your software.

>I don't think it's up to me to make that distinction. If it is a question
>of moral obligation, then it is the users who will have to make that
>decision for themselves. How I classify a program does not change anything;
>users will percieve the program however is most convenient to them. Nowhere
>in the docs do I acutally state that they have to register _that_ version; I
>merely suggest that if they want to get a fully working registered version
>then they should register to get it. There is no real moral obligation or
>pressure simply by the application of one or another term to describe the
>status of the program. That's entirely up to the user.

And then it's not a shareware product you released, but a demo version. Now
you maybe start to see my point. If it's a demo version, there can be no
pirates using it. And no matter if it's called a demo or shareware, you'll
get the same amount of registred users. But the count of pirates will drop.

>Even as I speak I'm getting the old "two minute warning" from my site.
>*sigh* Time to be going, I suppose. Congratulations on the CD-ROM... I'd
>like one myself. Hope you get it working, soon.
>

A good idea is maybe to use UUCP insted. Offline reading/writing is much more easy to handle, and there's no time limits what so ever 8-)

I got my CD to work allright, (took me a few days and alot of calls to the UK, which means alot of wasted money, but i'll hopefully survive). Anyway, this f* cookijarr program did it all. Most of my software refused to run with the MetaDos driver, when i had this Jarr program running. Now it's gone, and then i'll just sit here and wait what will happen, when i havn't got enough jarr's 8-/

Greets
Kim

> __________ ______ ______ ___________________________________
> ____<____ >/ __ // ____/ ___ Tail of ________ Eric March _____
> __________> // <_/ // <___ ___ The Comet ______ diehl@io.org _____
>__________<_/<_____/<_____/ ___ Productions ____ "ANSI? FANSI!" _____
>
>
>

--

-- --
UPoint News-Signature
-- --

2233. Hype and Viruses..

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 00:54:25 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <32mec1$r36@golem.wcc.govt.nz>
Source record: 182176
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I see there is a lot of rubish being posted about Viruses,
ither from people that have vested intrest in selling Virus Killers
or teenagers that just don't know....

There are NO Keyboard buffer viruses, no Hard Drive boot sector Viruses,
there are some Floppy bootsector viruses, but they are very simple to detect
and fix...

A boot sector Virus is as it states, it installs its self ONLY on boot up,
so checking disks for valid boot sectors is all that is needed, but you must
boot your Atari with out a disk first, or with a know Virus free disk..

Viruses can't write to a write protected disk, its that simple...!!!

With a sector editor, read the boot sector, Track 0 sector 1, check if the
first byte is a 61 and change this to a 00, if this stuffs up the program on
the disk, then change the 00 back to 61.....

Virus check programs wipe the hole boot sector, so be warned, you can't recover
them...

NOTE: most and if not all Boot Sector Virus protection programs are VIRUSES
in them selves, as they will copy them selves to other disks....

When playing (Booting) with unknown floppy disks, Turn of your Hard drive, or
dissable the booting of the hard disk, a Ship program can turn off internal
hard drives...

I have never had major problems with Viruses, and I see no point in spending
money on Virus check programs....

NOTE: The bigest Virus for STE's users is the old DMA chip, it has stuffed up
2 Hard Drives for me....

NOTE: A valid floppy boot sector is when all the bytes add up to 1234 as a sum
check, pad bytes are added at the end of the boot sector to get a valid
boot sector, so changing any byte would make the boot sector invalid...

Just some food for thought....!!!

____
|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

2234. Re: Gif & Jpg viewer

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 01:44:58 UTC
From: goffy@hit.sb.sub.de
Message-ID: <36f3df79.5c80.2074@hit13.hit.sb.sub.de>
Source record: 182197

SDENMAN schrieb am 11.08.94 um 1:27:

> You definitely need to get Speed of Light 3.5. It's on ftp
> atari.archive.umich.edu or mail be and I can uuencode it to you.

that would be great, so i could distribute it on the german maus-net.

bye goffy
--
* Origin : bye *GOFFY* Goffy@HIT.SB.SUB.DE
Mausnet : Carl-Georg Hofmann@SB.MAUS.DE

// THE_DOT V2.14c1 Regist. //

2235. Re: Hype and Viruses..

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 02:06:41 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <32mijh$s0s@golem.wcc.govt.nz>
Source record: 182180
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
] I see there is a lot of rubish being posted about Viruses,
] ither from people that have vested intrest in selling Virus Killers
] or teenagers that just don't know....

Ahh, it's all age related - I see it so clearly now....

] There are NO Keyboard buffer viruses, no Hard Drive boot sector Viruses,
] there are some Floppy bootsector viruses, but they are very simple to detec
] and fix...

What if you're a computer newbie or don't have the required software?

] A boot sector Virus is as it states, it installs its self ONLY on boot up,
] so checking disks for valid boot sectors is all that is needed, but you mus
] boot your Atari with out a disk first, or with a know Virus free disk..
] Viruses can't write to a write protected disk, its that simple...!!!

Ever tried saving text files to a write-protected disk? Some folks don't
have hard-drives!

BTW, on the subject of "No Hard-Drive Viruses", maybe not, but check this
out (swiped from the UVK documentation)

] Name: Beilstein Virus.
] Type: Reset-proof memory-resident bootsector call virus.
] Discovery date: March 16th 1993 (Volker Shnitz).
] Virus can copy to drive(s): Current floppy drive (A or B).
] Virus attaches itself to: Hdv_bpb, Vbl_queue, Hdv_rw, Hdv_boot,
] Gemdos, Xbios, regularly reset-resistant AND undocumented reset-
] resistant.
] Disks can be immunized against it: No.
] Immunizable with UVK: No.
] What can happen, and when: 1) It can delete specific files when
] these are loaded by the user. These files are 'SAGROTAN', 'MDISK',
] 'FCOPYIII', 'FCOPY3??', 'DISKUS', 'DISKDEMO', 'TED_???' and
] 'G_COPY', 2) It can clear partition "C" of your hard disk when the
] virus in memory discovers that you are trying to trace it (trace
] bit set, for example in a debugger), 3) It can create garbage on
] your screen, 4) Keyboard, mouse and joystick can be disabled, 5)
] Mouse movements can be inverted (like with the "Ghost Virus"), 6)
] Printer output can be corrupted, 7) Modem output can be corrupted,
] 8) A bomb error can be created, 9) The system can be frozen until
] you enter the password "Apokalypse", 10) Memory can be cleared,
] followed by a reset, 11) The first hundred sectors of a floppy
] disk can be cleared, and 12) It can delete a folder. These are
```

] quite an amount of things that can go wrong!

Harmless for hard-drives!? I think not!

] With a sector editor, read the boot sector, Track 0 sector 1, check if the
] first byte is a 61 and change this to a 00, if this stuffs up the program o
] the disk, then change the 00 back to 61.....

Again - what if folks don't have the required software/know-how!?

] NOTE: most and if not all Boot Sector Virus protection programs are VIRUSES
] in them selves, as they will copy them selves to other disks....

AFAIK only ONE anti-virus copies itself, which is the one that displays
the "This virus will flash the screen if it detects an executable boot-
sector, you can remove this virus by pressing reset". There are 3 versions
of this virus. A non-copying one, a copying english version, and a
copying german version. Both copying versions will _not_ overwrite
executable boot-sectors however!

] I have never had major problems with Viruses, and I see no point in spendin
] money on Virus check programs....

So you don't know what kind of annoyances they are, and what damage they
can do!

] NOTE: A valid floppy boot sector is when all the bytes add up to 1234 as a
] check, pad bytes are added at the end of the boot sector to get a val
] boot sector, so changing any byte would make the boot sector invalid.

Fat lot of use that is to the poor blighter who had his software destroyed
when a virus over-wrote the bootsector booter for it....

Write-protecting every disk isn't practical in many cases. The only decent
way to check for viruses is to download something like V-Killer (v3.84)
and check any new disks recieved. If the disk is supposed to boot, then
fine. If not, then using the "Test Kill" feature will render it non-
executable. If the disk then fails to work, then you can make it executable
again..... Quite a good feature this, basically, if the disk doesn't
need a booter, then clear the boot-sector and perhaps stick the
"Virus Free Disk" bootsector message onto it so you know for sure....

2236. Re: .PRG compresser/decompresser

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 04:59:29 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <Zq-R0Rx.ari2550@delphi.com>
Source record: 182181

You can also use Jam Packer - it's shareware and offers 4 types of compression. It can also be configured to remove any packing messages, etc.

2237. Change MIDI-buffer size on ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 05:50:00 UTC
From: euahil@eua.ericsson.se
Message-ID: <32mvm8$4ub@euas20.eua.ericsson.se>
Source record: 182182

Hi!

How do I change the size of the MIDI-buffer ?
I have used the bios (xbios ?) call Iorec which
returns a pointer to a struct where the size can
be *read*. However, how can it be written/changed ?
The default size is 128 bytes i think, and I would
need at least 1024 bytes.
I use Lattice C on a 1 meg ST.

Regards Mikael Hillborg
email: euahil@eua.ericsson.se

2238. Re: .PRG compresser/decompresser

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 06:56:45 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <32n3jd$n96@msuinfo.cl.msu.edu>
Source record: 182183

In article <Zq-R0Rx.ari2550@delphi.com>, Ari Feldman <ari2550@delphi.com>
writes:
>
>You can also use Jam Packer - it's shareware and offers 4 types of
>compression. It can also be configured to remove any packing messages, etc.

Hadn't heard of that one - thanks!

Just thought I'd post some results from a little informal test I did. I
compared compression of Pack-Ice 2.11, Pack 2.0 from Escape, BAPack from
Branch Always, PFX Pack, and Squish II. I compressed a 52kb program, and
found that the best compression came from BAPack, which reduced the program
very quickly to ~15kb, but the packed program would only produce two
bombs when I tried to run it on my TOS 2.06 MSTE. Next best was Pack-Ice,
which reduced the program to 39kb, but when the packed program was run, I
got two bombs again. Also, Pack-Ice was rediculously slow; it took
about ten minutes to compress the program. Squish II was next, with
reasonable compression time and reduced the file to 42kb in size. Just
behind Squish was PFXPack, which was about the same speed, and reduced the
file to 42.8kb. Finally came Pack 2.0 from Escape, which was extremely
fast but only compressed to a little over 43kb - less than 20%. Of all the
programs, PFXPack was reasonably easy to use, as was BAPack, but neither
offered uncompression (that I could see). Squish was by far the easiest to
use and had far more options than any of the others, including unpacking,
multiple levels of compression, batch opperations, and more.

I hope those of you who are looking for a program packer find this usefull.

Regards,
Tom
hopper_t@msupa.pa.msu.edu

2239. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 07:53:55 UTC
From: diehl@io.org
Message-ID: <32n6uj$a44@ionews.io.org>
Source record: 182192

> Agree, but as long as we give the authors the money insted of spending
> them
> on transactions which will only benefit the banks, i have no problem with
> that.

A fee still gets sent to VISA via the transaction charge. Either way, money is being lost; the only distinction is whether it gets lost at the source or the destination.

> Exactly. And since you can't do anything about piracy, i think it's better
> to waste the time on those who perhaps will registre your software.

I can, however, at least make it somewhat difficult for the novice hackers to break into the program and distribute their own registered copies. I don't claim that my own protection scheme is at all brilliant; devious, perhaps, but it can be cracked -- and as I said, already has been from what I've been told. But anyway, that's beside the point.

> And then it's not a shareware product you released, but a demo version.
> Now
> you maybe start to see my point. If it's a demo version, there can be no
> pirates using it. And no matter if it's called a demo or shareware, you'll
> get the same amount of registred users. But the count of pirates will
> drop.

Changing its official standing isn't going to reduce the number of pirates there are. The fact is, a key is required to make it a full version; regardless of whether it's called "demo" or "shareware", it will still get cracked regardless; so long as there is the opportunity for a full version to be obtained without the need for registering, so the pirates will continue to crack software; I don't think they care how it's classified.

> A good idea is maybe to use UUCP insted. Offline reading/writing is much
> more easy to handle, and there's no time limits what so ever 8-)

I've done a bit of offline reading, but most of the time I just can't be bothered sitting around waiting for the packet to compress and get sent to me, et al. It would save me time, but then I also have to try and get back on the site too to upload my packet. And quite personally, I prefer to everything right then and there; that way, my replies are instant; there's no waiting for me to send up my REP packet. (Of course, not that anyone's hanging on my every word, naturally, but I just prefer to do everything online... I guess I'm just funny that way. :-)

> I got my CD to work allright, (took me a few days and alot of calls to the
> UK, which means alot of wasted money, but i'll hopefully survive). Anyway,
> this f* cookijarr program did it all. Most of my software refused to run

> with the MetaDos driver, when i had this Jarr program running. Now it's
> gone, and then i'll just sit here and wait what will happen, when i havn't
> got enough jarr's 8-/

Ah, yes. I didn't know MetaDOS took up so many cookies. (Normally, AFAIK,
TOS has 6 cookie slots available)

Perhaps you should try out ExtenDOS ... it's a new CD-ROM driver from an
author right here in Ontario ... it's supposed to be infinitely better than
Atari's MetaDOS.

_____ _____ _____ _____________________________
____<____ >/ __ // ____/ ___ Tail of ________ Eric March _____
__________> // <_/ // <___ ___ The Comet ______ diehl@io.org _____
__________<_/<_____/<_____/ ___ Productions ____ "ANSI? FANSI!" _____

2240. Re: Demon UK access using STs?

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 08:46:43 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <32na1j$2n8@bognor.barclays.co.uk>
Source record: 182187

I believe the current ST software is pretty poor but some users on CIX have been talking about using MiNT toget something better ported. I believe they are getting along nicely but nothing concrete exists yet.

--
```
+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-----------------------------------------------+
```

2241. ST Format Subs Disk 61 (August) wanted

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 08:49:13 UTC
From: fraserc@dcs.gla.ac.uk
Message-ID: <CuKJ61.1Er@dcs.gla.ac.uk>
Source record: 182191

If you have this and are willing to part with it then pleeeeease
contact me.

cheers,
Campbell
--
Beware of bogus warning posters. A number of these have been reported recently.

2242. Re: WTB: LDW 2.0

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 08:50:00 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <32na7o$2n8@bognor.barclays.co.uk>
Source record: 182188

If you just want to access 123 files, VIP Pro and K-SPread 4 will also do what you want.
There is also a PD one which imports 123 sheets. I can't remember the name though :-(
--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

2243. Re: Lattice C uopdates?

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 08:50:29 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <32na8l$2n8@bognor.barclays.co.uk>
Source record: 182189

```
Try Oregon Research.
--
+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-----------------------------------------------+
```

2244. FALCON FOR SALE in UK

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 08:50:43 UTC
From: ma10004@phx.cam.ac.uk
Message-ID: <32na93$2ck@lyra.csx.cam.ac.uk>
Source record: 182186

Here is what I have:

- 4Meg Falcon + 120Meg HD
- RGB Monitor adaptor and a 'connect-to-anything' adaptor

Can be sold separately or together.
Email me with sensible quotes and we can discuss postage or
delivery etc..

Mark

2245. Re: Gif & Jpg viewer

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 09:08:55 UTC
From: oldcornd@cs.man.ac.uk
Message-ID: <32nbb7$3hs@m1.cs.man.ac.uk>
Source record: 182193

I'd recommend mine (of course).... it is very very fast at JPEG's (at least the registered version is) and is a serious archive maintenance tool (I need it to be to handle my 100M of JPEG's....)

JPEGV220.ZIP is available from Umich and it's mirrors. JPEGV222.ZIP should be available within a week or two.

Dave Oldcorn
V11 Software

2246. Re: Starball, ARGH!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 09:13:12 UTC
From: oldcornd@cs.man.ac.uk
Message-ID: <32nbj8$3hs@m1.cs.man.ac.uk>
Source record: 182194

You'll be pleased to hear sampled sound is on the way in the next version.
Along with high score saving, and a probable fix for the Invaderball bug.

Dave
V11 Software

2247. Re: Monitors 4 Sale 19"

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 09:18:15 UTC
From: avg@cwi.nl
Message-ID: <CuKKIF.BwA@cwi.nl>
Source record: 182195

jon.dinga@f422.n250.z1.tor250.org (Jon Dinga) writes:

> monitors. As a result, there are 5 available [hey, I got one
> ;^) !] unless some other person gets to them first ;(.
> RBG analog 19" [1140x800 aprox on a CrazyDots VME], 48.8 kHz
> Horizontal Scan rate, 59 refresh rate [no noticeable flicker].
^^^^^^^^^^ ^^^^^^^^^^^^^^^^^^^^

Bull.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
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--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
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2248. Re: Roland Sound Canvas Editing Software?

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 09:30:27 UTC
From: avg@cwi.nl
Message-ID: <CuKL2r.CB4@cwi.nl>
Source record: 182196

john@albemuth.equinox.gen.nz (John Collis) writes:

>Hi there,

>Does anyone know of any Editing Software of the Roland Sound Canvas
>module. I'm interestied in know about any products that could handle
>this, either commercial or PD/Shareware. Any help would be much
>appreciated.

I wrote an MT-32 editor a few years ago. It is shareware (guideline:
$10), which you should be able to use for the MT-32 part of the
sound canvas as well. It is available on ftp.cs.ruu.nl. I can't
give you the exact path, as ftp.cs.ruu.nl seems hard to reach this
morning. It is called MT30TWO or something along those lines...

If you are having trouble getting it, I could send it to you
by e-mail.

Don't worry about the $10. Amounts like that are hard to get over
from nz to nl... :-)

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901
--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2249. Re: Pretty Good Privacy

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 09:38:06 UTC
From: vctec@westminster.ac.uk
Message-ID: <CuKL8t.Frq@westminster.ac.uk>
Source record: 182198

Matthew Carey (mcareyb@cix.compulink.co.uk) wrote:
: In the documents with the Mac version of Pretty Good Privacy the very
: strong, public key data encryption software, Philip Zimmermann, mentions
: an Atari ST port of the software does anybody know of this?

Yes, there is a PGP for the Atari.

You may get it from:

micros.hensa.ac.uk, under micros/atari/tos/n/n192/

This is version 2.3a of PGP. I am looking into putting v2.6 on-line,
after seeing what the conditions are, as I think that 2.6 can only be
distributed in the US.....

There is also a GEM-Shell to use with this, called PGP-Shell, now at
version 0.9

This can be got from the same site, under micros/atari/tos/n/n193/

I support the Shell in the UK, and collect shareware for it...

Hope this helps

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2250. Re: COMPUTE BOOKS

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 09:47:49 UTC
From: charles hirlimann <ch@valholl.u-strasbg.fr>
Message-ID: <32ndk5$9fc@thot.u-strasbg.fr>
Source record: 182184
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <32ebf9$fmc@golem.wcc.govt.nz> Roger Sheppard.,
sheppard_r@ix.wcc.govt.nz writes:
>Hi I was after some info about Computes books, so far
>no one has replied...
There are some Books listed in The c.s.a.s FaQ part one which can be
found Via FTP at
nic.switch.ch in /software/atari/.
Please Read those Faq before posting Questions.
Thanks.
Ludo

2251. Re: Starball, ARGH!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 09:49:40 UTC
From: charles hirlimann <ch@valholl.u-strasbg.fr>
Message-ID: <32ndnk$9fc@thot.u-strasbg.fr>
Source record: 182185

We should support sharewares Authors did you the 5 pounds Shareware Fee ?
ludo

2252. Re: German Echo ?

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 09:54:10 UTC
From: charles hirlimann <ch@valholl.u-strasbg.fr>
Message-ID: <32ne02$9fc@thot.u-strasbg.fr>
Source record: 182190

In article <1be_9408121855@seuk.com> Kevan Winch,
Kevan.Winch@eccles.seuk.com writes:
>be great to chat with a few German ST enthusiasts.

Wheay they do have great stuff. But Guys please give us English readme
file not
liessmich file and english docs too.
Thankx.

Ludo falcon 030 owner.

2253. MiNT-Tools released

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 10:05:28 UTC
From: reschke@uni-muenster.de
Message-ID: <32nel8$1f75@obelix.uni-muenster.de>
Source record: 182199
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

New on ftp.uni-muenster.de:

pub/atari/Gemini/minttl01.tos: a collection of MiNT related TTPs:
(chgrp, chown, fsinfo, id, kill, leave, ln, logname, newgrp, nice, ps, renice, su, tty, uptime)

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

2254. Shareware solutions

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 10:27:56 UTC
From: teler@bagel.cs.huji.ac.il
Message-ID: <32nfvc$4vl@pretzel.cs.huji.ac.il>
Source record: 182102

While I'm an Amiga owner, I sometimes read this group just to see what's happening with the Atari (us not-so-popular-computer owners should stick together).
Anyway, I've read these threads about shareware, and I have a few things to say.

First of all, a new idea is starting to be implemented for Amiga shareware, and this is having a shareware office, where people can send money to register. This company will then send the money to the author, once every so often (not on the acceptance of each registration).
The advantage of this is that a company can accept a credit card, or can convert foreign currency in one go, thus probably saving on bank fees.
Of course, it would cost a bit more to register, as the company will take some money in order to continue to operate, but such a fee would be small compared to what you have to pay in other methods, perhaps apart from cash (but this would be safer).
Such a system is especially effective when it's specific for a country.
You could then send checks in your own currency, and these will be converted and sent together. It should work well if there's a large enough number of shareware users willing to register.

As to the matter of crippled software, I agree that people need an incentive to register. One incentive which worked for me is the promise for free updates.
An annoying message could also be a good reminder to register.
I'm also against supplying a totally crippled version. IMHO it hurts the programmer, as few people will be willing to register a program they can't test.

ET

2255. Where is DAWN139E?

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 10:32:51 UTC
From: ps1908@wlv.ac.uk
Message-ID: <32ng8j$mcb@ccuf.wlv.ac.uk>
Source record: 182200

I recently downloaded version 1.39g of the Before Dawn screen saver (DAWN139E.LZH).

However this is a german version but it says in the docs that a version with english docs is available as DAWN139E.LZH. Searching for this file via ARCHIE has unfortunately drawn a blank.

Has anyone any idea where I can find this file, please?

Thanks in anticipation ... Steve (ps1908@scitsc.wlv.ac.uk)

2256. FOR SALE: Atari ST/TT Software & Magazines : REDUCED

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 11:00:08 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <32nhro$s97@canopus.cc.umanitoba.ca>
Source record: 182101
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

NOTE: All prices are suggested, feel free to make an offer, though I
will give first priority to those offering my asking prices.

```
=====================================================================
SOFTWARE
=====================================================================
Ancient Art of War in the Skies.$ 24.00 (xlent Microprose WWI strategy/sim)
Night Shift.....................$ 19.00 (cute fun Lucasfilm platform/action)
Hard Drivin.....................$ 11.00 (no docs)
Zork III........................$ 10.00
Firezone........................$ 9.00
Sherman M4......................$ 9.00
TV Sports Football..............$ 6.00

Michtron BBS....................$ 2.00 (classic bbs software, no box&docs)
DC Utilities v2.0d (latest).....$ 4.00 (no box)
DC Shower v1.0e (latest)........$ 4.00 (no box)

=====================================================================
BOOKS
=====================================================================
Atari ST Internals (Abacus) 455 pages...................$9
Atari ST Disk Drives Inside and Out (Abacus) 402 pages..$9
*** Both books for $14 + shipping !!!

=====================================================================
MAGAZINES
=====================================================================

The following magazines for $.50 each + shipping, or take ALL of them
for $5 + shipping!
::::::::::::::::::::::::::::::
Antic: 12/86, 7/88
ST Informer: 5/92, 6/92, 7/92
Analog: 9/89, 11/89
ST Log: 6/89
ST World: 9/89, 3/91
Compute's ST: 2/87 w/disk
Griffin Gazette: 12/88, 3/89 (Michtron softwares tips/hints newsletter)
ST Format: 12/90, 8/92 (UK) (disks may not be available)
Atari ST User: 12/90 (UK)
ST Action: 12/90 (UK) (disk may not be available)
ST World: quarter 4 1990 (UK)
::::::::::::::::::::::::::::::
```

STart:
winter 86, summer 88 (no disk for either)
10/88 (v3.3) - 7/89 (v3.12)
9/89 (v4.2) - 11/89 (v4.4)
1/90 (v4.6) - 6/90 (v4.11)
the above series has disk w/each mag
*** An excellent resource for a beginner/novice! ***
--- 21 issues total, 21 disks.....$23+shipping

*** Take all magazines listed above for $25 +shipping!

~~~~~~
All prices are suggested, feel free to make an offer, though I will
give first priority to those offering my asking prices. If you are
interested in any of the items, please reply via e-mail as soon as
possible. Questions are welcome. All prices are in US dollars.
Buyer pays shipping. Shipping costs are non-negotiable. Volume
discounts available.

--
<Trevor_Cordes@umanitoba.ca> $ Atari TT030 4+4MB/135 $ cds,tapes,comics,rpg,
3rd Year CompSci Honours $ SyQuest 88 & ZyXEL $ software,midi,videos,
University Of Manitoba, Canada $ *Still The Best* $ 4 SALE - E-Mail me...
$$
~~~~~~

2257. Re: SpeedoGDOS/Bitstream Fonts Sources?

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 11:52:04 UTC
From: oberle@informatik.uni-koblenz.de
Message-ID: <32nkt4$ljq@newshost.uni-koblenz.de>
Source record: 182103

In article <davehCu2MML.DEw@netcom.com>, daveh@netcom.com (Dave Halliday) writes:
|> Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:
|>
|> : In <776046594snz@theshack.demon.co.uk> frank@theshack.demon.co.uk (Frank Charlton) writes:
|>
|>
|> : > Does anyone know of an ftp source for SpeedoGDOS/Bitstream fonts?

|> What about the X11 bitstream fonts? Was Speedo ever fixed to allow
|> thease to be used? I think there was also a special price set for Word
|> Perfect It wasn't free but it was damn cheep.

The X11 bitstream fonts can be used since Speedo GDOS 4.2.

Greetings,

Christoph

2258. HELP! Dt T Prog/Kawai K5

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 11:52:07 UTC
From: Kevan.Winch@eccles.seuk.com
Message-ID: <aef_9408160027@seuk.com>
Source record: 182145

Hi All,

Does anyone know where I can get a program for the ST, once sold by Dr T, that Resynthesises midi data ? Apparently it could take S900 sample data and send it to a Kawai K5, amongst other things.

I don't know what it is called, but I *DO* know that it exists.

Can anyone help ?......or if you have ANYTHING for the Kawai K5, PLEASE drop me a line.

Many thanks.

--
Standard disclaimer: My views are strictly my own.

2259. Re: Gif & Jpg viewer

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 11:59:13 UTC
From: cmeijer@prl.philips.nl
Message-ID: <cmeijer.776951953@causus>
Source record: 182110

In <940814Z172340.644frank@theshack.demon.co.uk> frank@theshack.demon.co.uk (Frank Charlton) writes:

>In article <cmeijer.776672320@dipsas> ** none ** writes:

>> I just got it but i just can't seem to unzip it. Which unzip version
>> should i use and where can i get that version?

>I got my copy from umich, and STZip 2.6 unzipped it fine... There
>shouldn't be a problem with it if you use any of the versions of STZip
>above version 2, though. Has your copy been corrupted during the
>download?
No, it unziped fine on the HP but not on my ST. So what i did was
just take the seperate files home instead of the zip file.
Now i have only one problem left, those program's work all in
color! Oops i forget to tell that, it should be for b/w monitors.
I working on the latest version of gemview now, i think that one
supports b/w monitors. (At least version 1.0 does)
>--

> = Frank Charlton : ST Format Software/Hardware Reviewer
> = Email : frank@theshack.demon.co.uk
> = PGP Public Key available on request

>
--
Otto Meijer
Micro Fabrication Center, Philips Research Laboratories
Building , Prof. Holstlaan 4, 5656 AA Eindhoven, The Netherlands
Phone: +31-40-743667 E-mail: cmeijer@prl.philips.nl

2260. Re: Speed of Light Problems...

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 12:09:20 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <32nltg$odg@charm.magnus.acs.ohio-state.edu>
Source record: 182104

>It seems your graphics card does not set up the VDI information properly.
>Speed of Light is NOT fully "non-GEM." It uses GEM for all it's dialogs
>and other things, the ONLY thing that is not GEM is how it displays the
>images. I'll try to see if I can find out what is wrong with the display.

Thanks, as I said, everything in SOL works just fine except for the display function, the dialogues come up properly centered and the correct size, the menu's work fine, but when it switches to the "full-screen" display it runs amok...

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"To my mind the most frightening book ever published is Lewis F. Richardson's 'Statistics of Deadly Quarrels'. You've probably never heard of it even though its relevance to the mess you're in is at least as great as that of Darwin's 'On the Origin of Species,' which you learned about in fourth grade. And that's because it's so completely terrifying only those 'experts' who are adequately armoured with preconceived contrary ideas which will enable them to disregard Richardson's work completely ever get to study it."
- Chad C. Mulligan

2261. Atari software, Spectre GCR for sale!

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 12:14:40 UTC
From: japolis@nyx.cs.du.edu
Message-ID: <32nm7g$9ae@nyx.cs.du.edu>
Source record: 182105

Hello! I have the following items for sale or trade:

"productivity stuff"
Codehead Utilities, release 3.....$10.
G+PLUS 1.3.....$15.
MultiDESK 2.1.....$15.
Beckmeyer HARD DISK SENTRY 1.1.....$5.
Mini Office (Nicely done graphs and stuff, from UK) .....$25.
Spectre GCR 3.0 complete with system software and a big bunch of disks of utilities and programs to get you started.....$200.

"fun stuff"
OIDS and PINBALL MAGIC (games).....both for.....$15.

"books"
THE GUIDE TO CALAMUS DESKTOP PUBLISHING.....$25.
ATARI ST INTERNALS.....$10.

Or.. how about..... All for $250.

Add $2.90 for shipping, or shipping is FREE with three or more items!
Payment forms acceptable are Check, MO, or trade for any of the items below.
I am looking for Tracker/ST, STeno, Studio Photo, Imagecopy 2, True paint, Warp
9 v3.80, or EdHak or who-knows-what. Let me know what you have! (please legal only, with disks and docs) Call (303)473-0511 or EMAIL to JApolis@nyx.cs.du.edu or jeffApolis@aol.com

Thanks!

2262. Need to Switch drives A & B, quick!

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 12:21:36 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <32nmkg$oh9@charm.magnus.acs.ohio-state.edu>
Source record: 182106
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Arrghhh! Well, first time I've ever had any problems with Diamond Edge... It seems to have trashed my hard-driver (ICD). No crash or anything like that, it ran fine, but upon restart my machine bombs (3) as soon as it hits the hard drive. Well, no big deal, I've had to reinstall the driver with HDUTILS.PRG before, a simple process, *BUT* (here's the fun part), my drive "A" is dead, I can get to the desktop fine (just ROMS), run ICDBOOT (or whatever that is called) to let TOS know I have something attatched to the SCSI port, and then run HDUTILS all from drive B. *BUT* everything works fine until I get to the critical stage; I've sellected to install the driver on drive "C", and "wham" the killer dialogue pops up "Please insert ICD utilities disk or other disk with 'xxxxxx' in the Auto folder of DRIVE A". Arrgggggghhhhhhh! @#$%^&*^%$#$%^$%^$^&&%#$&^#@!&&*)&%^&$ Nothing I can do will make ICD understand that I have that in drive B. So, I need to switch the drives. Now, I can't physically switch them, because the external drive is an old "Master"(?) drive and the cabling inside is somewhat different. Also, I'm not sure that it is actually drive A that is bad and not the cabling between the drive and the motherboard or powersupply. I understand that, however, it is possible to switch these drives either through software or through a small mod to the motherboard somewhere... Anyone with knowledge of this????

Any help would be greatly appriciated!

Thanks,

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"It's supposed to be automatic but actually you have to press this button."

- John Brunner

2263. v08INF2: Introduction to comp.sources.atari.st

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 12:33:59 UTC
From: avg@cwi.nl
Message-ID: <CuKtKn.FKs@cwi.nl>
Source record: 182107
Cross-posted to: comp.sources.atari.st,comp.sys.atari.st

Submitted-by: avg@cwi.nl (Annius Groenink)
Posting-number: Volume 8, Info 2

This article is posted regularly. It gives a short introduction to comp.sources.atari.st and describes how to submit sources or digressions to the group.

I am always looking for suggestions on how to improve the usefulness of the newsgroup, and can be contacted at the following internet address:

avg@cwi.nl

Annius Groenink, Moderator.

ABOUT comp.sources.atari.st

The moderated usenet group comp.sources.atari.st contains publications or announcements of sources and texts about programming for Atari TOS computers. The publications on comp.sources.atari.st may be freely distributed as long as modifications are documented and the original authors are mentioned.

THIS IS A MODERATED GROUP. YOU CANNOT POST TO IT BY YOURSELF. Read the instructions below for submitting material intended for publication on comp.sources.atari.st.

SUBMITTING SOURCES OR DIGRESSIONS FOR PUBLICATION

Items intended for posting or queries and problem notes should be sent to avg@cwi.nl. If you are on a UUCP-only site, you can send them to uunet!cwi.nl!avg.

If you want verification of arrival, say so at the beginning of your submission, or in a cover note. I try to verify that a program works, and if I can't get it to work, I may hold up posting it for a couple of days. Please note that, except in rare cases, software without documentation will not be published. The backlog from receipt to posting varies from one to four weeks depending mostly on the set of submissions currently in my queue.

If you are submitting both sources and binaries, PLEASE send the two separately. If I have to separate your sources from your binaries by hand, your submission will most likely sit on the back burner for a

while, or be rejected outright.

Sources can be submitted in ASCII form, but for large pacages, a ZOO 2.1 archive encoded using Dumas uuencode is preferred.

Please include a description of your program at the top of your article. Look at old issues of comp.binaries.atari.st for examples of the sorts of descriptions I'm looking for. In general you should indicate what the program does, on what types of Atari TOS computers, whether your program requires a certain amount of on-board memory, a hard disk or a certain screen resolution. If necessary, I may rewrite or add to this information in order to make the postings to the group more uniform. I can't check your submission in all possible configurations, and see what works and what doesn't. Without a description, your submission is likely to be rejected.

THE STRUCTURE OF COMP.SOURCES.ATARI.ST ARTICLES

There are two types of articles in comp.binaries.atari.st: "information postings" and "sources". The source postings are also called "Issues". For a while, 'announcements' were also accepted, but there is now a dedicated group, comp.sys.atari.announce, for that purpose. The type of a posting can be distinguished by the subject line:

Subject: v02INF1: Introduction to comp.sources.atari.st

This first word in the title identifies this as the first info posting of volume two. Similarly, the subject line shown below:

Subject: v06i081: godsrc -- Universe simulator

identifies this as the 81st source article in Volume 6. Large sources are broken up into smaller pieces, and have subject lines that look like this:

Subject: v06i088: decbustr -- VMS clone in ST-LOGO, Part03/08

Certain information about the system configuration required to use the program is given on the keywords line.

Keywords: MWC, Megamax, 1meg, high

This means that the program compiles with Mark Williams or Megamax C, requires at least one meg of RAM and only runs in high resolution. Following is a list of keywords; new ones may be added as needed. They are mostly self- explanatory.

Alcyon - Alcyon C (included with Atari developer's kit)
MWC - Mark Williams C
Megamax - Megamax C
Laser - Laser C
Lattice - Lattice C
C - Any C compiler

OSS - OSS Personal Pascal
BASIC - ST BASIC (this is not a joke!)
uuencode - program is uuencoded (uudecode required to unpack)
arc - program is archived (arc required to unpack)
zoo-high - program is archived (Zoo 2.1 required to unpack)
lharc - program is archived (lharc required to unpack)
high - high resolution
medium - medium resolution
low - low resolution
1meg - needs 1 meg of RAM

The References: line, if present, points to the previous part of a multi-part program, so that newsreaders (trn, nn, etc.) which can follow threads will recognize a large program as a single thread.

The first few lines of an article are auxiliary headers that look like this:

Submitted-by: david@bdt.UUCP (David Beckmeyer)
Posting-number: Volume 6, Issue 80
Archive-name: micro-rtx

The "Submitted by" is the author of the program. If you have comments about the sources published in comp.sources.atari.st this is the person to contact. When possible, this address is in domain form, otherwise it is a UUCP bang path relative to some major (backbone) site.

The second line repeats the volume/issue information for the aide of notes sites and automatic archiving programs.

The Archive-name is the "official" name of this source in the archive. Large postings will have names that look like this:

Archive-name: desktop/part01

REPORTING AND TRACKING BUGS AND PATCHES TO POSTINGS

Most of the time, bugs and updates will be posted to comp.sys.atari.st. Sometimes, "official" updates from the author will be posted submitted to comp.sources.atari.st so that they are archived with the sources.

Since there is no easy way to apply source code patches on the ST, changes to a program often result in a whole new version being posted.

To report bugs, contact the person listed in the Submitted-to header. Often there is a contact address in a README file, too. I do not maintain the sources I moderate, so don't send your bug reports to me.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam

The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901
--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2264. Re: Shareware solutions

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 12:48:14 UTC
From: vctec@westminster.ac.uk
Message-ID: <CuKu1p.MGp@westminster.ac.uk>
Source record: 182108

Eyal Teler (teler@bagel.cs.huji.ac.il) wrote:
: While I'm an Amiga owner, I sometimes read this group just to see what's
: happening with the Atari (us not-so-popular-computer owners should stick
: together).

8^)

Why not.....

: First of all, a new idea is starting to be implemented for Amiga shareware,
: and this is having a shareware office, where people can send money to register.
: This company will then send the money to the author, once every so often
: (not on the acceptance of each registration).
: Such a system is especially effective when it's specific for a country.
: You could then send checks in your own currency, and these will be converted
: and sent together. It should work well if there's a large enough number of
: shareware users willing to register.

There is already something similar in the Atari world.....not a
company, but a group of individuals who do this.....Joe Connor, Graeme
Rutt, and Me!

We all support different programs, and have links with the respective
authors of the programs which we support in the UK. With me, people
send me the registration fee in Pounds, and I collect a few before
sending the author his ShareWare fees.

If anyone wants to send money abroad, then they can/may through
me.....just contact me first, and we can sort it out...I will have to
charge around 2 -3 pounds more than the asking fees, due to conversion
commisions, etc....or I will be out of pocket....I'm sure you lot
understand.

: As to the matter of crippled software, I agree that people need an incentive
: to register. One incentive which worked for me is the promise for free updates.
: An annoying message could also be a good reminder to register.
: I'm also against supplying a totally crippled version. IMHO it hurts the
: programmer, as few people will be willing to register a program they can't
: test.

I am all for crippled software, as long as the program is useable, and
allows me to see what the program is capable of....for eg, one of the
programs I support, a guitar reference, only has 5 scales, and 1 tuning
in the unregistered version....the full version has loads more than
that....this shows what the program can do, and is also an incentive
for the user to register...he/she'll get more. I also think that people
need to be nagged....something like MasterBrowse (again, I support this

in the UK), everytime you need to view a file, in the unreg version, a nag screen pops up....The registered version get's rid of this, and is also faster and personalised. Look at Flash II.....you are only allowed 40 minutes on-line, and it only allows you to download a max of 50 K.....you can see what the prog is like, and there is an incentive to regsiter....

Dan.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2265. change floppy drive ??

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 12:59:03 UTC
From: hhakkine@cs.joensuu.fi
Message-ID: <1994Aug15.125903.16476@cs.joensuu.fi>
Source record: 182109

The old floppy drive was a s/s Sony MP-F11W-5DU.
I read that ST has used Chinon F-354-C d/s sometimes and
try to fit a Chinon FB-354 d/s into it.

Do you know if those Chinons are alike ? The wires plug in fine but
the new drive never stops... it just keeps on running and for some
reason will not read the disk.
Could it be the OS (TOS 1.0) which matters ? Or should I change
some wires or perhaps turn it around or so ? I don't dare to try that
without some advice from wiser people - so if you have an idea about
these drives, would you please tell your opinion !

Hannu.

2266. ST for sale

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 13:45:53 UTC
From: ianm@castle.ed.ac.uk
Message-ID: <CuKwwK.5D1@festival.ed.ac.uk>
Source record: 182111

I have an Atari 520 STFM upgraded to 1meg for sale with following addons

Cumana drive
Atari mono monitor
Time works DTP
Complete STOS colection

If you live in the Glasgow or Edinburgh area mail me with sensible
offers

Ian Macdonald

--
```
================================================================================
_/_/_/_/_/ _/ _/ | Ian Macdonald, Edinburgh Uni, Scotland
_/ _/_/ _/_/ |
_/ _/ _/_/ _/ | ism@dcs.ed.ac.uk )_ All mail goes the same
_/ _/ _/ | ianm@dcs.ed.ac.uk ) way eventually
_/_/_/_/_/ _/ _/ | Ian@shards, Teshian@Pernmush,

You never get where you want to be only where you need to be
================================================================================
```

2267. Wanted (in UK) old atari 520ST

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 14:17:52 UTC
From: jat@unix.york.ac.uk
Message-ID: <776956672.73@p9news.cs.york.ac.uk>
Source record: 182128

I would like to purchase (or be given!) an Atari 520ST - you know the sort,
external disk drive, loads TOS from disk, etc. etc.

There must be some out there!

john..

-- jat5@unix.york.ac.uk jat@ohm.york.ac.uk
http://www.york.ac.uk/~jat5/

____
Flex music, York, UK.		ContinuousEvolution
(0904) 610745		Ian Gibson
Tapes available:		quanta

"Music has overtaken poetry because people are afraid of silence."
- J. Betjeman.

2268. Re: SupraDrive: HELP!

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 14:31:06 UTC
From: ron@cruzio.com
Message-ID: <CuKyzy.Is6@cruzio.com>
Source record: 182127

In article <32l202$ke6@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
> In article <CuBMyo.AuI@liverpool.ac.uk>, em09@liverpool.ac.uk (Mr. J. Boyes) writes:
> >Please can anybody help me?
> >
> >I have just bought a SupraDrive 30Mb hard disk for my STE but the
>
>
> >
> >I have replaced the drive with a 45Mb one but I am not able to make
> >it autoboot until I can get fresh copies of two of the programs and
> >their resource files. They are;
> >
> > SUPRMOD.PRG + SUPRMOD.RSC
> > and SUPUTIL.PRG + SUPUTIL.RSC
> >
>
> >John.
> >--
> >John Boyes (em09@liverpool.ac.uk)
> >Department of Mechanical Engineering
> >Liverpool University 051-794-4861
>
>
>
>
> First you can get the latest Supra Utils from there BBS in the USA and they are
> also on GEnie..
>
>
>
> Second, they are many many years out of date, and may not support the disk
> drive you have fitted, so get a copy from ICD of there Pro utils. they
> work great and support BGM partitions that Supras don't, plus
> many other great features..
>
>
>
>
>
> ____
> |Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
> |+64 4 298-7249 r.sheppard5@genie.geis.com |
> ---

>

Supra hasn't updated the soft ware for a long time but it works very
well and it's free it does suport big partitions , and what do you mean by
get a copy of the ICD utils? Most people would have to bye it.

2269. Spice via ftp?

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 14:46:31 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <32nv47$rge@infa.central.susx.ac.uk>
Source record: 182115
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can anyone tell me if I can get a copy of Spice for my STE via ftp, and if so can you tell me the address of the ftp site.

Thanks
--
Andrew Collington @ University of Sussex, England

2270. Re: Hype and Viruses..

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 14:48:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9408151401.AA00804@ilmen.lanl.gov>
Source record: 182114

In article r36@golem.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
>I see there is a lot of rubish being posted about Viruses,
>ither from people that have vested intrest in selling Virus Killers
>or teenagers that just don't know....
>
>There are NO Keyboard buffer viruses, no Hard Drive boot sector Viruses,
>there are some Floppy bootsector viruses, but they are very simple to detect
>and fix...

Speaking of rubbish... ;-)
^^
Hard drive boot sector viruses _do_ exist, at least for other platforms.
I don't know why the Atari should be any different but not knowing any
specific ST examples, I won't claim otherwise.

>Viruses can't write to a write protected disk, its that simple...!!!

That's what I used to think, until I witnessed a demonstration of a 'key'
virus install itself from an infected hard drive to a physically LOCKED
floppy disk. This was at an ACE-NSW (Atari) user group meeting in Sydney.
The virus was transferred to the floppy with a directory update (Escape)
which, of course, is _supposed_ to be just a read-only operation.

After all, on the Atari (and most other systems, I believe) the write
protect notch on a floppy is simply a 'window' to a beam of light which
passes through it to a sensor. The point being that this is just a matter
of electronics, not a physical barrier to writing to the disk.

And no, I'm not selling Virus Killers and I'm not a teenager... I WISH! :)

-Hutch- @ Fair Dinkum Tech

2271. Re: Hype and Viruses..

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 15:06:25 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <32o09h$nig@mailer.fsu.edu>
Source record: 182117

Hutch (hutch@ilmen.lanl.gov) wrote:
> >Viruses can't write to a write protected disk, its that simple...!!!
>
> That's what I used to think, until I witnessed a demonstration of a 'key'
> virus install itself from an infected hard drive to a physically LOCKED
> floppy disk. This was at an ACE-NSW (Atari) user group meeting in Sydney.
> The virus was transferred to the floppy with a directory update (Escape)
> which, of course, is _supposed_ to be just a read-only operation.
>
> After all, on the Atari (and most other systems, I believe) the write
> protect notch on a floppy is simply a 'window' to a beam of light which
> passes through it to a sensor. The point being that this is just a matter
> of electronics, not a physical barrier to writing to the disk.

With most drive mechanisms, the light sensor cannot be overridden. In other words, the machine asks to write, and the drive will either succeed or return an error. In such cases, the machine cannot directly control write protection, and the write protect notch can be considered a physical barrier unless the drive itself is modified in hardware.

That said, I have heard of some exceptions myself, on early Atari ST and PC 3.5" floppy drives. I think such problems had been solved by the time HD floppies were popular, so if a floppy is of that vintage it should be OK.

As far as viruses go, perhaps a decent suggestion (for someone who is trying to decide if he/she should spend the bucks on UVK or something) is to grab a copy of vkiller from atari.archive.umich.edu and check how many floppies have viruses already. I would bet that most ST owners have some occurances of the Signum (or Key) virus. Vkiller is freely available, so this test won't cost any bucks. I'll bet that a lot of people who try this for the first time will be shocked!

Lots of folks think they are safe because they don't "hang out with that crowd". Well, viruses have been spread via original commercial disks on numerous occasions, and anything that comes in a .MSA file could contain a virus as well. It is amazing how fast they spread. I consider myself fairly paranoid about such things (occupational hazard). I wiped out all my viruses years ago when Vkiller was first released, and have been checking new disks with it since, and I STILL managed to be reinfested with the Signum virus on a bunch of disks! This particular virus is everywhere in the ST world. We are particularly fortunate that it is "mostly harmless", in that it does not contain a payload, nor (I believe) will it overwrite an existing bootsector. BTW, it does not work on TOS 2.0x machines, so if you have a bunch of disks that don't boot correctly in MegaSTEs, you may now know the problem :-).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2272. ProShare ST

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 15:27:12 UTC
From: miked@ittpub.nl
Message-ID: <miked-150894162712@192.42.172.89>
Source record: 182116

A few years ago I came across a program called "ProShare ST" by "TC Develpments", a UK based company. It was a stock market analysis program for the ST and was pretty good too.

Anyway, I'm looking for the author of the program who's called Andrew Brown. Does anyone know his current where-abouts or, if he's got one, his e-mail address?

Thanks in advance...

Mike Davis.

2273. Re: Lattice C uopdates?

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 15:29:26 UTC
From: daveh@netcom.com
Message-ID: <davehCuL1p2.7o6@netcom.com>
Source record: 182120

Iain.Laskey@barclays.co.uk wrote:
: Try Oregon Research.

Thanks for the information. Now for the next question, were do I find
Oregon Research?

Dave.

: --
: +---+
: |Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
: +-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
: |>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
: +-------------+---+

2274. Re: NVDI with Speedo4.2 help

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 15:39:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19940815153952.L.J.Sak@sp0009.kub.nl>
Source record: 182113
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In Article <Cu948v.H7q@freenet.carleton.ca> "ac382@FreeNet.Carleton.CA (Jack Kitowicz)"
says:
>
>
> I have both NVDI and SPEEDO4.2 installed (along with the drivers aoutline
> accesories) but if NVDI is on the I cant use my Speedo fonts. Could
> someone than has both working together send me their config files?
> (assign.sys and any tips you have for fixing the problem?) thanks a lot
>
> Oh yeah, my system consists of a TOS 4.04 Falcon 4MB/85MB + NVDI+Blowup030
> Hard I.

Ludo says: I have Falcon, 4.04, 2*85 MB, 14 Mb, NVDI 2.51 and screenblaster II
and have no problem with speedo (I have 4.21) AND NVDI. Only Atari Works
doensn't print all the time (errors in upper line of screen, should be a
message box but isn't)... As for the system font replacement, I used some
other program to fix that, but I can't remember the name.. Sorry (it was old
though). The config file does only have to contain your gemsys path and
(screen and printer drivers), the rest is not usefull. Speedo does this all
using other *.SYS files.
(unless you still want to use pixelfonts in stead of speedo)

Hopefully helped you,
L.J.Sak@Kub.NL

2275. Re: How to reduce size of GCC-compiled programs?

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 15:59:23 UTC
From: joris@Belgium.EU.net
Message-ID: <CuL330.G22@Belgium.EU.net>
Source record: 182121

Stephen K Mulrine (robotron@moroder.demon.co.uk) wrote:
: I've been developing a suite of 15 programs jointly on an ST (with GCC 2.5.8)
: and a PC (with Microsoft C 5.0), and there's a clear difference in the sizes
: of the executable files - the ST binaries are almost double the size of their
: PC equivalents, even after compiling with -O2 and -fomit-frame-pointer and
: xstrip'ping the .ttp files.

: I suspect that GCC is adding a lot of unnecessary baggage - for example, I
: don't need (or want) UNIXMODE support for this particular project. Is it
: possible to disable it (perhaps by redeclaring a function or two), or are
: there any other ways of reducing executable size, other than recompiling the
: libraries?

: Thanks in advance,
: Stephen

Are you sure you stripped the symbol table from the executables ?
These can take quite a lot of place. Use the -s switch when linking,
or the xstrip tool after linking. Or by a bigger hard disk ...

Joris.

2276. Q: patches for MiNT 1.10

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 16:08:15 UTC
From: joris@Belgium.EU.net
Message-ID: <CuL3Hr.GGA@Belgium.EU.net>
Source record: 182119

Scanning through this newsgroup, I regularly find references to MiNT 1.10hX with the X some number. I assume that these are patched up versions of the MiNT 1.10 found in the a.a.u.e archive or its UK mirror. Where can I find these patches ? I have some problems with my version 1.10 (occasionaly it crashes with a message indicating that some memory area was not allocated when the system tried to deallocate it) and maybe there exists a patch that solves this.

Joris.

2277. Which C-compiler to use?

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 16:12:26 UTC
From: sanders@sci.kun.nl
Message-ID: <CuL3os.xD@sci.kun.nl>
Source record: 182122
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi all,

A recent posting about GCC complained about the almost doubled exec size, compared to Lattice C. Now I know there was a C-compiler-thread some time ago, but I'd like to ask it again: What C-compiler is best to use on an Atari? A few years ago it was Turbo C that won on all points: Fastest compile times, shortest code, fastest code, best help system. So when I decided to have a go at C, I bought Turbo C 2.0, and I'm very pleased with it. Now I thought that GCC (which I use at uni for my programming assignments) was unbeatable with respect to the code it generates, and had only drawbacks concerning memory requirements. Now this story about the large exec size maked me wonder again, what to do if I master C enough to start doing serious work. Should I download GCC and spend a holiday setting it up, should I buy Lattice C (which is quite expensive for a student), or can I keep on using Turbo C? My original dream-world was to use Turbo C for developing, and GCC the final source. Now, in the days of MultiTOS, I can imagine developing with GCC is not that bad anymore, with multiple man-pages on screen, compilation in the background and an editor window, but I am very much against PC-style, unneccesary huge execs.

Help me out, please. What do you use, and why?

Thanks in advance,

--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}}
```

2278. Register Towers in Germany

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 16:29:48 UTC
From: kemeny@rhrk.uni-kl.de
Message-ID: <1994Aug15.162948.15086@rhrk.uni-kl.de>
Source record: 182123

Hallo,
is it possible to send the 15 $ for registration to an adress in germany?
When not, then who is the dealer and how mutch money does it cost ??

Greetings Gunther

--

2279. Re: Grandad 2

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 17:47:06 UTC
From: Colin.Campbell@mettav.exnet.com
Message-ID: <777091472.0@mettav.exnet>
Source record: 182100

Loren bibbled on 14 Aug 94 to All...

>> I am having trouble running the game Grandad 2 (files grandad2_1.zip
>> and grandad2_2.zip) which I downloaded recently from
>> atari.archive.umich.edu. The opening cartoon works fine, but when it
>> finally gets to the title screen, it spews 11 bombs and freezes up.
>> Anyone encountered this problem?
>
> Same here, I get to the title screen and then it resets. I have a
> 1040ST with a double sided disk drive and no hard drive. :-(

It could be some STOS clash with the amount of memory you have... A number of STOS games I got from PD places needed me to run MEMSET.PRG first before they would work....

Oh, and although grandad2 runs off the HD you can't save/reload your position... :(

Col

Gabber system: Col@Bibble.Mettav.exnet.com

* Origin: ~~ Col's Burblings... ~~ (100:101/12.4)

2280. Internet site for ATARI 260ST related software...

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 17:55:06 UTC
From: ZAO1@ETSU.EAST-TENN-ST.EDU
Message-ID: <199408151755.MAA10012@news.cs.utexas.edu>
Source record: 182125

Hi all,
I was wondering whether anyone knew of any FTP sites which have software for
the ATARI 260ST (shareware, demos, and legal stuff).

Any help/advice would be greatly appreciated. Thank you!! =)


```
_____________________________________________________________
| |
| Akintunde Omitowoju, Computer Science Student |
| East Tennessee State University, Johnson City, Tennessee |
| InterNet: zao1@etsu.east-tenn-st.edu |
| omit@wiw.org |
| BitNet: zao1@etsu.bitnet |
| |
`-------------------------------------------------------------'
```

2281. Change MIDI-buffer size o

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 17:57:06 UTC
From: larserik@oslonett.no
Message-ID: <32oa9i$a70@hasle.oslonett.no>
Source record: 182126

In message #32, euahil@eua.ericsson.se writes:

> I have used the bios (xbios ?) call Iorec which
> returns a pointer to a struct where the size can
> be *read*. However, how can it be written/changed ?

Just write a new value to the same positions (but if you select
a larger buffer-size, you must also set a new buffer-adress that
points to a allocated buffer, and set the water-mark right).

Lars-Erik 0sterud Phone: +47 67131571 Fax & ABK-BBS: +47 67132659
Atari Developer Pager: +47 96634222 Email: larserik@oslonett.no
SysOp ABK-BBS

2282. Re: Toad??

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 18:43:36 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <32od0o$bbr@gumby.cc.wmich.edu>
Source record: 182129
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> > ... and Toad can also be e-mailed as TOAD-SERV.@genie.geis.com
>
> Cool, Saves my phone bill :)
> They should put that address in the catalog :)

They changed their GEnie address a few months ago. It's now simply:
TOAD@genie.geis.com

(and it is in the catalog. Well, actually, _on_ the catalog. Look
on the back cover.)

- Mark

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

2283. Re: Atari 1040St Word Process

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 18:47:46 UTC
From: spbcajk@ucl.ac.uk
Message-ID: <1994Aug15.184746.39820@ucl.ac.uk>
Source record: 182132

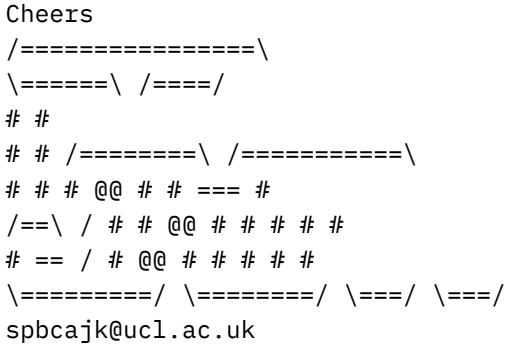
MASTER_FX@trashcan.escape.de (FELIX ARNDT) writes:

>*HUVENEER@MATH.RUU.NL (RICHARD HUVENEERS)* wrote:
>H> How about the capability of displaying/printing formulas (and not just simples ones)?
>H> I would buy a word processer with that feature.

>Tempus Word has an extra Formula Module available . . .

Ditto Redacteur 3.15 . . .

Cheers



spbcajk@ucl.ac.uk

2284. Re: Pretty Good Privacy

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 19:19:39 UTC
From: jwatkins@cix.compulink.co.uk
Message-ID: <CuLCCs.4J9@cix.compulink.co.uk>
Source record: 182130

>Yes, there is a PGP for the Atari.
>
>This is version 2.3a of PGP. I am looking into putting v2.6 on-line,
>after seeing what the conditions are, as I think that 2.6 can only be
>distributed in the US.....
>
So if its on Atari.archive and on the mirrors....?

John W.

2285. Re: ATARI Cubase Files ---> PC ????

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 19:48:20 UTC
From: contacts@mits.mdata.fi
Message-ID: <32ogq4$61i@prime.mdata.fi>
Source record: 182131

In article <32hlia$97i@hack.byron.apana.org.au>,
Mat Farrington <mafarrin@byron.apana.org.au> wrote:
>Do songs, arrangements, parts and drumkits for the ATARI version of Cubase
>work on the PC version ???
>
>___ __ ______
>___\ Mat Farrington _\ e4mafarr@aelmg.adelaide.edu.au _____
>____\ Elec.Eng/Comp.Sc Student _\ mafarrin@byron.apana.org.au ____
>_____\ APANA User & MIDI Musician _\ mat@student.adelaide.edu.au ___
>

According to Steinberg, the files should be compatible _but_ I
recommend that you try it out first, because Atari-versions
are technically ahead of PC-versions, and lower versions do not
accept .ALL:s from higher versions (.ARR, .DRM & .PRT should
be accepted by lower versions, if you edit out the extra bits
as notation layout data in List Edit).

All the Best,
mr. Pekka Saarinen
Helsinki

Member of the Finnish Radio Symphony Orchestra (playin' the Bass)
contacts@mits.mdata.fi

AtariFalcon030/16MbRAM/FPU/282MbSCSIhd/FDIinterface/CubaseAudio/
CubaseScore/LotsOfMidiStuff/6Gerbils/MAG17"Multisync/etc.../:-)/

2286. Re: change floppy drive ??

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 21:12:06 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EHPUEBVA@ttgk.textlitho.nl>
Source record: 182133

In <1994Aug15.125903.16476@cs.joensuu.fi> H{k{ H{kkinen wrote :

>The old floppy drive was a s/s Sony MP-F11W-5DU.
>I read that ST has used Chinon F-354-C d/s sometimes and
>try to fit a Chinon FB-354 d/s into it.
>
>Do you know if those Chinons are alike ? The wires plug in fine but
>the new drive never stops... it just keeps on running and for some
>reason will not read the disk.
>Could it be the OS (TOS 1.0) which matters ? Or should I change
>some wires or perhaps turn it around or so ? I don't dare to try that
>without some advice from wiser people - so if you have an idea about
>these drives, would you please tell your opinion !

If the drive doesn't stop spinning and the drive activity LED lights up
constantly it is very likely that you have the cable upside down....
I suggest you turn it around as quickly as possible, otherwise you may
damage your sound-chip which supplies the drive select and side select
signals (these are NOT open collector outputs).

Gert

--

-- --
Atari TT-Point
-- --

2287. Re: UPLOADING! I've done my bit....

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 22:04:50 UTC
From: frank@theshack.demon.co.uk
Message-ID: <940815Z220450.402frank@theshack.demon.co.uk>
Source record: 182007

In article <CuJLo7.AM7@cix.compulink.co.uk>
ogal@cix.compulink.co.uk "Ofir Gal" writes:

> I hope STF stays alive. Different people use their machines for different
> things and read different magazines. On the whole, having 3 ST mags in the
> UK certainly helps to keep it alive.

I quite agree, Ofir. I never saw the sense in any kind of inter-magazine
rivalry - we're all supporting the same platform, after all. I was
saddened by that whole ugly episode on CIX earlier this year (I'm sure
you know what I'm referring to), and I hope c**p like that is long gone.

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

2288. Re: Latest English ST-Guide Available

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 22:19:00 UTC
From: frank@theshack.demon.co.uk
Message-ID: <940815Z221900.470frank@theshack.demon.co.uk>
Source record: 182006

In article <32j77d$b3j@golem.wcc.govt.nz>
wells_s@kosmos.wcc.govt.nz "Steve Wells" writes:

>] Latest English ST-Guide available at:
>
> Hopefully it's a 100 1.112538E-308nglish version with english doc's.... We'll see
> in a while! :)

It is, I just grabbed it.

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

2289. Re: Spice via ftp?

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 23:09:53 UTC
From: brobson@cix.compulink.co.uk
Message-ID: <CuLn0I.84@cix.compulink.co.uk>
Source record: 182134
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <32nv47$rge@infa.central.susx.ac.uk>, andrewc@cogs.susx.ac.uk said

>Can anyone tell me if I can get a copy of Spice for my STE via ftp, and if so
>can you tell me the address of the ftp site.

I saw spice.zoo 'Electronic Circuit Simulation Program' in ftp.cs.ruu.nl
- I think the path is
/pub/atari/misc spice.zoo

Brian

brobson@cix.compulink.co.uk

2290. Future of Atari mags (Was: UPLOADING! I've done my bit....)

Newsgroup: comp.sys.atari.st
Date: 1994-08-15 23:56:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2e5013a5@ct.se>
Source record: 182141

Hi, Frank! On 14 Aug 94, you wrote:

FC> From: frank@theshack.demon.co.uk (Frank Charlton)
FC>
FC> Whether you like STF or not, surely you can't believe that the
FC> closure of /any/ ST mag will help the current situation? I respect
FC> your opinion in that you don't like the magazine, but how could the
FC> closure of STF help the Atari market? Actually, I'd be interested to
FC> hear why you think the mag is crap, and when was the last time you
FC> bought an issue?

If STF closed down maybe more people would buy ST Review instead, and actually get to read something useful for a change. :-)

Seriously though, I don't know which magazine will go down first but one of them will, that's for sure. The declining Atari market can't support all three UK magazines much longer. Remember what happened to the German magazines not long ago. But I hope ST Review will be the last one to go because it's the best!

2291. Re: Spice via ftp?

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 00:01:00 UTC
From: brobson@cix.compulink.co.uk
Message-ID: <CuLpDp.3HL@cix.compulink.co.uk>
Source record: 182144
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <CuLn0I.84@cix.compulink.co.uk>, brobson@cix.compulink.co.uk said:

> I saw spice.zoo 'Electronic Circuit Simulation Program' in ftp.cs.ruu.nl
> - I think the path is
> /pub/atari/misc spice.zoo

oops, sorry - the path is /pub/ATARI-ST/misc spice.zoo

Brian

brobson@cix.compulink.co.uk

2292. Re: Lattice C uopdates?

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 00:09:28 UTC
From: orres@teleport.com
Message-ID: <32p03o$gep@elaine.teleport.com>
Source record: 182135

In article <davehCuL1p2.7o6@netcom.com>,
Dave Halliday <daveh@netcom.com> wrote:
>Iain.Laskey@barclays.co.uk wrote:
>: Try Oregon Research.
>
>Thanks for the information. Now for the next question, were do I find
>Oregon Research?

We can be reached at (503) 620-4919 , at orres@teleport.com on Internet,
at ORA on Genie, at 71333,2645 on CompuServe and can handle your Lattice
C inquiries and technical support in North America

For UK information and support contact HiSoft at hisoft@cix.compulink.co.uk
or +44 525 718181

Best regards,

Bob Luneski
Oregon Research

2293. Re: Hype and Viruses..

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 00:21:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2e501ea6@ct.se>
Source record: 182142

Hi, Roger! On 15 Aug 94, you wrote:

RS> From: sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.)
RS>
RS> I see there is a lot of rubish being posted about Viruses,
RS> ither from people that have vested intrest in selling Virus Killers
RS> or teenagers that just don't know....

What's your excuse then? :-)

RS> There are NO Keyboard buffer viruses, no Hard Drive boot sector
RS> Viruses, there are some Floppy bootsector viruses, but they are very
RS> simple to detect and fix...

Unless it just happened to infest the bootsectors of your original game disks,
which could put you in some serious trouble without a good virus killer.

RS> A boot sector Virus is as it states, it installs its self ONLY on
RS> boot up, so checking disks for valid boot sectors is all that is
RS> needed, but you must boot your Atari with out a disk first, or with a
RS> know Virus free disk..

That's where a virus killer comes in handy.

RS> Viruses can't write to a write protected disk, its that
RS> simple...!!!

True, but neither can any other program!

RS> Virus check programs wipe the hole boot sector, so be warned, you
RS> can't recover them...

Unless you use a professional virus killer like UVK.

RS> NOTE: most and if not all Boot Sector Virus protection programs are
RS> VIRUSES in them selves, as they will copy them selves to other
RS> disks....

Only if requested by the user as a means of identifying a clean disk. You will
then immediately recognise if the boot sector has been altered since the last
time you checked it. Any virus killer that assumes it can write to the boot
sector without asking the user first should be trashed.

RS> When playing (Booting) with unknown floppy disks, Turn of your Hard
RS> drive, or dissable the booting of the hard disk, a Ship program can
RS> turn off internal hard drives...

My poor harddisk would take a hell of a beating if I switched it off every time
I inserted a new disk. The real danger is if the virus is spread by some

executable program on the disk, in which case it won't matter if you take this precaution or not. I pray there's no such programs!

RS> I have never had major problems with Viruses, and I see no point in
RS> spending money on Virus check programs....

I have never had any serious problems, although I've had my outbreaks of bootsector viruses in the past. But I see the point in investing a few dollars for my own protection. There's no way you can loose really.

RS> NOTE: The bigest Virus for STE's users is the old DMA chip, it has
RS> stuffed up 2 Hard Drives for me....

What about link viruses? Do they exist?

2294. Re: Hype and Viruses..

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 00:22:02 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <32p0ra$bcr@golem.wcc.govt.nz>
Source record: 182137

In article <9408151401.AA00804@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:
>In article r36@golem.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
>>I see there is a lot of rubish being posted about Viruses,
>>ither from people that have vested intrest in selling Virus Killers
>>or teenagers that just don't know....
>>
>>There are NO Keyboard buffer viruses, no Hard Drive boot sector Viruses,
>>there are some Floppy bootsector viruses, but they are very simple to detect
>>and fix...
>
>
>Speaking of rubbish... ;-)
^^

Stop being pickey...

>Hard drive boot sector viruses _do_ exist, at least for other platforms.
>I don't know why the Atari should be any different but not knowing any
>specific ST examples, I won't claim otherwise.
>
>>Viruses can't write to a write protected disk, its that simple...!!!
>
>That's what I used to think, until I witnessed a demonstration of a 'key'
>virus install itself from an infected hard drive to a physically LOCKED
>floppy disk. This was at an ACE-NSW (Atari) user group meeting in Sydney.
>The virus was transferred to the floppy with a directory update (Escape)
>which, of course, is _supposed_ to be just a read-only operation.

I did here about this one it turned out they had a faulty disk drive,
the had a broken wire..

The disk controler chip does not allow writing to a protected disk, I have
heared that the Amiga system can write to a write protected disk as they
don't use a disk controler chip, but to custom IC's for floppy support...

>-Hutch- @ Fair Dinkum Tech

Roger..... being Fair Dinkum....

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

2295. Re: SupraDrive: HELP!

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 00:34:24 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <32p1ig$bcr@golem.wcc.govt.nz>
Source record: 182138

In article <CuKyzy.Is6@cruzio.com>, ron@cruzio.com writes:
>In article <32l202$ke6@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.)
writes:
>> In article <CuBMyo.AuI@liverpool.ac.uk>, em09@liverpool.ac.uk (Mr. J. Boyes) writes:
>> >Please can anybody help me?
>> >
>> >I have just bought a SupraDrive 30Mb hard disk for my STE but the

>
>Supra hasn't updated the soft ware for a long time but it works very
>well and it's free it does suport big partitions , and what do you mean by
>get a copy of the ICD utils? Most people would have to bye it.

The latest Supra DOES NOT SUPPORT BGM partitions at all, it does support
32 meg partitions max, also there extended partitions is not compatible with
Atari or ICD, and does not support later type drives...

I ment what I stated in getting a copy of ICD Pro utils, so PLEASE don't put
words or meanings that are not there, I DID NOT STATED A PIRATED COPY AT ALL..

The ICD Utils leave the Supra ones for DEAD, and I do mean DEAD...

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

2296. Running Accessories as Programs

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 01:10:29 UTC
From: scotty@cais2.cais.com
Message-ID: <32p3m5$rga@news.cais.com>
Source record: 182136

Hi all,

I read the csast faq and didn't see this, although I know it has come up before...

I've heard that you can run an accessory by clicking on it from the new versions of the desktop with MultiTOS. What I tried first was changing the line in gem.cnf that starts with "setenv GEMEXT=" by adding "ACC" to the list.
This did not work.
The next thing I did was edit my newdesk.inf file, and added a line that contains
#G 03 FF 000 *.ACC@ @ @
This worked. It duplicates the lines that list .PRG and .GTP, so it makes a certain amount of sense.

However, this doesn't work only under MultiTOS, and it doesn't work with every accessory. I've fooled GEM, but I don't think this is the mechanism intended for the purpose. I couldn't get ImageCopy to run at all.

So what is the right way? The Atari books claim that you can run .ACC files just by clicking on them, but that's plain wrong on my system, at least the way it came configured...

Thanks for any help. Sorry to those who have seen this too often; it ought to get into the FAQ list.

--
==========
Scott R. Chilcote
scotty@cais.com

2297. Re: Shareware headache

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 02:07:14 UTC
From: Matt.McAlister@dataport.com
Message-ID: <dae_9408151814@dataport.com>
Source record: 182067

>registered. This seems to me like a form of black-mail!

KA> And it is. Programs like that are not commercial, shareware or PD. They're
KA> simply just doing nothing good for anyone at all.

Thanks Kim, I think anyone can upload a bunch of garbage, call it a program and
demand money. If it works, than I'm in the wrong racket.

InterNet: Matt.McAlister@dataport.com
FidoNet : Matt McAlister 1:143/106

2298. Re: Hype and Viruses..

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 03:35:37 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <32pc69$4m6@cxc1.cl.msu.edu>
Source record: 182140
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:

>I see there is a lot of rubish being posted about Viruses,
>ither from people that have vested intrest in selling Virus Killers
>or teenagers that just don't know....

The world's most pervasive and damaging virus is produced by a company
owned by a guy named "Gates" who thinks he's a god of some sort. It's
called DOS, and it comes with a companion program called "Windoze" and
it has now copied itself to hundreds of millions of machines.

And very few people seem to know this obvious Truth...
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

2299. Re: The future of Atari Computers

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 04:53:54 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <777005226.0@mettav.exnet>
Source record: 182099

It was none other than Mark Adami that wrote on 11 Aug 94 that ,

MA> If Atari could come up with a computer that has:
MA>
MA> - A fast and modern processor,

Like a Falcon with an Afterburner Board you mean ? (Although for me my 32Mhz Falcon 030 is quite modern enough ATM)

MA> - Graphics and sound capabilities of the Jaguar,

Which certainly (Afterburner) has an expansion port for a graphics Card.

MA> - An OS that can multi-task and provide a stable and conformant
MA> good-looking environment like the Mac, but can also be told
MA> to request all running processes to terminate and then
MA> dissapear itself so that a game can completely take over

You'll be talking about MAG!X then ... I used it on the ST and loved it , on the Falcon it should be absolutely dynamite !

MA> the system; and also (I hate to sat it) run windows
MA> software,

Is the 486 Falcon speed still in the pipeline ? The only conceivable reason to want to use any other machine IMHO is for a particaular peice of software but look only yesterday I am reading a message from a MAC convert who wants to see an ST emulator ... mmmmm !

MA> then, I think they would be on to a winner.

By the end of the year (or RSN <grin>) all your requirements should be fulfilled I'd say ,but a winner ....nope . We are talking a massive market installed for other machines and a superior machine ain't going to dislodge that just because it is so. But do I care ,again a resounding NO because I have a machine I feel comfortable with and moreover at a speed and manner that suits ME. Not for me the 500 page manual ..how to install Windows properly :-)...and then the countless other manuals,courses etc explaining it all over again to everyone.

////
Graham Irvine
grin.mettav.exnet.com

* Origin: Graham's 32Mhz Falcon030 PowerPoint (100:1011/0.8)

2300. NVDI with Speedo4.2 help

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 04:54:16 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <777005226.1@mettav.exnet>
Source record: 182098

It was none other than Jack Kitowicz that wrote on 9 Aug 94 that ,
JK> I have both NVDI and SPEEDO4.2 installed (along with the drivers
JK> aoutline accesories) but if NVDI is on the I cant use my Speedo
JK> fonts. Could someone than has both working together send me their
JK> config files? (assign.sys and any tips you have for fixing the
JK> problem?) thanks a lot

I would like to hear offerings on this , I doesn't even know if they will work together ! For starters I'd switch NVDI GDOS off :-) But I haven't experimented with anything else.

JK> Also, can anyone tell me how to install a new system font with NVDI?
JK> Every time I cange the assign.sys file from the regular font it
JK> ignores my changes and doesn't do anything.

You have to put an <s> before the font but I haven't got round to working out which screen.sys goes with each Falcon resolution yet OR where overscanned and BlownUP resolutions come into the equation.

My old ST setup seems to work though ;

```
path = c:\gemsys
01p screen.sys ; DEFAULT
S monaco08.fnt
02p screen.sys ; ST Low
03p screen.sys ; ST Medium
04p screen.sys ; ST High
S monaco08.fnt
05p screen.sys ; TT Low
06p screen.sys ; TT Medium
07p screen.sys ; ???
08p screen.sys ; TT High
21 printer.sys
```

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (100:1011/0.8)

2301. Re: Grandad 2

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 06:13:57 UTC
From: aa113@cfn.cs.dal.ca
Message-ID: <CuM6nA.2JA@cs.dal.ca>
Source record: 182146

```
Eric Jolley (ewj8218@u.cc.utah.edu) wrote:
: In article <1994Aug14.034638.13057@news.etc.bc.ca>,
: Loren Kirkby <lokirkby@cln.etc.bc.ca> wrote:
: >
: >Same here, I get to the title screen and then it resets. I have a 1040ST
: >with a double sided disk drive and no hard drive. :-(
: >
: > Loren Kirkby
: >
: >P.S. I have TOS 1.2, in case this makes any difference.
:
:
: I have a Mega ST4 with TOS 1.2 as well. Perhaps our TOS is the
: problem. Thanks for the feedback. I thought it was either my TOS or an
: STE incompatibility.
:
:
I have it running on mine with 1.2, it must be some other problem with
your setup.
====================================
= aa113@cfn.cs.dal.ca =
------------------------------------
= And if the cloud bursts, =
= Thunder in your ear =
= You shout and no one seams to =
= Hear.... =
= Pink Floyd =
------------------------------------
```

2302. Re: Q: patches for MiNT 1.10

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 06:41:12 UTC
From: huveneer@math.ruu.nl
Message-ID: <1994Aug16.064112.3933@cc.ruu.nl>
Source record: 182148

In article GGA@Belgium.EU.net, joris@Belgium.EU.net (Joris Welkenhuysen) writes:
>Scanning through this newsgroup, I regularly find references to MiNT 1.10hX
>with the X some number. I assume that these are patched up versions of the
>MiNT 1.10 found in the a.a.u.e archive or its UK mirror. Where can I find
>these patches ?
>
You can find the patches on a.a.u.e. in Mint/Patches, but you'd better wait for MiNT 1.11
which will come out in the near future,

Richard.

2303. Re: Atari 1040St Word Process

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 07:04:48 UTC
From: rengbers@netcom.com
Message-ID: <rengbersCuM900.EyH@netcom.com>
Source record: 182147

Richard Huveneers (huveneer@math.ruu.nl) wrote:

: How about the capability of displaying/printing formulas (and not just simples ones)?
: I would buy a word processer with that feature.

There is also a formula editor for That's Write 3. It's an external
module called Formel-X, and it runs as an accessory. Interacts nicely
with That's Write 3, but can also be used stand-alone and export formulas
as metafiles (.GEM) and encapsulated PostScript (.EPS) for use in any
application.

Robert

2304. Re: SpeedoGDOS 5 Compatibility problems

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 07:13:35 UTC
From: rengbers@netcom.com
Message-ID: <rengbersCuM9En.FLG@netcom.com>
Source record: 182149

GerryMon (gerrymon@aol.com) wrote:

: Is there any plans for a Postscript driver for SpeedoGDOS 5? I've always
: wondered why there hasn't been a Postscript driver for GDOS in the past.
: To me, this is very important as it allows the Atari to do more
: professional DTP work. Is there something inherently hard about writing
: such a driver?

Yes, there are big-time problems in doing a PostScript driver. It just doesn't fit into the GDOS scheme of things. However, we're going to try to do one anyway. We've implemented PostScript into many of our other software packages - we think it's important - and we want to see it in SpeedoGDOS. But it will take some time. I don't have a release date or anything, we're just getting going on this.

Robert@COMPO

2305. Re: What's out? (Neo4/Spectre31/Speedo5/NVDI3)

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 07:15:51 UTC
From: rengbers@netcom.com
Message-ID: <rengbersCuM9IG.Fr0@netcom.com>
Source record: 182150

SpeedoGDOS 5 is out.

Robert@COMPO

2306. Re: adSCSI micro st adapter for US$40, where ???

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 07:49:45 UTC
From: ab164@yfn.ysu.edu
Message-ID: <32pr2q$f8t@news.ysu.edu>
Source record: 182053

>I recently saw a posting on this newsgroup that mentioned ICD adscsi micro

>st adapters for $40 somewhere in the states.

>I understand icd make an accelerator board for the st. How much are

>these, are they compatible with most (all) software ?

Best bet is call ICD! The Adsci Micro ST Kit (allyou need to put a 3.5"
hard drive inside your mega ST is on closeout sale for $39.95)
I have the Adaspeed STe installed and the only thing I have lost the use
of is the software to display SPC's and Neither Photochrome or it's PCS
viewer will display properly (timing is off) won't even work in 8Mhz mode!
Speed of Light still works though! As of right now those are the only things
that I am sure no longer work. Steel Empire and Elite II (Frontier) move a
heckof a lot quicker and the speed up is pretty apparent with lot of stuff!
For $99.95 you can't go far wrong! Phone no in US is (815)968-2228 Fax is
(815)968-6888 Only problem is You have to call during working hour Central
Standard Time.
--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

2307. Re: SpeedoGDOS 5 Compatibility problems

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 08:13:28 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <32psf8$20k@percy.cs.bham.ac.uk>
Source record: 182055

rengbers@netcom.com (Robert Engberson) writes:
>Yes, there are big-time problems in doing a PostScript driver. It just
>doesn't fit into the GDOS scheme of things. However, we're going to try
>to do one anyway. We've implemented PostScript into many of our other
>software packages - we think it's important - and we want to see it in
>SpeedoGDOS. But it will take some time. I don't have a release date or
>anything, we're just getting going on this.
>
>Robert@COMPO

Robert, that is good news!

I don't quite understand why PS doesn't fit into the 'GDOS scheme of
things' -- could you elaborate please?

Will the driver work only with Speedo 5, or will it work with NVDI 3
as well? :-)

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2308. Re: Gif & Jpg viewer

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 08:14:39 UTC
From: steve-j@teleport.com
Message-ID: <32pshf$nmi@kelly.teleport.com>
Source record: 182051

In article <32nbb7$3hs@m1.cs.man.ac.uk>,
David Oldcorn <oldcornd@cs.man.ac.uk> wrote:

>I'd recommend mine (of course).... it is very very fast at JPEG's (at least the
>registered version is) and is a serious archive maintenance tool (I need it to
>be to handle my 100M of JPEG's....)
>
>JPEGV220.ZIP is available from Umich and it's mirrors. JPEGV222.ZIP should be
>available within a week or two.

Will it handle more files/folder and/or mulitple folders? Also,
have you thought about having it use 8-bit mode for GIFs rather
than 16-bit True Color for ALL pics?

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2309. Re: Internet site for ATARI 260ST related software...

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 08:19:07 UTC
From: steve-j@teleport.com
Message-ID: <32pspr$noe@kelly.teleport.com>
Source record: 182052

In article <199408151755.MAA10012@news.cs.utexas.edu>,
Akintunde Omitowoju <ZAO1@ETSU.EAST-TENN-ST.EDU> wrote:

>I was wondering whether anyone knew of any FTP sites which have software for
>the ATARI 260ST (shareware, demos, and legal stuff).
>
>Any help/advice would be greatly appreciated. Thank you!! =)

One of the best places to get ST stuff via FTP is
atari.archive.umich.edu in the /atari/ directory.

If you have a 256K 260ST, though, keep in mind a
LOT of stuff requires 512K or 1MB to run.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2310. Re: WWW Browser

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 08:22:20 UTC
From: vctec@westminster.ac.uk
Message-ID: <CuMCEF.5Ew@westminster.ac.uk>
Source record: 182054

Mattias Skxld (mattias.skxld@p6.stacken.ct.se) wrote:
: From mask@6.stacken.ct.se

: Hi, I Would like to know if anyone have seen a WWW browser for Atari ???
: I've heared of an Atari version of Mosaic (I think). Does anyone know about it
: and were I can find it.

I've heard that there is a Mosaic for the ST in development.....in the
meantime, you may use Lynx, a ASCII-only WWW browser.....

Dan.

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2311. Re: Demon UK access using STs?

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 08:48:35 UTC
From: bouronm@trout.ime.dec.com
Message-ID: <1994Aug16.084835.15661@peavax.mlo.dec.com>
Source record: 182057

In article <1994Aug12.142429.20320@city.ac.uk>, cf580@city.ac.uk (Super user) writes:
|> Hi all. Sorry to waste bandwidth with this, but I'm using a truly brain dead
|> editing program.
|>
|> Put simply, could anyone who's online via DEMON INTERNET SERVICES using an
|> Atari ST please get in touch? I'm toying with the idea of taking the plunge
|> but I'd like to know how well (or badly) the software works first.

This information would be useful to others (me, basically). Please post
any responses here!

Cheers,

[M][a][r][c]

** -------------------------- ** -------------------------- **
** Marc CR Bouron ** Digital Capital Markets. **
** +44 (0)895 208260 ** Harefield Place, The Drive, **
** Marc.Bouron@ime.mts.dec.com ** Uxbridge, Middlesex, **
** bouronm@trout.ime.dec.com ** UB10 8AQ. UK. **
** -------------------------- ** -------------------------- **

And for my next trick, I shall disappear in a puff of smo

2312. Re: Lattice C uopdates?

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 08:55:11 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <32putf$7tc@bognor.barclays.co.uk>
Source record: 182056

In article <davehCuL1p2.7o6@netcom.com>, daveh@netcom.com (Dave Halliday) writes:
|> Iain.Laskey@barclays.co.uk wrote:
|> : Try Oregon Research.
|>
|> Thanks for the information. Now for the next question, were do I find
|> Oregon Research?
They are on the net. Maybe someone canpost their address or they will pop up
themseleves?

|> Dave.
|>
|> : --
|> : +---+
|> : |Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
|> : +-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|> : |>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
|> : +-------------+---+
|>

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

2313. Re: Future of Atari mags (Was: UPLOADING! I've done my bit....)

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 09:30:59 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <32q10j$ems@infa.central.susx.ac.uk>
Source record: 182058

Patrik Sanfridsson (patrik.sanfridsson@p2.stacken.ct.se) wrote:
: Hi, Frank! On 14 Aug 94, you wrote:

: FC> From: frank@theshack.demon.co.uk (Frank Charlton)
: FC>
: FC> Whether you like STF or not, surely you can't believe that the
: FC> closure of /any/ ST mag will help the current situation? I respect
: FC> your opinion in that you don't like the magazine, but how could the
: FC> closure of STF help the Atari market? Actually, I'd be interested to
: FC> hear why you think the mag is crap, and when was the last time you
: FC> bought an issue?

: If STF closed down maybe more people would buy ST Review instead, and actually
: get to read something useful for a change. :-)

: Seriously though, I don't know which magazine will go down first but one of
: them will, that's for sure. The declining Atari market can't support all three
: UK magazines much longer. Remember what happened to the German magazines not
: long ago. But I hope ST Review will be the last one to go because it's the
: best!

Seems to me like Patrick's talking a bag of shite. People buy magazines
on their own merit and not because "I can only afford one, the best
one..." - get a grip!!

I personally buy a magazine based on quality, that of the reviews,
advice column, coverdisk and features. If the three U.K. mags are worth
buying in one month, then i'll buy all three.

They all seem to cover something different each month, and regularly
look through my large selection of back issues for that little piece of
Calamus SL advice that wasn't of any use back then, but now....

If you think that any of the magazines are crap, then they're wasted on
you - there's no way on earth that you justifiably call any one of them
crap. Just beacause you might not like a particular issues' contents is
no excuse to slag of the journalistic capabilities of the editorial
staff. I've been buying STF, STR and STU for the last 2 years or more,
have missed only a few issues and to be honest have never (i) been moved
to say that the author of a feature was crap, or (ii) found any
fundamental difference in journalistic styles!!!!!

A personal view, gleened from reading the NET, is that the ST market is
long from dead, and possibly even reviving. Over the last year or so,
the range and quality of new software has been amazing and as long as
this is the case (which is for a good while yet), there will be plenty
of room for the three good magazines to operate.

Keep up the good work editorial staff.

Patrick, get a life.....or learn to read the articles rather
than just looking at the pictures!!!

Steven.

2314. Re: change floppy drive ??

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 09:45:04 UTC
From: Karl.Foley@f101.n2501.z1.fidonet.org
Message-ID: <991_9408161144@embassy.embassy.co.uk>
Source record: 181920

On 15 Aug 94 at 13:59:03, hhakkine@cs.joensuu.fi wrote...

h> The old floppy drive was a s/s Sony MP-F11W-5DU.
h> I read that ST has used Chinon F-354-C d/s sometimes and
h> try to fit a Chinon FB-354 d/s into it.

h> Do you know if those Chinons are alike ? The wires plug in fine but
h> the new drive never stops... it just keeps on running and for some
h> reason will not read the disk.

Make sure the drive is set as drive 0 just like the original internal drive
was. Atari's are a bit strange that instead of using the two drive select
lines to support 4 drives (00=1, 01=2, 10=3 & 11=4) they only support two
drives. These lines are physically swapped around between internal and
external (01=internal & 10=external).

Both and internal drive and external drive must be set to be drive 1. It
sounds to me that the drive recognises that there's disk activity so spins up
but isn't selected for read/write.

h> Could it be the OS (TOS 1.0) which matters ? Or should I change
h> some wires or perhaps turn it around or so ? I don't dare to try
h> that without some advice from wiser people - so if you have an idea
h> about these drives, would you please tell your opinion !

Just check the drive number. Failing that, then something else is dodgy!

ATB,
Karl.

+--+
| e-mail : Karl.Foley@standard.embassy.com |
+--+
--
|Fidonet: Karl Foley 1:2501/101
|Internet: Karl.Foley@f101.n2501.z1.fidonet.org
|
| Standard disclaimer: The views of this user are strictly his own.

2315. Re: Pretty Good Privacy

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 09:49:00 UTC
From: uma3034@nof.abdn.ac.uk
Message-ID: <32q22c$p63@nof.abdn.ac.uk>
Source record: 182060

John Watkins (jwatkins@cix.compulink.co.uk) wrote:
: >Yes, there is a PGP for the Atari.
: >
: >This is version 2.3a of PGP. I am looking into putting v2.6 on-line,
: >after seeing what the conditions are, as I think that 2.6 can only be
: >distributed in the US.....
: >
: So if its on Atari.archive and on the mirrors....?

: John W.

I think the situation is that it is illegal to export it out of the US, the legal situation as regards downloading it from a US site is a little fuzzy because the export restriction is of course only a US law. Most sites in the US require evidence (verified US email address) of US citizenship before they will allow you to download it so _they_ don't get prosecuted for allowing it to be exported.

I'm not sure if this is entirely right but it's all I can remember of hand.

Mike.

2316. Re: Hype and Viruses..

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 10:52:04 UTC
From: ps1908@wlv.ac.uk
Message-ID: <32q5ok$fi8@ccuf.wlv.ac.uk>
Source record: 182061
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <32mec1$r36@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) says:
>NOTE: A valid floppy boot sector is when all the bytes add up to 1234 as a sum
> check, pad bytes are added at the end of the boot sector to get a valid
> boot sector, so changing any byte would make the boot sector invalid...

Note that the 1234 checksum is only necessary for a boot sector that is EXECUTEABLE - therefore changing any byte of an unexecuteable boot sector does NOT invalidate it. Changing a byte on an executeable boot sector will have the effect of making it non-executeable. Anyway its easy enough to change the bytes and recalculate the pad bytes to restore the 1234 checksum.

BUT changing bytes willy-nilly may also mess the disk up - the boot sector contains info re. the disks characteristics (tracks/sectors per track/etc) and if this info does not correspond with the REAL setup then **!"$"!.

Steve Ridd

PS Message to Roger: Pride comes before a fall! Get a virus detector now! What about Link virii?

2317. Re: Spice via ftp?

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 10:59:34 UTC
From: davef@inmos.co.uk
Message-ID: <1994Aug16.105934.18687@inmos.co.uk>
Source record: 182062
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Spice can be found at a number of ftp sites

ftp.cs.ruu.nl /misc/spice.zoo
ftp.uni-paderborn.de /anwender/spice.lzh
ftp.uni-stuttgart.de pub/systems/atari/applications/science/spice.lzh

There is also a demo of a graphic front end called Spiceline 1.3 which looks
pretty good. I think there are ordering details in the docs with the demo.

ftp.tu-clausthal.de spicln_e.lzh
src.doc.ic.ac.uk computing/systems/atari/umich/Graphics/spicln_e.lzh
ftp.uni-stuttgart.de pub/systems/atari/applications/science/spicelin.lzh
ftp.uni-paderborn.de /misc/demo/spicline.lzh

After you have un-archived spice, there will be a file called prl.tos
This needs to be run before running spice as it sets up the libraries.

Happy simulating

--
+---------------------------(Dave Foy)------------------------------+
|Disclaimer: The opinions above are my own personal views etc. |
|Inmos Ltd, 1000 Aztec West, Bristol, UK Email : davef@inmos.co.uk |
+----------------------(+44 454 616616 X526)-------------------------+

2318. ? ICD sgaa continues

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 11:06:56 UTC
From: robinp@sherwood.uk.sun.com
Message-ID: <32q6kg$5c2@uk-usenet.uk.sun.com>
Source record: 182063

I have recently installed an ICD SCSI host adapter for my 1040STe

I cannot get it to work properly - even though I have tried different disks,
An embedded SCSI Quantum 105MB, and a Micropolis 1335 (142MB) with an Emulex MD21
SCSI controller, amongst others (I am fortunate enough to be able to experiment
with various disks).

The problem(s) I have are :

(1) when I run the installer program, the disk is formatted and partitioned and FATs
etc are written BUT the set of AutoBoot fails:

Sense Code: $00
TOS Error: -10
Operation: Set AutoBoot

Sometimes I get:

Sense Code: $00
TOS Error: -8
Operation: Set AutoBoot

If I just format/partition (using default GEM partitions) and then do a manual
Set AutoBoot from the HDUTILS then I usually get :

Sense Code: $00
TOS Error: -12
Operation: Verify (Data Mismatch)

(2) Ignoring the AutoBoot stuff, if I just format/partition (using default GEM
partitions) and then define the disk partitions, I can see them and write/read
to them but the data disappears on the next boot. In fact what is worse, is that
partitions disappear each time I use the DESKTOP utility program until eventually
it does not display any partitions at all !

In an earlier email I was told that I "may have one of the flaky DMA chips" - Is this
a common problem, has anybody else had this ?

Has anybody any ideas ?

How about a list of TOS error messages ?

Thanks,
Robin Peatfield.

2319. Re: Future of Atari mags (Was: UPLOADING! I've done my bit....)

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 11:27:00 UTC
From: vctec@westminster.ac.uk
Message-ID: <CuMKy8.BGC@westminster.ac.uk>
Source record: 182066

Steven Constantine (kaps3@central.susx.ac.uk) wrote:

: People buy magazines
: on their own merit and not because "I can only afford one, the best
: one..." - get a grip!!

Yes.
That's right......but I think that cost has something to do with it as well. During my student days, I used to get STF, and STU. I wanted to get ST Apps, too, but couldn't afford it...especially, as you had to pay in advance for 12 issues. Then came ST Review...and I liked that, too, but found that STF, and STU were good enough, and as I had been buying them for a long time, I thought I might as well carry on with them, instead of changing and going onto another mag. I did want to buy STR, too...but couldn't afford it.

Now that I am working...I get all 4 mags...every single month...without fail.

: If you think that any of the magazines are crap, then they're wasted on
: you - there's no way on earth that you justifiably call any one of them
: crap. Just beacause you might not like a particular issues' contents is
: no excuse to slag of the journalistic capabilities of the editorial
: staff. I've been buying STF, STR and STU for the last 2 years or more,
: have missed only a few issues and to be honest have never (i) been moved
: to say that the author of a feature was crap, or (ii) found any
: fundamental difference in journalistic styles!!!!!

None of the magazines are crap.....I do agree with you Steve, but I do have my favourites, and not so favourite ones....

STF is one of my not so favourite ones....not because the content is crap or anything...just that the content is not geared toward the type of user that I am....STR and STA are more my type of mag. STF is good at what it does....upto now, it was mainly games coverage.....geared toward users who are in the 12 -16 age group (IMHO). However, over the past 2 months, STF has been getting better, and has nicer reviews...the one which I was angry about was the one in which they featured MAG!X (MagiC, now), and that issue had loads of spelling mistakes....how this got past the editor, I do not know!

But STF is getting better, and is, I think, starting to cater for a wider taste....I would like to write/contribute to STF too...it has a wider distribution than STU and STR put together (from the same publisher). I write for STR at the mo (and also STA)....

I will still carry on buying STF, as long as it stays good at what it does, and curbs down on the spelling mistakes ;-> I too, like to see different viewpoints on things Atari...and the best way is to read the different mags.

Dan.

: A personal view, gleened from reading the NET, is that the ST market is
: long from dead, and possibly even reviving. Over the last year or so,
: the range and quality of new software has been amazing and as long as
: this is the case (which is for a good while yet), there will be plenty
: of room for the three good magazines to operate.

: Keep up the good work editorial staff.

: Patrick, get a life.............or learn to read the articles rather
: than just looking at the pictures!!!

: Steven.

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2320. Re: Grandad 2

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 11:40:32 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <32q8jg$99a@u.cc.utah.edu>
Source record: 182064

In article <CuM6nA.2JA@cs.dal.ca>,
Anthony McDonald <aa113@cfn.cs.dal.ca> wrote:
> I have it running on mine with 1.2, it must be some other problem with
>your setup.

I found the problem. It needs to be run in 50hz, not 60. That fixed it
for me, anyway.

--
\ Eric Jolley \ Mail me at: \
\ Film Studies Major, U. of U. \ Eric.Jolley@m.cc.utah.edu \
\ For PGP 2.6 Public Key, \ or \
\ finger ewj8218@u.cc.utah.edu \ en351@cleveland.freenet.edu \

2321. Re: UPLOADING! I've done my bit....

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 11:47:29 UTC
From: Kevan.Winch@eccles.seuk.com
Message-ID: <820_9408162306@seuk.com>
Source record: 182002

-=> Quoting ogal@cix.compulink.co.uk to All <=-

og> From: ogal@cix.compulink.co.uk ("Ofir Gal")
og> Organization: Compulink Information eXchange

> Whether you like STF or not, surely you can't believe that the
>closure of /any/ ST mag will help the current situation? I respect your
>opinion in that you don't like the magazine, but how could the closure
>of STF help the Atari market? Actually, I'd be interested to hear why
>you think the mag is crap, and when was the last time you bought an
>issue?

og> I hope STF stays alive. Different people use their machines for
og> different things and read different magazines. On the whole, having 3
og> ST mags in the UK certainly helps to keep it alive.

Ogal, see my reply to Frank Charlton. I believe you have a vested interest in STF don't you ? I'm sure I've seen a column by you somewhere. My criticism of STF is not aimed at you personally, but my points to Frank still remain, I feel, valid.
--
Standard disclaimer: My views are strictly my own.

2322. Re: UPLOADING! I've done my bit....

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 11:47:29 UTC
From: Kevan.Winch@eccles.seuk.com
Message-ID: <81f_9408162306@seuk.com>
Source record: 182005

-=> Quoting frankAllheshack.demon.co.uk to All <=-

fr> From: frank@theshack.demon.co.uk (Frank Charlton)
fr> Organization: the curry house

fr> In article <1bd_9408121855@seuk.com>
fr> Kevan.Winch@eccles.seuk.com "Kevan Winch" writes:

> Good, I hope it closes. It is the biggest load of crap I've
> ever had the misfortune to buy. We don't need abysmal mags like
> that to support the ST. I love mine, OK it's slow, no HD, TOS

fr> Whether you like STF or not, surely you can't believe that the
fr> closure of /any/ ST mag will help the current situation? I respect
fr> your opinion in that you don't like the magazine, but how could the
fr> closure of STF help the Atari market? Actually, I'd be interested to
fr> hear why you think the mag is crap, and when was the last time you
fr> bought an issue?

OK, OK, so I admit I was a little irate on the day I wrote that and perhaps the language was a bit OTT. However, I *still* believe that ST Format is a very poor magazine. For what you pay...it's just outrageous. I regularly look at it on the newsagent's shelf to see if it has become better, but every time the answer is no. All that happens is the price goes up for the same rubbish.

I used to buy STF regularly, then they brought in the 'Cover Disk' thing, and forced me to pay loads more for a disk that I didn't want, or need. Invariably, it is the same old stuff appearing on there anyway. Go back through your old STF cover disks and check for duplicates. It may not be the exact same program, but it will perform the exact same function, and will probably only be a demo anyway. I have *never* used anything from the cover disks more than once. I object to having no choice in the matter. They did, once upon a time, give readers the choice of cover disk or no cover disk, but that's gone too.

Cover disk aside, the content of the magazine is weak. STF has always been one of the 'games' type ST mags admittedly, but lately, there is virtually no substance to it. It is following the path of many a computer mag before it....the sales drop slowly, then more ads start appearing and eventually...phut. It is FULL of adverts & inane articles. I have not got as far as reading any games reviews, but I presume that the pretentious condecending manner of the reviewers still remains.

Also, I have written to STF on many occasion, when I actually used to *like* the magazine. I received not one reply, not one acknowledgement, nothing. That is just plain arrogant ignorance. Before you assume that my letters were of the same genre as this one, I can assure you that they were genuine & very polite, when I was naive enough to believe that a magazine cared about it's readers beyond what was in their wallets.

Apart from my personal gripes, I really believe that STF is, considering the ridiculous price, a very weak magazine. Maybe closure of it wouldn't help the ST, but then again, it is not really a magazine that decides the future of a computer system is it ? After all, the ST *is* an 'old' system, and it won't be long before it goes the way of the Dragon 32, the Spectrum, The QL, the BBC, etc etc etc. I like my ST, and I intend to upgrade it eventually, I want to put a HD on it & the new TOS etc etc. I like it because it is great for MIDI, and it's cheap. But, it WILL become obsolete eventually, and STF won't really make any difference to that chain of events.

I just think that STF is far too expensive and has an 'attitude' problem.

--
Standard disclaimer: My views are strictly my own.

2323. v22INF1: Introduction to comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 12:19:50 UTC
From: avg@cwi.nl
Message-ID: <CuMnL2.9JJ@cwi.nl>
Source record: 182065
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

Submitted-by: avg@cwi.nl (Annius Groenink)
Posting-number: Volume 22, Info 1

This article is posted sort of regularly. It gives a short introduction to comp.binaries.atari.st and describes how to submit binaries to the group.

I am always looking for suggestions on how to improve the usefulness of the newsgroup, and can be contacted at the following internet address:

avg@cwi.nl

Annius Groenink, Moderator.

ABOUT comp.binaries.atari.st

The moderated usenet group comp.binaries.atari.st contains publications or announcements of binary packages for Atari TOS computers. The publications on comp.binaries.atari.st may be freely distributed as long as no modifications are made to the packages. The packages may contain public domain software, shareware or demos of commercial programs.

THIS IS A MODERATED GROUP. YOU CANNOT POST TO IT BY YOURSELF. Read the instructions below for submitting material intended for publication on comp.binaries.atari.st.

SUBMITTING BINARIES FOR PUBLICATION

Items intended for posting or queries and problem notes should be sent to avg@cwi.nl. If you are on a UUCP-only site, you can send them to uunet!cwi.nl!avg. Note that comp.binaries.atari.st is not the correct place to ask general questions or to ask, "Does anyone have software that does X?" Post such requests to comp.sys.atari.st or comp.sys.atari.st.tech.

If you want verification of arrival, say so at the beginning of your submission, or in a cover note. I try to verify that a program works, and if I can't get it to work, I may hold up posting it for a couple of days. Please note that, except in rare cases, software without documentation will not be published. The backlog from receipt to posting varies from one to four weeks depending mostly on the set of submissions currently in my queue.

If you are submitting both sources and binaries, PLEASE send the two separately. If I have to separate your sources from your binaries by hand, your submission will most likely sit on the back burner for a while, or be rejected outright.

Please include a description of your program at the top of your article. Look at old issues of comp.binaries.atari.st for examples of the sorts of descriptions I'm looking for. In general you should indicate what the program does, on what types of Atari TOS computers, whether your program requires a certain amount of on-board memory, a hard disk or a certain screen resolution. If necessary, I may rewrite or add to this information in order to make the postings to the group more uniform. I can't check your submission in all possible configurations, and see what works and what doesn't. Without a description, your submission is likely to be rejected.

If possible, submit your binaries in a Zoo 2.1 archive. I will generally check that everything in the archive is OK and that the files in the archive make sense on an ordinary Atari ST system (i.e. they are MS-DOS style files), unless the archive is specifically intended for use with an alternative file system such as Minixfs. If necessary, I will re-pack the binaries using Zoo 2.1.

If you are submitting a demo of a commercial program, or a shareware program, please keep the amount of advertising to an absolute minimum. If you want to solicit orders, do it in a README file or an About... dialog box, not in a message that comes up every time the user does something. But feel free to post demo versions. Submissions which I feel are of an excessively commercial nature will not be posted.

THE STRUCTURE OF COMP.BINARIES.ATARI.ST ARTICLES

There are two types of articles in comp.binaries.atari.st: "information postings" and "binaries". The binary postings are also called "Issues". The postings of type 'announcement' (history has only known 1) are no more supported, as we now have a group comp.sys.atari.announce for those. The type of a posting can be distinguished by the subject line:

Subject: v06INF1: Introduction to comp.binaries.atari.st

This first word in the title identifies this as the first info posting of volume six. Similarly, the subject line shown below:

Subject: v20i081 (binary): deadwrtr -- Ouija-word processor part01/01

identifies this as the 81st issue in Volume 20, and it's a binary posting. Large programs are broken up into smaller pieces, and have subject lines that look like this:

Subject: v20i041 (binary): pet -- CBM PET emulator part04/39

The "References:" line, if present, points to the previous part of a multi- part program, so that newsreaders (trn, tin, nn, etc.) which can

follow threads will recognize a large program as a single thread.

The first few lines of an article's body are auxiliary headers that look like this:

```
Submitted-by: jackt@atari.com (Jack Tramiel)
Environment: high resolution, tt
Posting-number: Volume 19, Issue 80
Archive-name: rsn
Supersedes: atw: Volume 10, Issue 10-15
```

"Submitted by" is the author of the program. If you have comments about the binaries published in comp.binaries.atari.st this is the person to contact. When possible, this address is in domain form, otherwise it is a UUCP bang path relative to some major (backbone) site. This will usually be the same as the "From:" line in the article's main header.

Certain information about the system configuration required to use the program is given on the Environment: line.

```
Environment: 1meg, medium res, high res
```

This means that the program requires at least one meg of RAM and runs in medium or high resolution. Following is a list of keywords; new ones may be added as needed. They are mostly self-explanatory. Examples:

```
high - runs in high resolution (monochrome)
medium - runs in medium resolution
low - runs in low resolution
1meg - needs 1 meg of RAM
ste - requires an STe
tt - requires a TT
```

The "Posting-number:" line repeats the volume/issue information for the aid of notes sites and automatic archiving programs.

The "Archive-name:" is the "official" name of this program in the archive. Large postings will have names that look like this:

```
Archive-name: desktop/part01
```

The "Supersedes:" header line, if present, indicates that the program replaces an earlier version.

REPORTING AND TRACKING BUGS AND PATCHES TO POSTINGS

Updates to programs are usually announced in comp.sys.atari.st. When large changes are made to a program, the entire thing will be reposted to comp.binaries.atari.st.

To report bugs, contact the person listed in the Submitted-by header. Often there is a contact address in a README file, too. I do not maintain the programs I moderate, so don't send your bug reports to me.

If the program documentation mentions some file that isn't included in
the posting (for instance, a font editor's documentation might refer to
some sample fonts), contact the submitter, not me. I post articles in
their entirety, so if it isn't posted, I probably don't have it.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2324. what to do with a 1040ST

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 12:30:37 UTC
From: skj@oasis.icl.co.uk
Message-ID: <CuMo32.5J3@oasis.icl.co.uk>
Source record: 182070

Hi, I've just been given an *old* ST 1040, with mouse, joysticks, lots of disks and a laser printer. I am basically a PC person (486-OS2/486-Linux/ 586-Linux machines at home) and would like to get to grips with this beast. Firstly what sort of upgrades can I/ should I do ?, and where is the cheapest and or best place in the UK for ST stuff.

Is there any chance to upgrade such an old ST to a 68030 so I could have a go at the ST Linux port ???

Thanks for listening.

```
MODULE Sig;
FROM ICL IMPORT StdDisclaimer;
FROM Interests IMPORT Modula2, Modula3, Linux, OS2;

BEGIN
(* ------------------------------------------------------------------------.
|Simon K. Johnston - Development Engineer |ICL Retail Systems |
|-----------------------------------------------------|3/4 Willoughby Road|
|Unix Mail : S.K.Johnston.bra0801@oasis.icl.co.uk |Bracknell, Berks |
|Telephone : +44 (0)344 476320 Fax: +44 (0)344 476084|United Kingdom |
|Internal : 7261 6320 OP Mail: S.K.Johnston@BRA0801|RG12 8TJ |
`------------------------------------------------------------------------ *)
END Sig.
```

2325. Motorola 56001 DSP question

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 13:02:49 UTC
From: petep@info.isbiel.ch
Message-ID: <32qddp$nfv@vega.info.isbiel.ch>
Source record: 182068
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
i tried to generate a karaoke example, loaded it with brainstorms dsp debugger
v 1.07 (for ataris falcon030)and got the following message:

error in line 6 in file karaoke.lod <memory access violation>

or

warning in karaoke.cld <unknown section type. skip it? >

any idea what this could mean? please e-mail me if you can help me.

karaoke.lod:
------------

_START KARAOKE 0000 0000 0000 DSP56000 4.1.1

_DATA P 0000
0C0040
_DATA P 0002
0AF080 000042
_DATA P 000C
0BF080 000048
_DATA P 000E
0BF080 000046
_DATA P 0010
0BF080 000053
_DATA P 0012
0870AE 00FFEE
_DATA P 0040
0AF080 000063 0003F8 05F43B 000000 0C0042 0870AE 00FFEA
0AAE83 000051 0870AF 000014 63F400 000016 0A7020 000008
000004 085BAF 000004 0AAEA2 000058 08F0AF 00000B 000004
08F0AF 00000C 47F000 00000E 477000 00000C 47F000 00000D
477000 00000B 000004 000084 0003F8 63F400 000015 08F4A0
000001 08F4BF 003000 08F4AC 004100 08F4AD 00F800 08F4A1
000000 08F4A1 0001F8 0870AE 00FFEA 0870AF 00FFEE 00FCB8
0003F8 44F000 00000A 447000 00000E 44F000 000009 447000
00000D 62F400 000000 61F400 000015 44DA00 45D900 44DAA0
45D900 44DAA8 45D900 44DAA3 45D900 5470AB 000009 557000
00000A 44F000 000014 447000 000015 0A7000 000008 00FCB8
0B04A8 0000BE 0B04A9 0000C8 0AA980 0000BB 08442B 0AC427
0000B4 56F400 00007F 45F446 00007F 219165 0AF0A2 0000AE
56F400 00FF00 200046 08CC2C 0AF080 0000BB 56F400 FFFF00
200046 546100 0AF080 0000BB 56F400 00007F 200046 219100
0AA981 0000B8 08E1AB 0A08A0 000078 0C009C 56F000 000009
```

```
44F000 00000A 200044 547000 000009 547000 00000A 00000C
56F000 000011 44F400 000100 200044 0AF0A2 0000DE 54F000
000010 547000 000007 54F000 00000F 547000 000006 54F000
000005 240000 447000 00000F 447000 000010 547000 000011
44F000 00000F 56F000 000009 44F047 000010 0AF0AF 0000EB
200026 547000 00000F 56F000 00000A 200047 0AF0AF 0000F3
200026 547000 000010 00000C
_DATA X 0000
3FFF00 3FFF00 3FFF00 3FFF00 000300 020000 000000 000000
000000 000000 000000 000000 000000 000000 000000 000000
000000 000100 000000 000000 000000
_SYMBOL P
VSTACKERR I 000042
VELRTEST I 000046
VLRTEST I 000048
NoFSync I 000051
VOUTPUT I 000053
OUT_R I 000058
DoMain I 000063
MainLoop I 000078
Wait I 00009C
XLocation I 0000AE
ReadXmem I 0000B4
XMIT I 0000B8
NoHostCommand I 0000BB
Karaoke I 0000BE
Level I 0000C8
LCNotZero I 0000DE
LNext1 I 0000EB
LNext2 I 0000F3
_SYMBOL X
DataLvls I 000000
Effect I 000004
CountMax I 000005
PeekLeft I 000006
PeekRight I 000007
IsSync I 000008
Left I 000009
Right I 00000A
OutLeft I 00000B
OutRight I 00000C
tLeft I 00000D
tRight I 00000E
tPeekLeft I 00000F
tPeekRight I 000010
Counter I 000011
tOutLeft I 000012
tOutRight I 000013
tDInFirst I 000014
tDataIn I 000015
```

```
_END 0000
```

karaoke.asm:

```
; karaoke-effekt (bsp.aus st computer 1/94 s 114)

I_RESET EQU $0000
I_STACK EQU $0002
I_SSIRD EQU $000C
I_SSIRDE EQU $000E
I_SSITD EQU $0010
I_SSITDE EQU $0012

I_HSTRD EQU $0020
I_HSTTD EQU $0022
I_HSTCM EQU $0024

M_BCR EQU $FFFE
M_PBC EQU $FFE0
M_PCC EQU $FFE1

HCR EQU $FFE8
HSR EQU $FFE9
HRX EQU $FFEB
HTX EQU $FFEB

M_RX EQU $FFEF
M_TX EQU $FFEF
M_CRA EQU $FFEC
M_CRB EQU $FFED
M_SR EQU $FFEE
M_TSR EQU $FFEE
M_IPR EQU $FFFF
M_UU EQU $FFEA

VMAIN EQU $0040

tKaraoke EQU 8
tLevel EQU 9

ORG P:I_RESET
JMP VMAIN

ORG P:I_STACK
JMP VSTACKERR

ORG P:I_SSIRD
JSR VLRTEST

ORG P:I_SSIRDE
JSR VELRTEST

ORG P:I_SSITD
JSR VOUTPUT
```

```
ORG P:I_SSITDE
MOVEP X:M_SR,X:M_SR

ORG P:VMAIN
JMP DoMain

VSTACKERR ORI #$03,MR
MOVE #>$00,SP
JMP VSTACKERR

VELRTEST MOVEP X:M_SR,X:M_UU
VLRTEST JCLR #3,X:M_SR,NoFSync
MOVEP X:M_RX,X:tDInFirst
MOVE #tDataIn+1,R3
BSET #0,X:IsSync
RTI

NoFSync MOVEP X:M_RX,X:(R3)+
RTI

VOUTPUT JSET #2,X:M_SR,OUT_R
MOVEP X:OutLeft,X:M_TX
RTI

OUT_R MOVEP X:OutRight,X:M_TX
MOVE X:tRight,Y1
MOVE Y1,X:OutRight
MOVE X:tLeft,Y1
MOVE Y1,X:OutLeft
RTI

DoMain RESET
ORI #$03,MR
MOVE #tDataIn,R3
MOVEP #$1,X:M_PBC
MOVEP #$3000,X:M_IPR
MOVEP #$4100,X:M_CRA
MOVEP #$F800,X:M_CRB
MOVEP #$0000,X:M_PCC
MOVEP #$01F8,X:M_PCC
MOVEP X:M_SR,X:M_UU
MOVEP X:M_RX,X:M_SR
ANDI #$FC,MR

MainLoop ORI #$03,MR
MOVE X:Right,X0
MOVE X0,X:tRight
MOVE X:Left,X0
MOVE X0,X:tLeft
MOVE #DataLvls,R2
MOVE #tDataIn,R1
MOVE X:(R2)+,X0
MOVE X:(R1)+,X1
MPY X0,X1,A X:(R2)+,X0
```

```
MOVE X:(R1)+,X1
MPY X0,X1,B X:(R2)+,X0
MOVE X:(R1)+,X1
MACR X0,X1,A X:(R2)+,X0
MOVE X:(R1)+,X1
MACR X0,X1,B A1,X:Left
MOVE B1,X:Right
MOVE X:tDInFirst,X0
MOVE X0,X:tDataIn
BCLR #0,X:IsSync
ANDI #$FC,MR

JSSET #tKaraoke,X:Effect,Karaoke
JSSET #tLevel,X:Effect,Level

Wait JCLR #0,X:<<HSR,NoHostCommand
MOVEP X:<<HRX,X0
JSET #7,X0,ReadXmem
MOVE #>$7F,A
AND X0,A #>$7F,X1
CMP X1,A A1,R1
JNE XLocation
MOVE #>$FF00,A
AND X0,A
MOVEP A1,X:M_CRA
JMP NoHostCommand

XLocation MOVE #>$FFFF00,A
AND X0,A
MOVE A1,X:(R1)
JMP NoHostCommand

ReadXmem MOVE #>$7F,A
AND X0,A
MOVE A1,R1
XMIT JCLR #1,X:<<HSR,XMIT
MOVEP X:(R1),X:<<HTX
NoHostCommand JSET #0,X:IsSync,MainLoop
JMP Wait

Karaoke MOVE X:Left,A
MOVE X:Right,X0
SUB X0,A
MOVE A1,X:Left
MOVE A1,X:Right
RTS

Level MOVE X:Counter,A
MOVE #$100,X0
SUB X0,A
JNE LCNotZero
```

```
MOVE X:tPeekRight,A1
MOVE A1,X:PeekRight
MOVE X:tPeekLeft,A1
MOVE A1,X:PeekLeft
MOVE X:CountMax,A1
MOVE #0,X0
MOVE X0,X:tPeekLeft
MOVE X0,X:tPeekRight

LCNotZero MOVE A1,X:Counter
MOVE X:tPeekLeft,X0
MOVE X:Left,A
CMPM X0,A X:tPeekRight,X0
JLE LNext1
ABS A
MOVE A1,X:tPeekLeft

LNext1 MOVE X:Right,A
CMPM X0,A
JLE LNext2
ABS A
MOVE A1,X:tPeekRight

LNext2 RTS

ORG X:$0

DataLvls DC $3FFF00
DC $3FFF00
DC $3FFF00
DC $3FFF00

Effect DC $000300
CountMax DC $020000
PeekLeft DC 0
PeekRight DC 0
IsSync DC 0
Left DC 0
Right DC 0
OutLeft DC 0
OutRight DC 0
tLeft DC 0
tRight DC 0
tPeekLeft DC 0
tPeekRight DC 0
Counter DC $000100
tOutLeft DC 0
tOutRight DC 0
tDInFirst DC 0
tDataIn DS 8

END
```

2326. Re: Running Accessories as Programs

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 13:03:42 UTC
From: teh@unix.brighton.ac.uk
Message-ID: <1994Aug16.130342.6182@unix.brighton.ac.uk>
Source record: 182075

Unfortunately the desktop does not support this, only the OS does.
What you need is a little program that is installed as an application
for ACC or ACX, then when you double click on this program it loads and
executes the ACC {there is a new mode for exectuting a ACC to ditinguish
it from a program}.

I believe this program exists sOmEwHeRe!!!

Hope you find it

Tom.

2327. Falcon030: DSP <--> HOST

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 13:13:46 UTC
From: petep@info.isbiel.ch
Message-ID: <32qe2a$nfv@vega.info.isbiel.ch>
Source record: 182069

I`m looking for a documentation about the communication between dsp and the host.
can somebody give me an example? i got motorola`s 56001 dsp examples, but they show only the dsp side and how to use them from the host (c-programm) side.

2328. Re: User Group Meeting Notice

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 13:50:06 UTC
From: saj@MCS.COM
Message-ID: <32qg6e$96q@Mercury.mcs.com>
Source record: 182072
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I can confirm that there will be a falcon with a CDROM at the meeting.

Steve

2329. Re: what to do with a 1040ST

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 13:56:15 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <32qghv$7tc@bognor.barclays.co.uk>
Source record: 182071

In article <CuMo32.5J3@oasis.icl.co.uk>, skj@oasis.icl.co.uk (Simon Johnston) writes:
|>
|> Hi, I've just been given an *old* ST 1040, with mouse, joysticks, lots of
|> disks and a laser printer. I am basically a PC person (486-OS2/486-Linux/
|> 586-Linux machines at home) and would like to get to grips with this beast.
|> Firstly what sort of upgrades can I/ should I do ?, and where is the cheapest
|> and or best place in the UK for ST stuff.
|>
|> Is there any chance to upgrade such an old ST to a 68030 so I could have a
|> go at the ST Linux port ???
You can upgrade to a 68030 but you will need anew case. This start getting rather
expensive. What do you want to do with your ST? Program, use some Apps? A hard
disk would be a good start and maybe 4Mb of RAM (the nominal max on a 1040ST).
You could fairly cheaply up the processor to a faster 68K but a 68030 would cost
much more.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

2330. Need to Switch drives A & B, quick!

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 14:04:18 UTC
From: John.Stoff@203-1657-4.wmeonlin.sacbbx.com
Message-ID: <f82_9408162251@wmeonlin.sacbbx.com>
Source record: 182049

> So, I need to switch the drives. Now, I can't physically switch them,
> because the external drive is an old "Master"(?) drive and the cabling
> inside is somewhat different. Also, I'm not sure that it is actually
> drive A that is bad and not the cabling between the drive and the
> motherboard or powersupply. I understand that, however, it is possible
> to switch these drives either through software or through a small mod
> to the motherboard somewhere... Anyone with knowledge of this????
>
> Any help would be greatly appriciated!
>

Hear is a file that might help :

--------------------------- snip -------------------------
ST DRIVE SWITCH
by Bill Pike (PAC)

If you have a 520ST or 1040ST with a internal drive that drive
is always DRIVE A and the external drive is DRIVE B. This is
fine until you want to boot a disk from the external drive or the
internal drive needs to go the the doctor. You are then up the
proverbial estuary without the necessary means of propulsion.
Anyhow I have added a switch to my 520ST that will switch the
drives making the external drive DRIVE A and the internal drive
DRIVE B. This allows you to select which drive will be your boot
drive and allows you to operate without a internal drive if
necessary. It will also allow you to switch drives, in mid-
stream if you have the disk in the wrong drive. You will have to
wait until the drive activity light goes out, meaning that the
computer is no-longer accessing a drive or you could bomb/kill
the disk.
DO NOT ATTEMPT THIS MODIFICATION UNLESS YOU HAVE DONE WORK ON
COMPUTER BOARDS BEFORE OR HAVE PREVIOUS EXPERIENCE WORKING ON
PRINTED CIRCUIT BOARDS AND IC CHIPS.
HERE IS THE NECESSARY DISCLAIMER: NEITHER THE AUTHOR OR THE
PORTLAND ATARI CLUB TAKES ANY RESPONSIBILITY FOR THE RESULTS OF
THIS MODIFICATION INCLUDING BOTH SOFTWARE AND/OR HARDWARE DAMAGE
IF THIS MODIFICATION IS PERFORMED. THIS MODIFICATION WILL ALSO
VOID ANY WARRANTY ON YOUR COMPUTER.
This modification has worked on quite a few computers that it
has been used on and the only problem seems to be that some
computers might try to write to the disk on boot up but I have
had no problem in this area. Anyhow you might want to write
protect your boot disks, this is a good idea anyway.
Now to the actual modification. You will need a Phillips

Screwdriver, a small slot head screwdriver, a set needle-nose pliers, a set of wire strippers, a set of diagonal cutters,a small soldering iron, de-soldering wick or a solder-sucker, and a 1/4" drill. That concludes the listing of the tools. Parts required are, a sub-miniature Double Pole/Double Throw switch, and about 3 ft. to number 26 or smaller hookup wire.
First the computer selects which drive is going to be used by the YAMAHA (YM2149F)chip labeled U-19. This is the I/O interface chip. The chip sets in the back-center of the board and is next to the RF Modulator which is a silver-rectangular box located just to the right of the center of the back section of the board.
Clear a fairly large area on a table and have good light, you will have things spread out over a fairly large area.
#1 disconnect all cables hooked to the computer and turn the computer over on its face with the bottom facing you and the keys next to you. You will see several screws (Phillips head) on the bottom. Remove these screws, three of them will be much longer than the others. Also keep separate, by length, screws that are the same and remember where they came from.
#2, slip your hand under the computer and hold the top and the keyboard in place. Then turn over the computer so that it is right-side up.
#3, carefully lift the top off the computer and set it aside. You will note that the keyboard is left on the computer.
#4, carefully lift the keyboard and note that it is attached to the computer by several wires and a plug on the right hand side. Carefully remove the plug from the computer board and set the keyboard aside.
#5, you now to remove the internal drive. There is a metal shield over the cables connecting the drive to the computer on the left side of the drive unit. There are one or two screws holding this small shield, remove these screws and remove the shield and set it aside. You will see a flat ribbon cable, with a plug on it, and several colored wires that go to a plug on the back of the drive. Carefully lift the right hand side of the drive, the side with the disk slot, slightly and then lift the drive and move it slightly to the right. You can then remove the flat ribbon cable by gently pulling on the plug connected to the drive. The other plug has a retainer as part of the jack that it goes into, this is a small pin on the jack that engages a small slot in the plug, lift this with a small slot head screwdriver and pull the plug gently loose.
#6, you now need to remove the Power Supply. There may be a small shield covering the wires connecting the Power Supply to the main board, remove the screws holding this shield and set it and it's screws aside. You may or may not have this shield on your computer. There is a small plug connecting the Power Supply to the main board, remove this plug. You may now lift the power supply clear and set it aside. Older models may not have a internal power supply.

#7, you will now see the RF Shield this is held in place by a series of twist clips along the edges. Twist each of these clips to line up with the slot that it is in then gently lift the shield. DON'T FORCE IT. Once you have the shield off set it aside. You are now able to remove the bottom shield by turning the main board over and removing the shield, do so. Turn the board back upright.
#8, now locate U-19, this is the fabled YAMAHA chip, this is a 40 pin chip with the label YM2149F on it. Inspect the chip, on one end you will see a dot on one corner, this indicates that the pin, leg, in that corner is number 1. Count down the pins, starting with that pin until you find pins 19 & 20, these should be the last pins on that side of the chip. VERIFY THAT THESE ARE PINS 19 & 20 UNTIL YOU ARE SURE. Now turn the board over and locate the same pins on the bottom of the board. VERIFY THIS UNTIL YOU ARE SURE.
#9, BE EXTREMELY CAREFUL AT THIS POINT YOU CAN EASILY LIFT A CONDUCTOR FROM THE BOARD. Now take your soldering iron and the solder-wick or solder-sucker and clean out the holes these pins go thru. Now take the needle nose pliers and gently loosen the pin from each hole. MAKE SURE THAT YOU LEAVE NO SOLDER SPLASHES OR BRIDGES ON THE BOARD.
#10, you will now need to drill a hole in the case to put the switch thru. I would suggest a spot between the printer (parallel) port and the external disk drive port. Check that you will have to drill thru the bottom shield just the plastic and that the switch will clear everything.
#11, Cut 2 pieces of wire and bare each end. Connect the outside pins of the switch together in the form of a X. Cut 4 lengths of wire 6 inches long and bare both ends. Bare both ends of each piece and solder these pieces to the center terminals and one set of end terminals, it makes no difference which end. Twist the wires that go to each pair of terminals together for identification.
#12, Install the switch.
#13, now back the the chip. Using the needle-nose pliers, from the top of the board gently lift the two pins (19 & 20) clear of the board and bring them out from the side of the chip. BE VERY CAREFUL YOU DON'T BREAK A PIN. DON'T BEND THEM TO MUCH, JUST ENOUGH TO CLEAR THE BOARD AND HAVE ROOM TO REACH THE HOLES THEY CAME OUT OF.
#14, cut the wires from the switch to reach to the pins of the U-19 chip and strip the ends. Then take one pair of wires and insert them thru the open holes, that you removed the pins from. Take the other pair of wires and solder them directly on the pins of the chip. Turn the board over and solder the wires that you poked thru the holes. Neaten up the wires. VERIFY ALL CONNECTIONS AND THAT NOTHING IS TOUCHING ANYTHING IT SHOULDN'T BE ALSO THAT THERE ARE NO SOLDER BRIDGES OR SPLASHES. THIS COMPLETES THE MODIFICATION.

#15, Repeat steps #7 thru #1 IN REVERSE ORDER to reassemble the computer.
#16, Connect the external drive to the computer and also connect the power and monitor. If the computer fails either of the next tests something is wrong, shut the computer down and re-check what you did. Turn the computer on and verify that the activity light on one of the drives comes on and that the screen display is normal. Turn the computer off and change the drive select switch. Turn the computer back on and verify the other drive activity light comes on and that the screen display is normal. If these tests are OK you have correctly installed the switch.

---------- snip ----------
--
: Fidonet: John Stoff 1:203/1657.4 .. speaking for only myself.
: Internet: John.Stoff@203-1657-4.wmeonlin.sacbbx.com

2331. Re: SupraDrive: HELP!

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 14:05:53 UTC
From: em09@liverpool.ac.uk
Message-ID: <CuMsHu.6vz@liverpool.ac.uk>
Source record: 182073

ron@cruzio.com wrote:

: Supra hasn't updated the soft ware for a long time but it works very
: well and it's free it does suport big partitions , and what do you mean by
: get a copy of the ICD utils? Most people would have to bye it.

I did in fact buy it when I bought the SupraDrive. The problem WAS
that some of the files had been corrupted and I needed someone to
give me a fresh copy.

I got a VERY good response and I now have my disk drive working (almost)
perfectly. Just need to fit a new clock battery.

I would like to thank all those who helped very much. I will not name
anyone as, knowing my luck, I would probably miss out the person who
helped me most.

Again thanks all,

John.
--
Department of Mechanical Engineering John Boyes
University of Liverpool
P.O. Box 147 Email: em09@liverpool.ac.uk
Liverpool Phone: +44 (0)151-794-4861
L69 3BX (U.K.) Fax: +44 (0)151-794-4848

2332. Bootsector checksum algorithm (was: Hype and Viruses)

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 14:08:57 UTC
From: a1624091@athena.rrz.uni-koeln.de
Message-ID: <32qh9pINN1qco@rs1.rrz.Uni-Koeln.DE>
Source record: 182009
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Steve H. Ridd (ps1908@wlv.ac.uk) wrote:

: Note that the 1234 checksum is only necessary for a boot sector that is
: EXECUTEABLE - therefore changing any byte of an unexecuteable
: boot sector does
: NOT invalidate it. Changing a byte on an executeable boot
: sector will have the effect
: of making it non-executeable. Anyway its easy enough to change the bytes and
: recalculate the pad bytes to restore the 1234 checksum.

Do you know the algorithm for calculating the bootsector checksum?
I know about the XBIOS function that sets the pad bytes correctly
in a bootsector in memory, but I have never seen any docs describing
the checksum formula used by TOS.

Greetinx, Jan
--
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

2333. Re: adSCSI micro st adapter for US$40, where ???

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 14:14:16 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <32qhjo$jku@golem.wcc.govt.nz>
Source record: 182078

In article <32pr2q$f8t@news.ysu.edu>, ab164@yfn.ysu.edu (tom lamparty) writes:
>
>of is the software to display SPC's and Neither Photochrome or it's PCS
>viewer will display properly (timing is off) won't even work in 8Mhz mode!

Photocrome 4 works 100% in 8 mhz mode, you are not setting 8 mhz mode, that is
your problem....

Don't use the ICD ADspeed TSR is Buged to hell...

>Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
>4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
>Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
>North East Ohio ST Atari Group | Support board for Dr. Bobware

----
|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

2334. Re: Hype and Viruses..

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 14:44:56 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9408161358.AA00883@ilmen.lanl.gov>
Source record: 182076

In article bcr@golem.wcc.govt.nz, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>In article <9408151401.AA00804@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:
>>In article r36@golem.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.)
writes:
>>
>>>Viruses can't write to a write protected disk, its that simple...!!!
>>
>>That's what I used to think, until I witnessed a demonstration of a 'key'
>>virus install itself from an infected hard drive to a physically LOCKED
>>floppy disk.
>
>I did here about this one it turned out they had a faulty disk drive,
>the had a broken wire..
>
>The disk controler chip does not allow writing to a protected disk, I have
>heared that the Amiga system can write to a write protected disk as they
> don't use a disk controler chip, but to custom IC's for floppy support...

Hmmm, that actually makes sense, now that I think about it, as I don't
recall seeing anyone ELSE's machine being used to test this virus. Not
too many volunteers, ya know? Maybe it was just a gag all along or perhaps
they didn't know about the faulty controller. Whatever, it's good to know
that physically write protecting a disk still works on Atari hardware.

But then again, it's kinda like sex... the best protection is NOT to
insert it at all. :)

Cheers,

-Hutch- @ Fair Dinkum Tech

2335. Re: Pretty Good Privacy

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 14:46:50 UTC
From: a1624091@athena.rrz.uni-koeln.de
Message-ID: <32qjgqINN1qco@rs1.rrz.Uni-Koeln.DE>
Source record: 182010

uma3034 (uma3034@nof.abdn.ac.uk) wrote:

: I think the situation is that it is illegal to export it out of the US, the
: legal situation as regards downloading it from a US site is a little fuzzy
: because the export restriction is of course only a US law. Most sites in the
: US require evidence (verified US email address) of US citizenship before they
: will allow you to download it so _they_ don't get prosecuted for allowing it
: to be exported.

Can anyone give me some more background info in this issue? Why is
distribution of PGP v2.6 (or whatever version) restricted?
Reading the above, I cannot help wondering how silly governments and
laws can get. Whoever thinks that such regulations can prevent
distribution of software to outside of the US needs a serious
reality check. US email address? Thousands of students from other
countries have one.

Greetinx, Jan
--
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

2336. Re: Toad??

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 14:58:41 UTC
From: ted2@Isis.MsState.Edu
Message-ID: <32qk71$lfa@Tut.MsState.Edu>
Source record: 182074
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 15 Aug 1994 14:43:36 -0400, Joan O'Bryan (obryan@gumby.cc.wmich.edu) wrote:
>> > ... and Toad can also be e-mailed as TOAD-SERV.@genie.geis.com
>>
>> Cool, Saves my phone bill :)
>> They should put that address in the catalog :)

>They changed their GEnie address a few months ago. It's now simply:
> TOAD@genie.geis.com

>(and it is in the catalog. Well, actually, _on_ the catalog. Look
>on the back cover.)

>- Mark

You're right. It's there, bottom left corner.
Har to see though, Or am I the only one who stops at
the address lable on a back cover?
>--
>Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
>Western Michigan University
>Kalamazoo, MI 49008

--

Thanks,
Thomas

E-mail: ted2@Ra.MsState.edu
S-mail: Aiken Village Apt 34-K
: Starkville, MS 39759
Phone : (601) 325-3946

2337. Re: Motorola 56001 DSP question

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 15:18:24 UTC
From: daveh@netcom.com
Message-ID: <davehCuMvuo.5Cr@netcom.com>
Source record: 182077
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[No readable article body recovered]

2338. ATARI user groups in the UK ?

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 15:51:33 UTC
From: robinp@sherwood.uk.sun.com
Message-ID: <32qna5$9ls@uk-usenet.uk.sun.com>
Source record: 182080

Anybody know if there any user groups in the Cambridge or Bury St. Edmunds area ?

TIA,
Robin Peatfield.

2339. Quantum hard drives for sale

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 16:04:48 UTC
From: dtiberio@ic.sunysb.edu
Message-ID: <32qo30$6dq@ysics.physics.sunysb.edu>
Source record: 182087

I have a Quantum SCSI 3.5" 105meg drive for sale for $105,

and a 40meg SCSI Quantum 3.5" for $40.

Also a Maxtor 213meg IDE 3.5" for $190, and a

530 meg Seagate IDE 3.5" for $340, both new and unused

and vacuum sealed from the manufacturer + 1 year warranty.

--

dtiberio@libserv1.ic.sunysb.edu - Amiga Report Contributing Writer
(800) 730-0082, (516) 476-1615 FAX - Long Island, New York

2340. Re: Register Towers in Germany

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 16:16:16 UTC
From: gaghon@nevada.edu
Message-ID: <32qoog$6dp@post-office.nevada.edu>
Source record: 182081

Gunther Kemeny [Chemie] (kemeny@rhrk.uni-kl.de) wrote:
: Hallo,
: is it possible to send the 15 $ for registration to an adress in germany?
: When not, then who is the dealer and how mutch money does it cost ??

: Greetings Gunther

: --

No there is no address in Germany. You can register from Goodman
International in UK (0782) 335650

or you can send directly to JV Enterprises, PO Box 97455, Las Vegas NV 89193.
They will take Money orders, US Dollars, and now they are set up to take
foriegn currency as well.

George

2341. Re: Future of Atari mags (Was: UPLOADING! I've done my bit....)

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 16:20:28 UTC
From: s9205525@otto
Message-ID: <32qp0c$gkq@aggedor.rmit.EDU.AU>
Source record: 182084

```
: If STF closed down maybe more people would buy ST Review instead, and actually
: get to read something useful for a change. :-)

: Seems as tho' I've missed something here, but has FORMAT closed down????
: ...John Moon s9205525@otto.bf.rmit.edu.au
```

2342. Re: ATARI user groups in the UK ?

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 16:43:59 UTC
From: vctec@westminster.ac.uk
Message-ID: <CuMzMK.G8@westminster.ac.uk>
Source record: 182079

Robin Peatfield (robinp@sherwood.uk.sun.com) wrote:
: Anybody know if there any user groups in the Cambridge or Bury St. Edmunds area ?

Nope...but you may join my UserGroup....MAG (Manchester Atari Group).
We are not only limited to Manchester, and are hoping to expand
nationally, with user groups under MAG around the country...or wish to
have affiliations with other usergroups around the country, so that we
have national links.

Wanna find out more? Read STR (this month for a phone number- mine), or
e-mail me on: danny@micros.hensa.ac.uk

Cheers
Danny

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2343. Read ST-Disk with MS-DOS ???

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 17:13:42 UTC
From: aai05@rrz.Uni-Koeln.DE
Message-ID: <32qs46INN27I8@rs1.rrz.Uni-Koeln.DE>
Source record: 182014

Hello all,

Sorry, if this question is off topic in this group, but
I hope that somebody can help me.

I'm looking for a program for MS-DOS that allows to read
Atari-ST disk (mainly ASCII-files).

If anyone knows of such a program, please mail to me.

Thank you in advance,

Axel

2344. Re: HELP! Dt T Prog/Kawai K5

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 17:29:18 UTC
From: jbeeghly@u.washington.edu
Message-ID: <32qt1e$pgs@news.u.washington.edu>
Source record: 182083

I think you are getting confused by their product line.

They sold a patch editor/librarian for the K5, but it did not do any FFTs.

They also sold an Akai sample editor that had a feature where it would send the lowest 127 harmonics to the K5. At the time, Dr.T's was advertising that you could take any sound available, convert the sound into it's harmonics, transmit the harmonics to the K5, then have be able to play the sound on the K5. Well, it's not that simple, and if you're expecting to take that really kiiler sample and play it on the K5, well.... you're going to be a bit dissapointed.

I don't remember what the program was called, or how much it cost, but I believe that it is discontinued. Even if you were to call Dr. T's, they wouldn't be able to help you out.

A while back, a guy by the name of James Chandler Jr. wrote an article for Electronic Musician (~1988 or 1989). In the article, there is a program in BASIC for the Macintosh that accepts samples via MIDI from an Ensonic Mirage sampler, converts the sample, then sends the harmonics to the K5. I took that program, re-wrote it in C, then made so you could load in 8-Bit ST Replay samples. I never did finish it... but for the most part it worked.

Kevan.Winch@eccles.seuk.com (Kevan Winch) writes:

>Hi All,

>Does anyone know where I can get a program for the ST, once sold by Dr T, that
> Resynthesises midi data ? Apparently it could take S900 sample data
> and send it to a Kawai K5, amongst other things.

>I don't know what it is called, but I *DO* know that it exists.

>Can anyone help ?......or if you have ANYTHING for the Kawai K5, PLEASE drop
> me a line.

>Many thanks.
>
>--
>Standard disclaimer: My views are strictly my own.

2345. Re: .PRG compresser/decompresser

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 17:47:11 UTC
From: fuzzy@ars.ath.forthnet.gr
Message-ID: <04721NAENUHRCDUSWJP@ars.ath.forthnet.gr>
Source record: 182059

> Next best was Pack-Ice,
> which reduced the program to 39kb, but when the packed program was
run, I
> got two bombs again. Also, Pack-Ice was rediculously slow; it took
> about ten minutes to compress the program.

V 2.11 is old, slow, uncompatible with some tos's..
get the latest (2.40) which is fast and should run on all tos's..
Still old though. :)

Kristian.

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services

2346. Word Writer

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 18:22:31 UTC
From: ch866@cleveland.Freenet.Edu
Message-ID: <32r057$182@usenet.INS.CWRU.Edu>
Source record: 182082

I used to have a original copy of Word Writer, but lost the original and all of my backups.... would it be possible for someone to send me a copy so that I may have it again? Word Writer 2.

--

ch866@Cleveland.Freenet.Edu or usr1322a@tso.uc.edu

-Would you like the pasta or the noodles?

-The marinarra or the red sauce?

2347. Re: WWW Browser

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 18:45:05 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <32r1fh$9cm@charm.magnus.acs.ohio-state.edu>
Source record: 182089

```
>: Hi, I Would like to know if anyone have seen a WWW browser for Atari ???
>: I've heared of an Atari version of Mosaic (I think). Does anyone know about
it
>: and were I can find it.
>
>I've heard that there is a Mosaic for the ST in development.....in the
>meantime, you may use Lynx, a ASCII-only WWW browser.....

HI, do you know who is developing Mosiac for the ST? I would like to send a
kind word of encouragement (though I've got no clue at all how to get a SLIP
connection for my ST, I understand it can be done).
------------------------------------------------------------------------>
|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

||| // "It is in fact NOT true that all american beers are brewed
/ | \ \// in a single, secret underground vat roughly the size of
Pakistan... It just TASTES that way."
- The Curmudgeon
```

2348. Falcon LOGIC

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 19:04:44 UTC
From: quaver@u.washington.edu
Message-ID: <32r2kc$s2c@news.u.washington.edu>
Source record: 182085

I have a friend in RIO who has the following setup:

STE 4MB Notator SL 3.x? Unitor II SMPTE with 6 ports.

He is interested in moving up ... that is, to the latest
version of SL (?) or getting into a FALCON with LOGIC.
Since I am now a MAC user, i don't know of the latest
atari products .. so I can't help him.

1. Where can he get brochures and prices etc on the
FALCON version of LOGIC (and on FALCON itself)
(no one in his area has been able to help him)
2. He read in Keyboard that LOGIC 3.0 (?) for the Falcon
is compatible with UNITOR II. If he changes to FALCON and
LOGIC, does he retain UNITOR II and SMPTE plus the 6
ports? If not, what are the upgrade options? He
heard EMAGIC will accept old equipment in exchange
for new.. what is that policy?
3. He heard the latest version of SL reguires a new key?
4. WHat is best to do?: keep his system as is?
Get a Faclon and LOGIC? Get the latest version of SL?
5. How does FALCON/LOGIC compare to MAC/LOGIC?
6. How soon for the PowerMac/LOGIC native version?
7. Is there a SIGNIFICANT advantage to moving to Faclon and LOGIC?

THanks ...

quaver@stein.u.washington.edu
kevin

2349. Re: Running Accessories as Programs

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 19:12:15 UTC
From: rflashma@mtholyoke.edu
Message-ID: <32r32f$bae@mudraker.mtholyoke.edu>
Source record: 182086

Scott Chilcote (scotty@cais2.cais.com) wrote:

> I've heard that you can run an accessory by clicking on it from the new
> versions of the desktop with MultiTOS. What I tried first was changing
> the line in gem.cnf that starts with "setenv GEMEXT=" by adding "ACC" to
> the list.
> This did not work.
> The next thing I did was edit my newdesk.inf file, and added a line that
> contains
> #G 03 FF 000 *.ACC@ @ @
> This worked. It duplicates the lines that list .PRG and .GTP, so it makes
> a certain amount of sense.
> However, this doesn't work only under MultiTOS, and it doesn't work with
> every accessory. I've fooled GEM, but I don't think this is the mechanism
> intended for the purpose. I couldn't get ImageCopy to run at all.

Not sure about MultiTOS. But with Geneva/NeoDesk 4 setting the ACC
extension in the GEM.INF and in the NeoDesk Preferences... as an
executable program will get you the result you want. Compatability is
identical to that of running the accessories at bootup (so far, at least).

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

2350. CONVERTING ANIMATIONS?

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 19:36:09 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <32r4f9$9s1@charm.magnus.acs.ohio-state.edu>
Source record: 182088
Cross-posted to: comp.sys.atari.st,comp.graphics.animation

OK, here's the deal; there are, at this point, only two animation formats viewers work properly with my video card, one for .FLI/.FLC, and the other for .FLM. Now, what I want to do is somehow get from .FLI to . FLM (this is a Lexicorp Atari ST format) *and* from .FLM to .FLI, but I *especially* want to get from .TAT to .FLM *or* .FLI *or* .SEQ! Now, I can already go from .FLI to .TAT, but the .TAT viewer does not work on my graphics card. I can also go from .FLI to a series of .PI1 files, *and* I can go from .SEQ to .FLM. So, I only need one more step to get to where I want to go;

Series of PI1 > .FLI/FLC or .FLM or .SEQ
.TAT > .FLI/FLC or .SEQ or .FLM

Finally, I would really love to grab each from out of a .FLM, .SEQ, or .TAT file so I can bring them across and stitch them into quicktime movies at work or for my wife's PB165c. I especially want to snage the images out of that cool . SEQ/.FLM that has the rotating yellow Fuji symbol above the scrolling plane of "rippling water" and computer disks, that's a heck of a cool animation (esp. at 60fps, it flies and is smoothe as silk!)

Also, if anyone knows Lexicorp's email address, please let me know...

Finally, thanks for all the help that has already poured in concering my question about the .FLI/FLC format, they have been most helpful.

Toodles!

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"It's supposed to be automatic but actually you have to press this button."

- John Brunner

2351. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 20:20:12 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EHQTEHUUUp@dksoft.ping.dk>
Source record: 182097

In <32n6uj$a44@ionews.io.org> Eric March wrote :

>A fee still gets sent to VISA via the transaction charge. Either way, money
>is being lost; the only distinction is whether it gets lost at the source or
>the destination.

Yep, but that fee is still lower than an cheque or a transfer from a bank.
Trust me, i have just checked with my bank.

>I can, however, at least make it somewhat difficult for the novice hackers
>to break into the program and distribute their own registered copies. I
>don't claim that my own protection scheme is at all brilliant; devious,
>perhaps, but it can be cracked -- and as I said, already has been from what
>I've been told. But anyway, that's beside the point.

And so you should continue to do as long as you code. Just don't forget your
custumors when things are looking bad.

>Changing its official standing isn't going to reduce the number of pirates
>there are. The fact is, a key is required to make it a full version;
>regardless of whether it's called "demo" or "shareware", it will still get
>cracked regardless; so long as there is the opportunity for a full version
>to be obtained without the need for registering, so the pirates will
>continue to crack software; I don't think they care how it's classified.

Excuse me for saying this, but i think i recall you saying, that those
people who use you'r program but isn't paying are all pirates.
Maybe i got that wrong, but when i say you didn't release a shareware
program but a demo version of an program, it's impossible to become a pirate
on that program. However if someone uses a none registred key, which give
him/her limits beyond the released program, then he/she is a true pirate.

>I've done a bit of offline reading, but most of the time I just can't be
>bothered sitting around waiting for the packet to compress and get sent to
>me, et al. It would save me time, but then I also have to try and get back
>on the site too to upload my packet. And quite personally, I prefer to
>everything right then and there; that way, my replies are instant; there's
>no waiting for me to send up my REP packet. (Of course, not that anyone's
>hanging on my every word, naturally, but I just prefer to do everything
>online... I guess I'm just funny that way. :-)

Maybe just a matter of taste 8-)

>Ah, yes. I didn't know MetaDOS took up so many cookies. (Normally, AFAIK,
>TOS has 6 cookie slots available)

neither did i. But i'm beginning to think Cokkijarr is the problem it selves cause it also removed my problems with Semper (you know, the mailer), after i removed cokkijarr.

>
>Perhaps you should try out ExtenDOS ... it's a new CD-ROM driver from an
>author right here in Ontario ... it's supposed to be infinitely better than
>Atari's MetaDOS.
>

And so we're back on the right topic again 8-)
ExtenDOS is a commercial driver, which means i'm unable to test it before buy. And after written several messages about this, i think you know my feeling about that. What if i registre ExtenDOS and find it not working ? Give me a "legal" copy of the program and i'll make a test. If i find it working allright, i'll pay for it. If not, i'll dump it plus i'll try inform the author about my problems.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

2352. Re: Converting to FLI/C formats?

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 20:29:06 UTC
From: Gregory Saumier-Finch <gregory@cam.org>
Message-ID: <32r7ii$6vo@Tandem.CAM.ORG>
Source record: 182011
Cross-posted to: comp.sys.mac.apps,comp.graphics.animation,comp.sys.atari.st

In article <32g8rh$mc8@charm.magnus.acs.ohio-state.edu> Panjandrum, dhbutler@magnus.acs.ohio-state.edu writes:
>Hi all, I'm in search of a Macintosh (or Atari) program that can convert
>various animation formats (especially quicktime) to FLI and FLC formats. Also,
>any information about where to find a collection of animation already in
>FLI/FLC format would be greatly appreciated.

DeBabelizer does the trick!

DeBabelizer is made by equilibrium technologies tel:(415) 332-4343

Gregory

2353. Re: How to reduce size of GCC-compiled programs?

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 22:33:02 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CunFz2.I8z@cix.compulink.co.uk>
Source record: 182093

>GCC compiled files are twice as big as Lattice C compiled files on the ST
>in my experience. - Matthew

There is a program called xstrip which strips the symbol tables. Produces
about a 10% reduction in file size. xstrip source should be around
somewhere, and there is a copy of strip supplied with LC which might work.

:-)

Roland.

@CiX

2354. Re: SupraDrive: HELP!

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 23:12:26 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <32rh4q$p0n@golem.wcc.govt.nz>
Source record: 182094

In article <CuMsHu.6vz@liverpool.ac.uk>, em09@liverpool.ac.uk (Mr. J. Boyes) writes:
>ron@cruzio.com wrote:
>
>: Supra hasn't updated the soft ware for a long time but it works very
>: well and it's free it does suport big partitions , and what do you mean by
>: get a copy of the ICD utils? Most people would have to bye it.
>
>I did in fact buy it when I bought the SupraDrive. The problem WAS
>that some of the files had been corrupted and I needed someone to
>give me a fresh copy.

NO ! we are talking about ICD Utils NOT Supra ones....

>I got a VERY good response and I now have my disk drive working (almost)
>perfectly. Just need to fit a new clock battery.

Supra changed the clock chip to a Dallas one, as the one now fitted
draws to much current, batteries only last a few months...

>
>John.
>--
>Department of Mechanical Engineering John Boyes
>University of Liverpool
>P.O. Box 147 Email: em09@liverpool.ac.uk
>Liverpool Phone: +44 (0)151-794-4861
>L69 3BX (U.K.) Fax: +44 (0)151-794-4848

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

2355. Re: ATARI 1040ST WORD PROCESSOR

Newsgroup: comp.sys.atari.st
Date: 1994-08-16 23:46:52 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <hA8TluE.ari2550@delphi.com>
Source record: 182092

Try Marcel WP 2.3. It's Shareware, full featured, and can import and export
most industry standard WP formats. It's well worth the $10 registration!
It can be found on most better FTP sites and it works well on 1meg machines.

2356. Re: Future of Atari mags (Was: UPLOADING! I've done my bit....)

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 01:15:20 UTC
From: frank@theshack.demon.co.uk
Message-ID: <940817Z011520.506frank@theshack.demon.co.uk>
Source record: 181832

In article <32q10j$ems@infa.central.susx.ac.uk>
kaps3@central.susx.ac.uk "Steven Constantine" writes:

> Seems to me like Patrick's talking a bag of shite. People buy magazines
> on their own merit and not because "I can only afford one, the best
> one..." - get a grip!!

Quite :-)

> I personally buy a magazine based on quality, that of the reviews,
> advice column, coverdisk and features. If the three U.K. mags are worth
> buying in one month, then i'll buy all three.

Exactly, and I must admit I'm the same. I don't buy STR & STU
religiously, but I do most of the time. I certainly don't subscribe to
the black-and-white "always buy it or never buy it" philosophy.

> They all seem to cover something different each month, and regularly
> look through my large selection of back issues for that little piece of
> Calamus SL advice that wasn't of any use back then, but now....

Hehehe... How many times have I done that - I picked up an old copy
of teh game "Millenium 2.2" this week and went back to a copy of STU
from three years ago for a strategy guide.

> staff. I've been buying STF, STR and STU for the last 2 years or more,
> have missed only a few issues and to be honest have never (i) been moved
> to say that the author of a feature was crap, or (ii) found any

That's good to hear... :-)

> fundamental difference in journalistic styles!!!!!

Maybe we're all clones!

> Keep up the good work editorial staff.

Cheers, and I'm sure the guys from all 3 mags appreciate comments
like this, too.

> Patrick, get a life.............or learn to read the articles rather
> than just looking at the pictures!!!

Now, now... Incidentally, I didn't see Patrick's posting, so I can't
comment on it - he /is/ entitled to an opinion, though :>

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

2357. Re: SpeedoGDOS 5 Compatibility problems

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 01:18:20 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <32rogs$gu4@brachio.zrz.TU-Berlin.DE>
Source record: 182095

C.J.Ridd@cs.bham.ac.uk (Chris Ridd) wrote:

> Will the driver work only with Speedo 5, or will it work with NVDI 3
> as well? :-)

Probably won't, since NVDI 3 has its own driver concept that is mostly
based on offscreen bitmaps, though drivers can choose to handle any
or all VDI calls themselves. They just don't have to. The issues of
interfacing with GDOS drivers and color support are still unclear.

The advantage of this concept is that anyone can easily write a
driver for bitmap-oriented devices without having to rely on
copyrighted libraries that are possibly outdated the next
time VDI changes, as it happened with all pre-Speedo drivers.

Christian (R.O.M. logicware)

2358. Re: Need to Switch drives A & B, quick!

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 01:56:30 UTC
From: phand@soleri.arch.adelaide.edu.au
Message-ID: <32rqoe$1ai@quandong.itd.adelaide.edu.au>
Source record: 182013
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
I don't have my copy of ST Internals to hand, but from memory the drive select lines are the 2 end pins on one side of the sound chip. Check in the book to make sure you have the right side before you head for the board with cutters, wire and a soldering iron, but I did this to an old ST with a 360K internal drive so I could boot off double sided disks. Just swap the pins over and voila (tm alt.hackers :-). Of course, don't do this if you believe in warrantees !!

Peter
--
Peter Hand Rm 461, | ph# +61 8 3034588 ,-_|\
Department of Architecture, | fx# +61 8 3034377 / \
University of Adelaide, SA 5005. | _,-^./
email phand@arch.adelaide.edu.au | Bugs crawl in under Windows ...

2359. Re: Hype and Viruses..

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 05:04:17 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <32s5oh$sdg@golem.wcc.govt.nz>
Source record: 182003
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] The world's most pervasive and damaging virus is produced by a company
] owned by a guy named "Gates" who thinks he's a god of some sort. It's
] called DOS, and it comes with a companion program called "Windoze" and
] it has now copied itself to hundreds of millions of machines.

I hope no-one minds me posting this, but on this subject:

(123 lines)

(Alternative script from ST:TNG Episiode "I, Borg")

Author: jrd@roddenberry.ebt.com (john r. durand)

"Star Trek Lost Episodes" transcript.

<Picard> "Mr. LaForge, have you had any success with your attempts at
finding a weakness in the Borg? And Mr. Data, have you been able to access
their command pathways?"

<Geordi> "Yes, Captain. In fact, we found the answer by searching through
our archives on late Twentieth-century computing technology."

<Geordi presses a key, and a logo appears on the computer screen.>

<Riker looks puzzled.> "What the hell is `Microsoft'?"

<Data turns to answer.> "Allow me to explain. We will send this program,
for some reason called `Windows', through the Borg command pathways. Once
inside their root command unit, it will begin consuming system resources at
an unstoppable rate."

<Picard> "But the Borg have the ability to adapt. Won't they alter their
processing systems to increase their storage capacity?"

<Data> "Yes, Captain. But when `Windows' detects this, it creates a new
version of itself known as an `upgrade'. The use of resources increases
exponentially with each iteration. The Borg will not be able to adapt
quickly enough. Eventually all of their processing ability will be taken
over and none will be available for their normal operational functions."

<Picard> "Excellent work. This is even better than that `unsolvable
geometric shape' idea."

. . . 15 Minutes Later . . .

<Data> "Captain, we have successfully installed the `Windows' in the Borg's
command unit. As expected, it immediately consumed 850f all available
resources. However, we have not received any confirmation of the expected

`upgrade'."

<Geordi> "Our scanners have picked up an increase in Borg storage and CPU capacity, but we still have no indication of an `upgrade' to compensate for their increase."

<Picard> "Data, scan the history banks again and determine if there is something we have missed."

<Data> "Sir, I believe there is a reason for the failure in the `upgrade'. Appearently the Borg have circumvented that part of the plan by not sending in their registration cards."

<Riker> "Captain, we have no choice. Requesting permission to begin emergency escape sequence 3F ...."

<Geordi, excited> "Wait, Captain! Their CPU capacity has suddenly dropped to 0!"

<Picard> "Data, what does your scanners show?"

<Data, studying displays> "Appearently the Borg have found the internal `Windows' module named `Solitaire', and it has used up all available CPU capacity."

<Picard> "Let's wait and see how long this `Solitaire' can reduce their functionality."

. . . Two Hours Pass . . .

<Riker> "Geordi, what is the status of the Borg?"

<Geordi> "As expected, the Borg are attempting to re-engineer to compensate for increased CPU and storage demands, but each time they successfully increase resources I have setup our closest deep space monitor beacon to transmit more `Windows' modules from something called the `Microsoft Fun-pack'.

<Picard> "How much time will that buy us?"

<Data> "Current Borg solution rates allow me to predicate an interest time span of 6 more hours."

<Geordi> "Captain, another vessel has entered our sector."

<Picard> "Identify."

<Data> "It appears to have markings very similar to the 'Microsoft' logo..."

<Over the speakers> "THIS IS ADMIRAL BILL GATES OF THE MICROSOFT FLAGSHIP _MONOPOLY_. WE HAVE POSITIVE CONFIRMATION OF UNREGISTERED SOFTWARE IN THIS SECTOR. SURREDER ALL ASSETS AND WE CAN AVOID ANY TROUBLE. YOU HAVE 10 SECONDS TO COMPLY."

<Data> "The alien ship has just opened its forward hatches and released thousands of humanoid-shaped objects."

<Picard> "Magnify forward viewer on the alien craft!"

<Riker> "My God, captain! Those are human beings floating straight toward the Borg ship - with no life support suits! How can they survive the tortures of deep space?!"

<Data> "I don't believe that those are humans, sir. If you will look closer I believe you will see that they are carrying something recognized by twenty-first century man as doeskin leather briefcases, and wearing Armani suits."

<Riker and Picard, together - horrified> "Lawyers!!"

<Geordi> "It can't be. All the Lawyers were rounded up and sent hurtling into the sun in 2017 during the Great Awakening."

<Data> "True, but appearently some must have survived."

<Riker> "They have surrounded the Borg ship and are covering it with all types of papers."

<Data> "I believe that is known in ancient venacular as `red tape'. It often proves fatal."

<Riker> "They're tearing the Borg to pieces!"

<Picard> "Turn the monitors off, Data, I cant bear to watch. Even the Borg doesnt deserve such a gruesome death!"

-< End

Well, _I_ thought it was funny! :)

2360. Wanted SAMS Photo Facts for the Atari!

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 05:17:40 UTC
From: bensmith@teleport.com
Message-ID: <32s6hk$4g5@linda.teleport.com>
Source record: 182096

I'm looking for (hopefully) a complete set of SAMS Photo Facts for the Atari ST and Classic 8 Bit line.

Please don't reply here as I don't read the NewsGroups regularly. Send E-Mail to bensmith@teleport.com or call Ben at (503)256-9974 anytime.

--Thanks--
---Ben---
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

2361. "The Original" Shareware demo v2.10

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 05:24:58 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <32s6va$sdg@golem.wcc.govt.nz>
Source record: 182004

This was stuck up on atari-archive a few days back (archive was about 500K
with a filename that I can't recall :)

This is a reasonable Boulder-Dash clone, with not-too-bad sound, and some
very strange differences. (rocks that chase you etc.)

The shareware fee of 40DM is a bit high considering that within 5mins
of playing I'd already come across several bugs (not tiny ones either), and
the graphics are probably not as nice (in-game) as the original 8-bit
version of Boulder-Dash. (What's with DM shareware charges being so high?)
Especially as the real Boulder-dash could be obtained for about the same,
if not less :)

However, if you like boulder-dash, it's not a bad game to look at, runs
in ST-Low on pretty much every machine ST(s)/Mega ST(e), TT and Falcon...

2362. Atari SLM804 Lazer Printer for sale!! PLEASE READ THIS!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 06:07:35 UTC
From: bensmith@teleport.com
Message-ID: <32s9f7$25l@sandra.teleport.com>
Source record: 182001

Atari SLM804 Laser Printer for sale! 8 PPM! Works great with PageSTream and other DTP Programs. Comes Complete. Works Great!!

<= First $300 takes it!! =>

PLEASE Don't reply here as I Don't read the NewsGroups Regularly. Send E-Mail to bensmith@teleport.com or call Ben at (503)256-9974.

--Thanks--
---Ben---
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

2363. Re: Need to Switch drives A & B, quick!

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 07:28:01 UTC
From: rb@rbsoft.bias.uni-bremen.de
Message-ID: <32se61$f6g@gina.zfn.uni-bremen.de>
Source record: 182008
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <32nmkg$oh9@charm.magnus.acs.ohio-state.edu>, dhbutler@magnus.acs.ohio-state.edu (Panjandrum) says:
>motherboard or powersupply. I understand that, however, it is possible to
>switch these drives either through software or through a small mod to the
There are several Progs which do things that you want. I only know the name of my program.
TCache has the ability to redirect drives. You are allowed to redirect each drive to
a different drive. It works on bios-level and normally it works fine, but when your
problem has something to do with copyprotection then it might be possible that this trick
doesn't work. TCache is a Cache-prog with several utilities inside an can be found
on ftp.uni-clausthal.de /pub/atari/disktools/cache under the name TC63_TST.TOS. It's selfextracting.

```
hope that helps ralf

----- Die luecke die ich hinterlasse ersetzt mich vollstaendig -----
--- greetings from ralf biedermann == rb@rbsoft.bias.uni-bremen.de ---
```

2364. Re: Shareware solutions

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 07:28:42 UTC
From: jaycee@midmarsh.demon.co.uk
Message-ID: <777108522snz@midmarsh.demon.co.uk>
Source record: 181977

In article <32nfvc$4vl@pretzel.cs.huji.ac.il>
teler@bagel.cs.huji.ac.il "Eyal Teler" writes:

>
> As to the matter of crippled software, I agree that people need an incentive
> to register. One incentive which worked for me is the promise for free updates.
> An annoying message could also be a good reminder to register.

Agreed - one piece of comms software got me to register by being fully working but with delays when calling different facilities and by having randomly appearing reminders appear. None of this appeared whilst on line but slowed down all of the off line stuff.

> I'm also against supplying a totally crippled version. IMHO it hurts the
> programmer, as few people will be willing to register a program they can't
> test.

Agreed again - there's always the nagging doubt that a section I can't test may not work to my satisfaction, like quality of printout. A demo version which prints a percentage of the output at least gives a taste of the full version.

--

| beST wishes >> JayCee << |

2365. Re: Internet site for ATARI 260ST related software...

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 07:32:02 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <2e525c4234362c@albemuth.equinox.gen.nz>
Source record: 182012

Akintunde Omitowoju (ZAO1@ETSU.EAST-TENN-ST.EDU) wrote:

>Hi all,
>I was wondering whether anyone knew of any FTP sites which have software for
>the ATARI 260ST (shareware, demos, and legal stuff).
>
>Any help/advice would be greatly appreciated. Thank you!! =)

Wheww!! You still have one??

Well for what it's worth, any Atari ST software that runs fine on TOS
1.0 and in 256k of RAM should be okay (this doesn't leave a lot of room
for much though!). I suggest you have a look at atari.archive.umich.edu
firstly and also try to get hold of the list of FTP sites for Atari
stuff and browse around a little.

--
|John Collis: Email in order of preference
| john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|or: John Collis at 3:770/105.7 @ fidonet.org
|Phone: +64-3-379-8921

2366. Re: Falcon030: DSP <--> HOST

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 08:49:53 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <32sivh$1a48@info2.rus.uni-stuttgart.de>
Source record: 182017

In <32qe2a$nfv@vega.info.isbiel.ch> petep@info.isbiel.ch writes:

> I`m looking for a documentation about the communication between dsp and the host.
> can somebody give me an example? i got motorola`s 56001 dsp examples, but they show only the dsp side and how to use them from the host (c-programm) side.
"Das Falcon 030 Buch" by Herzlinger et al, Data Becker

Gerd

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

2367. Re: change floppy drive ??

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 09:07:58 UTC
From: hhakkine@cs.joensuu.fi
Message-ID: <1994Aug17.090758.5703@cs.joensuu.fi>
Source record: 182018

Gert van der Knokke (gert@ttgk.textlitho.nl) wrote:
: In <1994Aug15.125903.16476@cs.joensuu.fi> H{k{ H{kkinen wrote :
:
: If the drive doesn't stop spinning and the drive activity LED lights up
: constantly it is very likely that you have the cable upside down....
: I suggest you turn it around as quickly as possible, otherwise you may
: damage your sound-chip which supplies the drive select and side select
: signals (these are NOT open collector outputs).
:
: Gert

I turned it around and it works fine ! Thanks for advice. I just didn't
dare to try it without some assurance from gurus.
The size is a little bigger but otherwise just great !

Hannu.

2368. looking for Data Bases Management System sources

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 09:26:12 UTC
From: grellier@curie.timb.imag.fr
Message-ID: <32sl3k$8g9@curie.timb.imag.fr>
Source record: 181968

hello,

I'm planning to write softs with a small DBMS included. Yet I don't want to build my own DBMS system, if I can avoid. Does someone know where I can find PD sources of low level DBMS routines ?

Thank you for helping me,

Thierry

--

```
+=========================+=============================================+
| ''''' "It's not a BUG, | Thierry.Grellier@imag.fr |
|( O^O ) it's a FEATURE!"| DESS Genie Informatique - UJF Grenoble |
| \ > / __/ | labo TIMC-IMAG, projet OSIRIS |
| - | tel : (+33) 76 54 95 29 |
+=========================+=============================================+
```

2369. WANTED: Stock Atari 520STM!!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 09:57:44 UTC
From: bensmith@teleport.com
Message-ID: <32smuo$k4@elaine.teleport.com>
Source record: 182019

I'm looking to buy a ***Cheap*** Stock 520STM NO Memory upgrades please!!
I'm looking for the kind that has an External Power Supply and NO Built in
Drive! I'd even be willing to consider an early 520STM, the kind that
came out before TOS was in ROMs. The kind you loaded TOS from the Floppy!!

Don't reply here as I don't read NewsGroups Often. Send E-Mail to
bensmith@teleport.com or call Ben anytime at (503)256-9974!

Remember, I said ***Cheap***
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

2370. Falcon Game preview released:BOOM

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 10:05:16 UTC
From: spatzene@Informatik.TU-Muenchen.DE
Message-ID: <32sncs$b6s@hpsystem1.informatik.tu-muenchen.de>
Source record: 182020

Hi,
I have put the preview of the first NPG-game on following ftp-servers
(in \incoming):
ftp.e-technik.tu-muenchen.de (oder: ftp.informatik.tu-muenchen.de)
FTP.UNI-KL.DE
ftp.uni-erlangen.de
ftp.cnam.fr

This game should work on all Falcons (TV/VGA/RGB). (The preview is Public Domain)
If you have problems please email me.

bye
Roland

--
Roland Spatzenegger IRC: Apollo spatzene@informatik.tu-muenchen.de
http://www.informatik.tu-muenchen.de/cgi-bin/nph-gateway/hphalle4/~spatzene/

From "Canonical List of Famous Last Words":

410-"Quick !! How does one UNSUMMON a demon lord ?"

2371. Re: .PRG compresser/decompresser

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 10:08:47 UTC
From: hesche@asthma.cs.tu-berlin.de
Message-ID: <32sk0q$fsg@news.cs.tu-berlin.de>
Source record: 182015

> programs, PFXPack was reasonably easy to use, as was BAPack, but neither
> offered uncompression (that I could see).

You can unpack every PFX-packed programm with Quester LHarc (and Grunenbergs
LHarc).

Bye
Herwig
--
Herwig Schelauske, Charlottenburger Ufer 1, 10587 Berlin, Germany
Phone: +49 30.342 05 39 | InterNet: hesche@cs.tu-berlin.de | MAUS: B
Please send flames to /dev/null

2372. Re: 1st Guide..

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 10:18:14 UTC
From: hesche@asthma.cs.tu-berlin.de
Message-ID: <32skip$g13@news.cs.tu-berlin.de>
Source record: 182016

In article <30ijue$mfh@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:

> What is the current state of this program and is there a real current
> English version....?

Shareware (DM 50,--). I don't think that there exists a full english version.

Ciao
Herwig

PS: Newest Version should be the one of 27.07.1994 (ftp.cs.tu-berlin.de (130.149.17.7, mail-server@cs.tu-berlin.de), pub/atariGraphic/1stgu794.lzh).

--
Herwig Schelauske, Charlottenburger Ufer 1, 10587 Berlin, Germany
Phone: +49 30.342 05 39 | InterNet: hesche@cs.tu-berlin.de | MAUS: B
Please send flames to /dev/null

2373. WANTED: Tape Backup for SCSI Hard Drive for ST!

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 10:18:47 UTC
From: bensmith@teleport.com
Message-ID: <32so67$1ji@elaine.teleport.com>
Source record: 182021

WTB: A Tape Back up for ICD SCSI Hard Drive! Preferably ICD Tape Back Up for ST or Toad Computers Hard Drive Tape Backup!

I want to back up a whole 540 Meg Hard Drive on one tape without compression. I'd like the backup Mechanism to be close to 540 MEG.

I don't want to pay New prices.

I WANT ***INEXPENSIVE***

Please DON'T reply here as I don't read NewsGroups often. Send E-Mail to bensmith@teleport.com or call Ben at (503)256-9974.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

2374. Stacy for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 12:01:58 UTC
From: mparrott@connected.com
Message-ID: <32su7m$t7r@hebron.connected.com>
Source record: 182022

```
**********************************************************
* F O R S A L E *
* *
* Atari Stacy Portable Computer *
* - 4 Megs RAM, 105 Mb Quantum HD - *
* - 20 Mhz Accelerated! - *
* - Includes Optical Mouse, Padded Case - *
* *
* $995 *
* *
**********************************************************

o Includes Shipping/Insurance in Continental U.S.

Send E-mail queries/offers via Internet to:

mparrott@hebron.connnected.com

Or, call Mike at (206)830-2277 just about anytime!
```

2375. ATARI For SALE

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 12:06:32 UTC
From: janssenr@bsg.bel.alcatel.be
Message-ID: <1994Aug17.134728@bsg.bel.alcatel.be>
Source record: 182023

```
FOR SALE:

ATARI TT030
4Mb Memory
HD 150 Mb
Monochrome 19" monitor

laserprinter SLM605

Lots of original software.
Price negotiable.
Please Mail me for more info

janssenr@bsg.bel.alcatel.be
```

2376. Re: Pretty Good Privacy

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 13:05:02 UTC
From: kevinb@central.susx.ac.uk
Message-ID: <32t1tu$86i@infa.central.susx.ac.uk>
Source record: 182025

Jan T. Kim (a1624091@athena.rrz.uni-koeln.de) wrote:-

> Can anyone give me some more background info in this issue? Why is
> distribution of PGP v2.6 (or whatever version) restricted?

The newsgroup alt.security.pgp has a number of FAQ's for this and other PGP subjects (a lot of it's still above me though!).

Kevin

2377. Re: ATARI For SALE

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 13:27:04 UTC
From: ey717@cleveland.Freenet.Edu
Message-ID: <32t378$74t@usenet.INS.CWRU.Edu>
Source record: 182024

So what kindo of price are you asking for all of this? I am looking for a newer system to upgrade my ST and still remain in the Atari domain. Can you elaborate on the software included?

Bob/ey717(Cleveland freenet)

2378. Lattice C Uopdates?

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 13:32:00 UTC
From: dan.dreibelbis@f422.n250.z1.tor250.org
Message-ID: <3397d8ef@f422.n250.z1.tor250.org>
Source record: 181842

```
DH> : Try Oregon Research. Thanks for the information. Now for
DH> the next question, where do I find Oregon Research?

Oregon Research
16200 SC Pacific Hwy
Suite 162
Tigard, Oregon, USA
97224

Telephone: 503-620-4919
Fax: 503-624-2940

... Squeak! Squeak! Squeak, I tell you! Squeak! - Ren
___ Mountain Reader II - #00000007
```

2379. Internet Site For Atari 2

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 13:32:00 UTC
From: dan.dreibelbis@f422.n250.z1.tor250.org
Message-ID: <8453dfec@f422.n250.z1.tor250.org>
Source record: 181843

You've got a 260ST? That's definitely a rare piece of kit you've
got there - only the second one I've run into.

Definitely a candidate for a memory and TOS upgrade :)

... The squid is no longer responding to the mind control! AIEEEEE!
___ Mountain Reader II - #00000007

2380. Re: ? ICD sgaa continues

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 13:50:12 UTC
From: bjgrier@bnr.ca
Message-ID: <32t4ik$emo@nrtphaa9.nt.com>
Source record: 182028

Robin
Which ICD host adapter do you have? Early ICD host adapters
do not work correctly with the STe and TT DMA ports. Contact ICD
or one of it's distributors to make sure you do not have an old
style host adapter.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an MS-Dos compatible. I
Research Triangle Park, NC	have REAL computing work to do.
____________________________________	_____________________________________

2381. Re: UPLOADING! I've done my bit....

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 13:53:55 UTC
From: ch866@cleveland.Freenet.Edu
Message-ID: <32t4pj$9pd@usenet.INS.CWRU.Edu>
Source record: 182026

Curious.... I nevr bought STF before the cover disk went on, because
I did not know about it. However, since in the states there is no
good source of softs, I rely on my coverdisk to give me some fresh bytes
on the ST.
--
ch866@Cleveland.Freenet.Edu or usr1322a@tso.uc.edu
-Would you like the pasta or the noodles?
-The marinarra or the red sauce?

2382. Creator for Mac? (was Re: Suggestions wanted for Atari ST sequencer)

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 13:57:06 UTC
From: vfuh@facstaff.wisc.edu
Message-ID: <32t4vi$9ig@news.doit.wisc.edu>
Source record: 182027
Cross-posted to: rec.music.makers.synth,comp.sys.atari.st

In article <32g6f5$d4g@bmerha64.bnr.ca>
Shiv Naimpally <shiv@bnr.ca> writes:

> Another possibility is to look around for musicians who are moving
> from the ST to the Mac or PC platforms and are dumping their old
> software. You might be able to pick up Creator or Cubase at
> a reasonable price. I have seen some locally in the want ads and
> in used music stores.

I'm moving from ST to Mac, but don't want to switch sequencers. Is
there a version of Creator or Notator available for the Mac? A friend
of mine who uses Notator (for the ST) in professional studio
applications mentioned there was, althought not quite the same. I have
an ancient version of Creator, and I like it so much I haven't been
willing to switch yet.

Thanks for any help on this.
****
Vincent Fuh
vfuh@facstaff.wisc.edu

2383. Re: Hype and Viruses..

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 14:33:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2e52313b@ct.se>
Source record: 181973

Hello, Hutch! On 15 Aug 94, you wrote:

H> From: hutch@ilmen.lanl.gov (Hutch)
H>
>> Viruses can't write to a write protected disk, its that simple...!!!
H>
H> That's what I used to think, until I witnessed a demonstration of a
H> 'key' virus install itself from an infected hard drive to a physically
H> LOCKED floppy disk. This was at an ACE-NSW (Atari) user group meeting
H> in Sydney. The virus was transferred to the floppy with a directory
H> update (Escape) which, of course, is _supposed_ to be just a read-only
H> operation.

Forgive me, but I find this very difficult to believe, unless there was a fault with the floppy drive itself, that prevented it from recognising a write protected disk. If it were true, we should all have suffered from this particular virus by now, because it would be extremly lethal! Do you have any substantial proof of this occurence? I'd love to examine the source code of this virus. My interest is purely academical of course! :-)

Maybe we should get a proffessional opinion on this before we get too carried away... Anyone know Richard Karsmaker's email adress?

2384. Re: Internet site for ATARI 260ST related software...

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 14:50:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2e52333a@ct.se>
Source record: 181974

Hello, Akintunde! On 15 Aug 94, you wrote:

AO> From: ZAO1@ETSU.EAST-TENN-ST.EDU (Akintunde Omitowoju)
AO>
AO> I was wondering whether anyone knew of any FTP sites which have
AO> software for the ATARI 260ST (shareware, demos, and legal stuff).

Assuming the 260ST is the same as the 520ST, then I suggest you try to connect to atari.archive.umich.edu and look in the directory /atari. You may find that you have to replace the word atari with msdos or mac to get in at all, because it's generally a very busy site!

2385. 520 ste for sale

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 14:51:27 UTC
From: osantiag@hemlock.gesd
Message-ID: <32t85f$t3b@cnn.MOTOWN.GE.COM>
Source record: 182031

I am selling my entire 520 ste system which includes 4mb of ram. 120 MB Hard drive. ICD link adapter. Beetle Mouse. Color monitor with Spectre GCR with orginal Mac Roms. Lots of St and Mac software. Joysticks and 2400 Baud Modem. All for $450 dollars. Or if you add in $ 150 more I will throw in a Panasonic 1391 Multisync monitor with .31 dot pitch that can display both mono and color st/ste/falcon screen modes. The monitor also includes the switch box. All this for $450 or $600 or OBO. Leave email at

osantiag@motown.ge.com
or
st92nxqj@dunx1.ocs.drexel.edu

Orlando Santiago

P.S. If in Philadelphia Area call 215-457-6074 and machine will be personally delivered to your door step.

2386. Re: SupraDrive: HELP!

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 14:53:38 UTC
From: em09@liverpool.ac.uk
Message-ID: <CuopDF.9w7@liverpool.ac.uk>
Source record: 182029

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: In article <CuMsHu.6vz@liverpool.ac.uk>, em09@liverpool.ac.uk (Mr. J. Boyes) writes:
: >ron@cruzio.com wrote:
: >
: >: Supra hasn't updated the soft ware for a long time but it works very
: >: well and it's free it does suport big partitions , and what do you mean by
: >: get a copy of the ICD utils? Most people would have to bye it.
: >
: >I did in fact buy it when I bought the SupraDrive. The problem WAS
: >that some of the files had been corrupted and I needed someone to
: >give me a fresh copy.

: NO ! we are talking about ICD Utils NOT Supra ones....

Oh boy! we are getting a bit muxed ip here. Its probably my fault.
As it happens though I also have an ICD drive and its utilities but
they refuse to do anything to the SupraDrive.

: >I got a VERY good response and I now have my disk drive working (almost)
: >perfectly. Just need to fit a new clock battery.

: Supra changed the clock chip to a Dallas one, as the one now fitted
: draws to much current, batteries only last a few months...

: >
: >John.
: >--
: >Department of Mechanical Engineering John Boyes
: >University of Liverpool
: >P.O. Box 147 Email: em09@liverpool.ac.uk
: >Liverpool Phone: +44 (0)151-794-4861
: >L69 3BX (U.K.) Fax: +44 (0)151-794-4848

: ____
: |Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
: |+64 4 298-7249 r.sheppard5@genie.geis.com |
: ---

--
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Liverpool Phone: +44 (0)151-794-4861
L69 3BX (U.K.) Fax: +44 (0)151-794-4848

2387. Re: Future of Atari mags (Was: UPLOADING! I've done my bit....)

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 14:59:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2e523a83@ct.se>
Source record: 181975

Hello, Steven! On 16 Aug 94, you wrote:

SC> From: kaps3@central.susx.ac.uk (Steven Constantine)
SC>
: FC>> Whether you like STF or not, surely you can't believe that the
: FC>> closure of /any/ ST mag will help the current situation? I
: FC>> respect your opinion in that you don't like the magazine, but how
: FC>> could the closure of STF help the Atari market? Actually, I'd be
: FC>> interested to hear why you think the mag is crap, and when was
: FC>> the last time you bought an issue?
SC>
SC> : If STF closed down maybe more people would buy ST Review instead,
SC> and actually : get to read something useful for a change. :-)
SC>
SC> : Seriously though, I don't know which magazine will go down first
SC> but one of : them will, that's for sure. The declining Atari market
SC> can't support all three : UK magazines much longer. Remember what
SC> happened to the German magazines not : long ago. But I hope ST Review
SC> will be the last one to go because it's the : best!
SC>
SC> Seems to me like Patrick's talking a bag of shite. People buy
SC> magazines on their own merit and not because "I can only afford one,
SC> the best one..." - get a grip!!

Excuse me but just where exactly did I say such a thing? I made a little joke about STF, that's it! (Noticed the smiley?) Learn to read before you start flaming! And if you seriously think that all three UK magazines will survive, you are the one who should "get a grip". I already got my copy thankyou, (the Aerosmith one that is) and to tell the truth, I can barely afford to buy ONE magazine each and every month, because by the time they get here they've gained something like 200% in price, but when I do, I usually pick up a copy of ST Review (on it's own merit, not because it's cheap (it isn't)), but because it's the best in my book and if you've got another opinion, than fine with me. Take your own pick.

SC> I personally buy a magazine based on quality, that of the reviews,
SC> advice column, coverdisk and features. If the three U.K. mags are
SC> worth buying in one month, then i'll buy all three.

I wish I were so lucky.

SC> If you think that any of the magazines are crap, then they're wasted
SC> on you - there's no way on earth that you justifiably call any one of
SC> them crap. Just beacause you might not like a particular issues'
SC> contents is no excuse to slag of the journalistic capabilities of the
SC> editorial staff. I've been buying STF, STR and STU for the last 2

SC> years or more, have missed only a few issues and to be honest have
SC> never (i) been moved to say that the author of a feature was crap, or
SC> (ii) found any fundamental difference in journalistic styles!!!!!

Crap? Slag? What kind of pills are you on? :-)

SC> A personal view, gleened from reading the NET, is that the ST market
SC> is long from dead, and possibly even reviving. Over the last year or
SC> so, the range and quality of new software has been amazing and as
SC> long as this is the case (which is for a good while yet), there will
SC> be plenty of room for the three good magazines to operate.

I've never said it's dead, only that it's declining. But there's still so much
good stuff around I'll probably keep my ST for a long time yet...

SC> Patrick, get a life.............or learn to read the articles
SC> rather than just looking at the pictures!!!

Ahahahahahahaha! You're quite funny you know! :-)

2388. Re: .PRG compresser/decompresser

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 15:13:20 UTC
From: 895822ja@cent.gla.ac.uk
Message-ID: <895822ja.777136400@cent.gla.ac.uk>
Source record: 181989

Ari Feldman <ari2550@delphi.com> writes:

>You can also use Jam Packer - it's shareware and offers 4 types of
>compression. It can also be configured to remove any packing messages, etc.

Jam's fairly good, but you can also use Atomix v3.5 on a.a.u.e (Which isn't
really Falcon compatible) and Pack Ice v2.4 (Which is.)

Michael.

--
-- { Opinions are mine, etc., etc..}
| Michael James <895822ja@udcf.gla.ac.uk>|- ||| <- Cliched, but easy
--| ||| to draw!!
-- _/ | _ < F A L C O N 0 3 0 >

2389. Re: Hype and Viruses..

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 15:21:04 UTC
From: 895822ja@cent.gla.ac.uk
Message-ID: <895822ja.777136864@cent.gla.ac.uk>
Source record: 181990
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:

>I see there is a lot of rubish being posted about Viruses,
>ither from people that have vested intrest in selling Virus Killers
>or teenagers that just don't know....

>There are NO Keyboard buffer viruses, no Hard Drive boot sector Viruses,
There are one or two link viruses though... ^^^^^^^^^^
>there are some Floppy bootsector viruses, but they are very simple to detect
>and fix...

>A boot sector Virus is as it states, it installs its self ONLY on boot up,
>so checking disks for valid boot sectors is all that is needed, but you must
>boot your Atari with out a disk first, or with a know Virus free disk..

Er, there has been one or two viruses that could get round that. Anyway, how
would you know if a disk is virus-free or not if you DON'T have a virus
killer?!?!

>Viruses can't write to a write protected disk, its that simple...!!!

>With a sector editor, read the boot sector, Track 0 sector 1, check if the
>first byte is a 61 and change this to a 00, if this stuffs up the program on
>the disk, then change the 00 back to 61.....

Ha ha! This is a bit risky to say the least! (Clue- don't try this with games
or demos!) Anyway, I thought the hex value for a short branch was $60 not $61...

>Virus check programs wipe the hole boot sector, so be warned, you can't recover
>them...

Well.... They CAN if you want them to, but they generally just READ the
bootsector and check it. Secondly, you CAN recover some bootsectors- with the
help of some virus killers! Guess whos not been using any.... :)

>NOTE: most and if not all Boot Sector Virus protection programs are VIRUSES
> in them selves, as they will copy them selves to other disks....

!!!!!!! Fume! Fume! Fume! !!!!!!!!!!!!

Now, as the writer of a bootsector virus protection program myself, I must
say that this is a load of complete crap, and written by someone who obviously
doesn't know a damn thing about bootsector virus protection programs. Viruses
spread. Viruses copy themselves to other drives. Most virus protection programs
do NOT do this. One or two do this (eg "english/dutch" antivirus) do but MOST,
in fact the VAST MAJORITY, stay resident in memory and either check for an
executable bootsector, or check for reset-resident programs, or in the case

of my Agraboot v2, both! (And it checks for suspicious code as well!)

Oh well, I suppose you know more about what my code does than I do! :):)

>When playing (Booting) with unknown floppy disks, Turn of your Hard drive, or
>dissable the booting of the hard disk, a Ship program can turn off internal
>hard drives...

What? I thought you said there was no hard drive viruses!!! Erm, if you're booting from a floppy, then surely the hard drive doesn't boot up anyway? And if you're booting up from an HD, then bootsector viruses won't be installed anyway since you're not booting from the floppy! Tell me, what sort of strange system do you have in which you simultaneously boot up from the floppy AND HD!

>I have never had major problems with Viruses, and I see no point in spending
>money on Virus check programs....

To be honest, viruses are usually more of a pain than a major headache, but I don't want to be the one with a major headache! I don't really see any big conspiracy between writers of virus killers. Some of the viruses (Most of which are thankfully quite rare) ARE pretty dangerous and are not made up by writers of virus killers.

>NOTE: The bigest Virus for STE's users is the old DMA chip, it has stuffed up
> 2 Hard Drives for me....

That was not a virus- it was a bug.

>NOTE: A valid floppy boot sector is when all the bytes add up to 1234 as a sum
> check, pad bytes are added at the end of the boot sector to get a valid
> boot sector, so changing any byte would make the boot sector invalid...

No, actually, a checksum is stored in bytes 510-511 of the bootsector in order that the values of all the word lengths (NOTE- a word is 2 bytes!) adds up to $1234. (ie 1234 in hexidecimal!) This is needed for a bootsector to be EXECUTABLE not "valid"! (A disk formatted on the desktop has a "valid" bootsector, but it is not executable, and doesn't have a checksum of $1234.) However, a virus has been done (See UVK documentation) that actually work from a non-executable. Again, it's not very well spread, but it does make one think.....

>Just some food for thought....!!!

No offence Roger, but you should have thought a bit more before you embarked on the above tirade.

Michael.

--
-- { Opinions are mine, etc., etc..}
| Michael James <895822ja@udcf.gla.ac.uk>|- ||| <- Cliched, but easy
--| ||| to draw!!
-- _/ | _ < F A L C O N 0 3 0 >

2390. Read ST-Disks with MS-DOS, 2nd try

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 15:58:33 UTC
From: aai05@rrz.Uni-Koeln.DE
Message-ID: <32tc39INN32b4@rs1.rrz.Uni-Koeln.DE>
Source record: 182036

Hello all,

Since my last message was misunderstood I'll try it again:

I have an IBM-compatible PC and I do NOT have an Atari ST !!
I need a program for my IBM-compatible PC to read Atari ST-formatted disks.

If anybody knows of such a program, please send me mail.

Thank you in advance,

Axel

2391. Re: Pretty Good Privacy

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 16:03:40 UTC
From: John.Stoff@203-1657-4.wmeonlin.sacbbx.com
Message-ID: <20f_9408172026@wmeonlin.sacbbx.com>
Source record: 181988

```
> This is version 2.3a of PGP. I am looking into putting v2.6 on-line,
> after seeing what the conditions are, as I think that 2.6 can only be
> distributed in the US.....
>
There is version 2.6UI floating around too.

TTFN,

John
--
: Fidonet: John Stoff 1:203/1657.4 .. speaking for only myself.
: Internet: John.Stoff@203-1657-4.wmeonlin.sacbbx.com
```

2392. Re: Problems with MMST v.2.99

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 16:08:11 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <1994Aug17.100811.2063@atlas.tntech.edu>
Source record: 182030

In article <efa_9408071037@dataport.com>, Matt.McAlister@dataport.com (Matt McAlister) writes:
>I am having trouble saving messages and replies using Maximisr2.99.
>When I quit I get [There is a problem with the qwk abort or ignore].
>I get this regardless of how much memory I use. I have a 1040st and even when
>I delete my auto folder altogether and run with 871k I get this message. The
>author says he has no problem running at 700k.
>
>Any suggestions, this is a great program I'd love to get it running correctly.

Have you tried running with the shell program? It is necessary for 1 Meg machines. I makes things inconvenient, but it does work.

I, however, have run into numerous other problems with both the online editor and parts of the reader itself.

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

2393. Re: Shareware headache

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 16:22:52 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EHRQCBUQUp@dksoft.ping.dk>
Source record: 181964

In <dae_9408151814@dataport.com> Matt McAlister wrote :

>Thanks Kim, I think anyone can upload a bunch of garbage, call it a program and
>demand money. If it works, than I'm in the wrong racket.
>

Unfortunatly it do works sometimes, but most often the author is online and
prepared with new versions. And then you can growe old in new versions due
to new bug in all the updates, which also is happening very often.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

2394. Re: Gif & Jpg viewer

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 16:26:42 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EHRQCBUSUp@dksoft.ping.dk>
Source record: 181963

In <b66_9408151217@embassy.embassy.co.uk> Brian Baird wrote :

>KK> I can only recommend it, cause it's also freeware.
>
>I haven't seen this anywhere Kim, is there any chance of you u/l it onto a.a
>or hatching it out on NeST or FAN?
>

If i knew how to upload it to an FTP site i would. And i'm not able to
send anything out in NeST or FAN, (but this can hopefully be changed).
I hoped Joerg or someone in Germany would send it out in FAN, but now i
have waited too long for this to happen, so i might contact Daron about
it, and have him sending it out. It's only 3kb, and it's great!
Trust me.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

2395. Re: SpeedoGDOS 5 Compatibility problems

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 16:38:03 UTC
From: jpeters@netcom.com
Message-ID: <jpetersCuou7F.LBy@netcom.com>
Source record: 182033

I've just loaded the upgrade into my ST (TOS 2.06, 4Meg RAM). Both MasterBrowse 4.5 and St-Guide (01.7.94) appear incompatible and crash with SpeedoGDOS 5.

John Peters

2396. Re: Word Writer

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 16:49:07 UTC
From: nicole@seas.smu.edu
Message-ID: <1994Aug17.164907.21298@seas.smu.edu>
Source record: 182032

While we're on this subject, what are the advantages of Wordwriter 2, which the previous poster used to have over Wordwriter 1.0, which I still have and use all the time?

2397. Spectre GCR documentation

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 16:56:36 UTC
From: nicole@seas.smu.edu
Message-ID: <1994Aug17.165636.22732@seas.smu.edu>
Source record: 182035

My used GCR arrived without docs because, it turns out, the seller didn't have them. I've written, emailed, and called Small to no response. I asked someone to photocopy, and they said it would infringe the copyright; who can argue when they're begging, because it would infringe if they sold it for profit.

Any suggestions on how to get a copy of the docs? Anyone have the docs that formerly belonged with my GCR now ready to sell? Anyone seen them at a used book store?
Thanks
John Trimble
nicole@seas.smu.edu

2398. Grandad 2 split archive

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 17:07:07 UTC
From: cordes@ac.dal.ca
Message-ID: <1994Aug17.140707.26712@dal1>
Source record: 182038

Could someone please explain how one is supposed to make use of the two archive files for Grandad2? Can they each be extracted to separate floppies, and the game booted from the Auto folder program on the first disk? Also, does the game presuppose 50Hz capability?

As you may have surmised, I can't get anything to work (so far). I'm running on a Mega 4 (TOS 1.02), with one floppy drive only (HD power supply is kaput).

Thanks in advance, John.

2399. Re: Hype and Viruses..

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 18:01:30 UTC
From: Colin.Campbell@mettav.exnet.com
Message-ID: <778143900.5@mettav.exnet>
Source record: 181410

Mickey bibbled on 15 Aug 94 to All...

> Lots of folks think they are safe because they don't "hang out with
> that crowd". Well, viruses have been spread via original commercial
> disks on numerous occasions, and anything that comes in a .MSA file

Yep, my copy of Graham Gooch's World Class Cricket came with a nice copy of the Ghost virus. And there's no way I could've inadvertantly put it on myself as I write-protected the disk before I put it in the drive.

Luckily my autovirus detect thing spotted it and I mashed it into the dirt (the virus, that is, not the detect thing).

Col.

* Origin: ~~ Col's Burblings... ~~ (100:101/12.4)

2400. Re: .PRG compresser/decom

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 18:11:33 UTC
From: larserik@oslonett.no
Message-ID: <32tjsl$g2q@hasle.oslonett.no>
Source record: 182037

> > programs, PFXPack was reasonably easy to use, as was BAPack, but neither
> > offered uncompression (that I could see).
>
> You can unpack every PFX-packed programm with Quester LHarc (and
> Grunenbergs

pfxpak.ttp can upack its own files too...
Just add a "-u" parameter (fpxpak.ttp -u compessed.prg)

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

2401. Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 19:06:10 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <32tn32$fi8@charm.magnus.acs.ohio-state.edu>
Source record: 182039

Well, I don't want to start another long discussion about the 'future of Atari', but I would like to know in short and acurate terms what their status is? I keep hearing rumors that they are no longer producing computers, just the Jaguar, and then again I hear that they have simply canceled all Research and development projects but are still producing the Falcon in small numbers. Does anyone know which of these is correct?

Thanks,

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"It's supposed to be automatic but actually you have to press this button."

- John Brunner

2402. ExtenDOS (was Re: Theft = Piracy..!!)

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 20:13:29 UTC
From: davidli@dragon.labmed.umn.edu
Message-ID: <Cup42A.HGu@news.cis.umn.edu>
Source record: 182040

Kim Andersen wrote in article <EHQTEHUUUp@dksoft.ping.dk> :

>And so we're back on the right topic again 8-)
>ExtenDOS is a commercial driver, which means i'm unable to test it before
>buy. And after written several messages about this, i think you know my
>feeling about that. What if i registre ExtenDOS and find it not working ?
>Give me a "legal" copy of the program and i'll make a test. If i find it working
>allright, i'll pay for it. If not, i'll dump it plus i'll try inform the
>author about my problems.

Actually, that's what magazine reviews and Usenet News articles are for --
giving you a chance to know about a product without having to buy it for
testing.

For the record, ExtenDOS works quite nicely with my ICD ADSCSI+ host adapter,
and with the new Link2 host adapter, and it works right out of the box. The
instructions are straightforward (much more so than ever was the case with
MetaDOS), and all I had to do was, literally, plug and play.

The ONLY problem I've had with the Link2/ICD/ExtenDOS stuff is hardware based,
as the termination on my 300 meg hard drive is such that I cannot autoboot
from the hard disk with the NEC CDROM attached to the SCSI through.

Basically, if I were the author of a software product and received complaints
from someone who hadn't bothered to pay for the product in the first place,
I might tend to dump the letter in the same place you say you'll dump the
software.

- David Paschall-Zimbel

2403. Re: Read ST-Disk with MS-DOS ???

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 21:03:43 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <32ttvf$8ah@golem.wcc.govt.nz>
Source record: 182043

] I'm looking for a program for MS-DOS that allows to read
] Atari-ST disk (mainly ASCII-files).

Format a disk (720K) on an MS_DOS machine.

Put the files you want to read onto it with the ST. (Which can read standard
MS-DOS disks).

Read the files with the PC>

Why doesn't someone just post this info' every week!? :)

2404. Re: Virtual Memory Driver?

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 21:52:19 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cup8r7.FC9@cix.compulink.co.uk>
Source record: 181985

>Does anyone know of a V.M driver compatable with the Mega STe? PD or
>shareware preferable, commercial o.k. too. <as long as it's not too much <G>>

The MSTE (and all other STs) cannot do VM as the 68000 chip is just not up to the task. Nothing much can be done about this except changing the CPU. A 68030 (or a 68010 upwards with a suitable MMU chip) will do.

The best solution currently is the PAK3 board. This is a 68030 running at between 33 and 50Mhz. It has an optional FPU unit, and patched TT (TOS 3.06) ROMs. Cost is around 360ukp, but a tower case may well be needed to fit it all in (another 200ukp odd). Performance wise, the PAK3 @33 is slightly faster than the standard TT.

I haven't got one fitted myself yet (I have a similar MSTE), but Outside (the most popular VM manager for the TT and Falcon) is reported to work with the PAK3. Outside is the best part of 100ukp AFAIK.

This combination should run the 68030 version of MiNT, and also in future Linux, once all the suitable drivers are written.

Anyway this is the route I'm aiming to go.

:-)

Roland.

@CiX

2405. Re: WTB: LDW 2.0

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 23:03:52 UTC
From: Paul.Civati@mettav.exnet.com
Message-ID: <778143900.2@mettav.exnet>
Source record: 181411

On 15 Aug 94 at 08:50:00 (-Unknown-) wrote the following:

> There is also a PD one which imports 123 sheets. I can't remember the
> name though :-(

Opus IIRC.

-Paul-

--
~=~=~=

2406. St Format (was RE: UPLOADIG! I've done my bit....)

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 23:18:27 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CupCqs.Jst@cix.compulink.co.uk>
Source record: 181986

>I used to buy STF regularly, then they brought in the 'Cover Disk' thing, and
>forced me to pay loads more for a disk that I didn't want, or need. Invariabl

But STF always *had* a cover disk! Its its 'trade mark' - back from the
days when it was ST Amiga Format (or are we talking about different STFs?).

Granted - STF has always been a bit too glossy, and a bit too inaccurate
for its own good, but its better than it has been in the past (although
not as good as it originally was). STU and STA OTOH have both taken a bit
of a slide in recent months, whereas STR is still very good.

Roland.

@CiX

2407. Re: How to reduce size of GCC-compiled programs?

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 23:18:29 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CupCqu.JtE@cix.compulink.co.uk>
Source record: 181987

>It does but they are still twice the size, I am comparing totally stripped
>and optimised short int files. They run at about the same speed though.

I must admit I've noticed this too. I've also noticed that GCC compiled programs have a very large overhead. Just try compiling:

main(){}

on both. The GCC is noticably larger ISTR.

OTOH as programs get larger, the difference in size gets smaller. Also the MiNT libs avaliable for GCC make porting Unix code so much easier. (I know MiNT libs are available for LC now as well, but they have not always been as up to date nor easily available).

Eg when I ported CBZONE, the first version was done with GCC as LC wouldn't touch it. It was only when the GCC port worked, that I started work on the LC version. It only took 2 days for the initial GCC port, but the conversion to LC took 2 weeks, due to the lesser LC libraries. However in the end, I released a version compiled with LC as it was smaller, had support for FPUs and didn't run any slower. The only thing it didn't do, which the GCC compiled version did, was run under MTOS. Don't know why.

:-)

Roland.

@CiX

2408. Re: Word Writer

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 23:22:32 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <J06RdWY.ari2550@delphi.com>
Source record: 182041

Word Writer 2 is essentially the same program as version 1 except its more stable, includes a thesaurus (nice features), let's you edit the dictionary's word list, and lets you specifiy the data paths for the programs files - very handy for HD users.

2409. Re: Read ST-Disk with MS-DOS ???

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 23:24:32 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <JW6z9SY.ari2550@delphi.com>
Source record: 182042

Unless the ST disk was formatted on a Pre-Rainbow TOS (<TOS 1.4), the disk *should* read fine on the PC. I've used Norton's Disk Doctor to repair the disk structure to conform it to PC standards and the disks read fine.

2410. Re: Word Writer

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 23:31:47 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <32u6l3$a7c@golem.wcc.govt.nz>
Source record: 182045

In article <1994Aug17.164907.21298@seas.smu.edu>, nicole@seas.smu.edu (Nicole Martin) writes:
>While we're on this subject, what are the advantages of Wordwriter 2,
>which the previous poster used to have over Wordwriter 1.0, which I
>still have and use all the time?
>

Well W.W 2 was given away on a UK mag ST-User cover disk Oct 93,
but some of those copies were buged, but they did realese a later
unbuged copy.....

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

2411. OVERSCAN UPDATE

Newsgroup: comp.sys.atari.st
Date: 1994-08-17 23:43:58 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <32u7bu$a7c@golem.wcc.govt.nz>
Source record: 182046
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The will probably upset all you copright freeks but I need a update to my
Auto Overscan software....

I have Overscan 3.02h, I have been told its up to version 3.02p ??

As its not possible for me to get this updated, I brought this third hand,
there is not registration form with it, Overscan will only update
registered versions, and I don't know the original owner..

So if some kind person can send me a copy or tell me were I can get this
updated with out costing a arm and a leg Please do..!!

System Solutions were not much help, they did not realy want to know,
so is the some kind sole than can help me...???

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

2412. E-mail addresses

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 00:12:00 UTC
From: magnus.thylander@p4.secom.ct.se
Message-ID: <2e52b63d@ct.se>
Source record: 181944

Can somebody help me?

I'm looking for the e-mail address of:

1. COMPO
2. Andres Binner (author of the superb WinRec)
3. DIGITAL ARTS (or anyone who can give me info on upgrading DA's Vektor!)

Please help! (answer via e-mail!)

Greetz, magnus_thylander@p4.secom.ct.se...

```
_______________________________________________
/ ___ ___ ___ ____ ____ / NeST: 90:1102/112.4 /
/ /__ /__ / / // / / / Fido: 2:200/612.4 /
/ ___//__ /__ /___// / /_____________________/
/ Sarcastic Existence COMputer COMmunications /
/_____________________________________________/
```

2413. Re: Word Writer

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 00:24:53 UTC
From: ch866@cleveland.Freenet.Edu
Message-ID: <32u9ol$mts@usenet.INS.CWRU.Edu>
Source record: 182050

I really don

I really don't know... I have used Word Writer 2, never 1. It really hurt
when my copy died. I just need to have Word Writer again! Wah! :)
--
ch866@Cleveland.Freenet.Edu or usr1322a@tso.uc.edu
-Would you like the pasta or the noodles?
-The marinarra or the red sauce?

2414. Re: Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 00:26:31 UTC
From: ch866@cleveland.Freenet.Edu
Message-ID: <32u9ro$n56@usenet.INS.CWRU.Edu>
Source record: 181951

Actually, R and D for COMPUTERS has shut down. They still produce TTs
in small numbers. Falcons are nothing. They are dead.
--
ch866@Cleveland.Freenet.Edu or usr1322a@tso.uc.edu
-Would you like the pasta or the noodles?
-The marinarra or the red sauce?

2415. COMPO & Overscan..

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 00:40:47 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <32uamf$ard@golem.wcc.govt.nz>
Source record: 181954
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

**** AUTO OVERSCAN ****

Please can COMPO help me with my Auto Overscan upgrade...??

I have version 3.0zh, I have been told that its up to
version 3.0zm..??

But I have also read there is a New version 4.0 comming out,
so COMPO what can I do..??

The one that I have is third hand, brought from a computer club,
I don't have a registration form with it, and have no idea
if its even registered.!!!

Thanks....

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

2416. Re: Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 00:44:05 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994Aug17.194405.30843@cobra.uni.edu>
Source record: 181953

In article <32tn32$fi8@charm.magnus.acs.ohio-state.edu>,
dhbutler@magnus.acs.ohio-state.edu (Panjandrum) writes:
> Well, I don't want to start another long discussion about the 'future of
> Atari', but I would like to know in short and acurate terms what their status
> is? I keep hearing rumors that they are no longer producing computers, just the
> Jaguar, and then again I hear that they have simply canceled all Research and
> development projects but are still producing the Falcon in small numbers. Does
> anyone know which of these is correct?

Atari has stated that the Atari Computer division is History! The falcon is
currently being produced in small numbers. I belive that atari will be
licensing the Falcon technilogy to third party.
>
> Thanks,
> ____
> |-! -David Butler- dhbutler@magnus.acs.ohio-state.edu
>
> "It's supposed to be automatic but actually you have to press this button."
>
> - John Brunner

-Peter

2417. WANTED: INFORMATION ON "WRITE ON"

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 00:49:58 UTC
From: amez1@pfs01.cc.monash.edu.au
Message-ID: <amez1.4.2E52B036@pfs01.cc.monash.edu.au>
Source record: 182048

I need some information on Write On.

Does it have a spell checker or thesaurus?
Does it have any desktop publishing features i.e different fonts, graphics
Can you import from other word processors?

2418. Mega STE for sale

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 01:15:00 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Aug17.221500.26728@dal1>
Source record: 181956

For Sale:

Mega STE w/4 Megs ram, TOS 2.06 1.44 floppy internal
1.44 external, 2.25 external floppy, 3 month old 170meg
Quantum ELS170 Hard disk, and extra serial port.

Migraph Hand Scanner w/scanning tray.

SC1435 Color Stereo monitor

SM-125 Monochrome monitor

Beetle mouse, 9600 Hayes V-Series Smartmodem, monitor master
Too much software to even consider mentioning, call me and
we'll talk....DMA switch box (Switch between two hd's with
no cable swapping), power control pad.

This system is mint and is 3 years old. Works A-one in
every way.
E-mail if interested. Willing to trade for a smaller ST and
cash deal as well.

$1500 Canadian or best offer.

2419. WANTED: "WRITE ON REVIEWS

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 01:16:46 UTC
From: amez1@pfs01.cc.monash.edu.au
Message-ID: <amez1.5.2E52B67E@pfs01.cc.monash.edu.au>
Source record: 181952

I want reviews of any version of Write On. Does it have a spell checker or thesaurus? Send to AMEZ1@PFS01.CC.MONASH.EDV.AU

2420. Re: CONVERTING ANIMATIONS?

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 01:40:26 UTC
From: Lexicor@world.std.com
Message-ID: <CupJBF.2zt@world.std.com>
Source record: 181955
Cross-posted to: comp.sys.atari.st,comp.graphics.animation

In article <32r4f9$9s1@charm.magnus.acs.ohio-state.edu>,
Panjandrum <dhbutler@magnus.acs.ohio-state.edu> wrote:
>OK, here's the deal; there are, at this point, only two animation formats
>viewers work properly with my video card, one for .FLI/.FLC, and the other for
>.FLM. Now, what I want to do is somehow get from .FLI to . FLM (this is a
>Lexicorp Atari ST format) *and* from .FLM to .FLI, but I *especially* want to
>get from .TAT to .FLM *or* .FLI *or* .SEQ! Now, I can already go from .FLI to
>.TAT, but the .TAT viewer does not work on my graphics card. I can also go
>from .FLI to a series of .PI1 files, *and* I can go from .SEQ to .FLM. So,
>I only need one more step to get to where I want to go;
>
>Series of PI1 > .FLI/FLC or .FLM or .SEQ
>.TAT > .FLI/FLC or .SEQ or .FLM

.TAT is a format that isn't supported on the Atari Platform, Lexicor Software
has a utility that will make an FLI into an FLM, but not vice versae.

Using Prism Paint you can save off single images as PI1 or GIF from your
FLM, Lexicor Software also has a GIF-FLM, GIF-FLC and TGA-FLX Builder for
15/16bit animations.

>
>Finally, I would really love to grab each from out of a .FLM, .SEQ, or .TAT
>file so I can bring them across and stitch them into quicktime movies at work
>or for my wife's PB165c. I especially want to snage the images out of that cool
>. SEQ/.FLM that has the rotating yellow Fuji symbol above the scrolling plane
>of "rippling water" and computer disks, that's a heck of a cool animation (esp.
>at 60fps, it flies and is smoothe as silk!)
>
>Also, if anyone knows Lexicorp's email address, please let me know...

Lexicor Software's email address is info@lexicor.com or services@lexicor.com,
on the other hand you can just email to me (reply) if you like and I
will be happy to help you out in any possible way.

Yat @ Lexicor Software

>
>Finally, thanks for all the help that has already poured in concering my
>question about the .FLI/FLC format, they have been most helpful.
>
>Toodles!
>____
>|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu
>

>"It's supposed to be automatic but actually you have to press this button."
>
> - John Brunner

2421. Re: TOWERS - Great shareware RPG

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 01:43:01 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <Bc7wVKd.ari2550@delphi.com>
Source record: 182044

I've seen the game and thought it was good. I'm glad to see that at least some domestic Atari developers are starting to enjoy alittle success...

2422. THURG-n-MURG

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 01:51:01 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <Be8yFad.ari2550@delphi.com>
Source record: 182047

Just a question...

Last year I did the graphics for a simple platform game called Thurg & Murg.
It was included as a demo game for a game development system released here
in the US.

Recently I have heard rumors that the game was released on a cover disk of
either ST-Review or ST-Format. If that was the case, I never received
one cent for this.

I'd appreciate if anyone in the UK could verify whether or not the above
game appreared on one of those cover disks. To narrow things down a bit -
I was told that it appeared sometime in the late fall, early winter (ie
Novemberish).

Not that I'm gonna try to claim any $ from it - I just want to get a better
picture of how some people I had been involved with have been ripping me off.

Thanks in advance...

Ari

2423. Re: SpeedoGDOS 5 Compatibility problems

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 02:01:24 UTC
From: sammcgee@crl.com
Message-ID: <32ufdk$gse@crl5.crl.com>
Source record: 181958

John Peters (jpeters@netcom.com) wrote:
: I've just loaded the upgrade into my ST (TOS 2.06, 4Meg RAM). Both
: MasterBrowse 4.5 and St-Guide (01.7.94) appear incompatible and crash
: with SpeedoGDOS 5.

MasterBrowse crashes with my SpeedoGDOS 5 too. I just received SGDOS 5 so
I haven't had time to play in my Auto Folder...

Sam

2424. Re: The future of Atari Computers

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 02:04:24 UTC
From: Spencer.Davies@mettav.exnet.com
Message-ID: <778143900.7@mettav.exnet>
Source record: 181416

On 08 Aug 94 at 12:46:34, Chris did truly state.....

CH> Today, if you "upgrade" your ST to a TT, or a Falcon, or a PC, or a
CH> Mac, you're just getting more of the same thing, but a bit faster,
CH> slightly better graphics, slightly better sound (unless you buy a PC;
CH> IMHO, it's not a computer unless it has sound as a standard, and most
CH> PCs STILL ship without a sound card... the Vic-20 could produce
CH> better sounds), etc.
CH>
CH> Total stagnation. *snore*
CH>
Here, here!!!!

The computer industry has lost most of the wonder and excitment that it used to have!!!

I remember getting excited when I knew that the latest issue of Dragon User was in the shops so that I could read about the latest developments, even though I couldn't afford them.

Now all I get is bored! Trying to fight my way through 30+ PC mags and 8 Mac mags to get to 3 ST mags isn't any fun!

Spencer

* Origin: The Net is Yours,USE IT!Don't Abuse IT! (Turbonet 100:1011/0.2)

2425. Re: WANTED: INFORMATION ON "WRITE ON"

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 02:08:52 UTC
From: ch866@cleveland.Freenet.Edu
Message-ID: <32ufrk$k65@usenet.INS.CWRU.Edu>
Source record: 181957

No dict or thes., import other texts and IMG files, many differant fonts.
--
ch866@Cleveland.Freenet.Edu or usr1322a@tso.uc.edu
-Would you like the pasta or the noodles?
-The marinarra or the red sauce?

2426. Re: Word Writer

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 02:10:06 UTC
From: sammcgee@crl.com
Message-ID: <32uftu$h6j@crl5.crl.com>
Source record: 181959

Benjamin Joab Hoppe (ch866@cleveland.Freenet.Edu) wrote:

: I really don

: I really don't know... I have used Word Writer 2, never 1. It really hurt
: when my copy died. I just need to have Word Writer again! Wah! :)
: --

What's the story with the buggy version? My copy which came on the coverdisk the following month crashes when the speller is used. I reinstalled the program from the floppy but the speller still crashes.

Sam

2427. Re: Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 02:25:46 UTC
From: sammcgee@crl.com
Message-ID: <32ugra$hm4@crl5.crl.com>
Source record: 181960

Benjamin Joab Hoppe (ch866@cleveland.Freenet.Edu) wrote:

: Actually, R and D for COMPUTERS has shut down. They still produce TTs
: in small numbers. Falcons are nothing. They are dead.
: --

R & D for Atari personal computers may have been suspended, ok shut down,
but can't the knowledge gained from developing the Jag II be transfered
into a computer. The Jaguar is, after all, a computer without a keyboard.
If the 68000 was replaced by a 68040 or 68060 (when available) I'd buy it.

Wait a minute.

I'll need a floppy drive.
And a SCSI/IDE port.
And a SVGA graphics board.
And a printer port.
And more memory...

Nevermind ;)

Sam

2428. Re: ExtenDOS (was Re: Theft = Piracy..!!)

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 02:34:22 UTC
From: sammcgee@crl.com
Message-ID: <32uhbe$hsj@crl5.crl.com>
Source record: 181961

davidli@dragon.labmed.umn.edu wrote:
: Kim Andersen wrote in article <EHQTEHUUUp@dksoft.ping.dk> :

: >And so we're back on the right topic again 8-)
: >ExtenDOS is a commercial driver, which means i'm unable to test it before
: >buy. And after written several messages about this, i think you know my
: >feeling about that. What if i registre ExtenDOS and find it not working ?
: >Give me a "legal" copy of the program and i'll make a test. If i find it working
: >allright, i'll pay for it. If not, i'll dump it plus i'll try inform the
: >author about my problems.

: Actually, that's what magazine reviews and Usenet News articles are for --
: giving you a chance to know about a product without having to buy it for
: testing.

I already went around the block with this one. The problem with magazines
is that you have to buy them and if the articles are 'buggy' you just
wasted your money. ;)

Sorry, Kim. I couldn't resist. :)

BTW, ExtenDOS is excellent and one of the most tested and upgraded
programs currently available.

Sam

2429. WANTED:CALAMUS SL REVIEW

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 02:37:00 UTC
From: amez1@pfs01.cc.monash.edu.au
Message-ID: <amez1.7.2E52C94C@pfs01.cc.monash.edu.au>
Source record: 181962

Send reviews of Calamus SL to AMEZ1@PFS01.CC.MONASH.EDV.AU

2430. RE:Printer Driver EPSONXO needed for Pagestream V2.1

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 03:04:09 UTC
From: amez1@pfs01.cc.monash.edu.au
Message-ID: <amez1.8.2E52CFA9@pfs01.cc.monash.edu.au>
Source record: 181967

Send printer driver Epsonxo for Pagestream V2.1 to
AMEZ1@PFS01.CC.MONASH.EDV.AU

2431. Re: Vroom and Formula One

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 03:05:41 UTC
From: amez1@pfs01.cc.monash.edu.au
Message-ID: <amez1.9.2E52D005@pfs01.cc.monash.edu.au>
Source record: 181965

In article <1994Jul18.220745.12046@abo.fi> THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK) writes:
>From: THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK)
>Subject: Re: Vroom and Formula One
>Date: Mon, 18 Jul 1994 22:07:45 GMT

>In <3055re$fa6@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz writes:

>>] Formula One Grand Prix - made by Microprose, I have seen it refered to as
>>] the best for the ST.

>Simply, because it is.

>> Made to be far-too realistic. Very involved. Extremely user-configurable,
>> lots of different tracks, quite bad sound. Good graphics as far as
>> 3D-filled-polygons go. Again, plenty of good multiplayer options.
>> (I didn't like this myself, it doesn't feel "right", but then again, I've
>> yet to drive in similar conditions in a car.... :)

>Far-too realistic? Hmmmm... It seems like there are people who like "games"
>games - and people who like games that more or less feel like the "real
>thing"...? F1GP is one of a kind -sim, despite the sad fact that MicroProse
>haven't given their best in the ST-version. In Falcon it works finely, but not
>without Backwards ST-emulator, or such program (one or both 030 caches
>disabled). In ST it is a bit slow, although playable. The multiplayer option is
>simply FANTASTIC! It's the thing that makes a good simulation excellent..

>I think, what F1GP needs, is this:
>---------------------------------
>- 4..10 players (girls and guys) in teams
>- Lots of beer
>- A better controller than joystick: preferably a steering wheel with pedals
> and gear buttons. Well - one _can_ make such a controller pretty easily!

>Believe me: games are games - but this is SO much more ... =-)

>There is V2 coming out soon - but for Atari..? I doubt that. What do you think
>about that, you - who (like me) have fallen in love with this game..?

>>] No Second Prize - motorcycle racing, 3-D solid polygon graphics, have seen
>>] one good review.
>>
>> Wow! This _really_ impressed me! The demo on the ST format disk just
>> wasn't enough! amazingly smooth & fast 3D graphics, reasonable sound,
>> and it all played reasonably realistically. It didn't have the same
>> detail as F1-Grand Prix, (which has things like skid-marks produced
>> after cornering too hard etc.), but it held my attention longer than any

>> other racing game! It's mouse-controlled, which produces VERY responsive
>> gaming! The computer opponents are actually quite _good_ for a change,
>> and you can choose from 6 (or 7, I forget which), drivers all of which
>> have various different abilities etc....

>Wow (surprise..) this really didn't impress me at all... Fast and... fast. Too
>fast. And where was the game? Well, I couldn't get the "feeling" driving
>around fake tracks on some imagination-bike. The mouse doesn't feel like
>"driving a motorcycle" - and, well... I frustrated and bored.

>What this proves, however, is this: we seem to like very different things! I
>love to "forget" that I'm playing a game; I love to be "there" myself - and
>that isn't possible if the game is just "fun" without realism. What makes one
>happy, makes another sick! It isn't fair, it seems, to compare these games at
>all?

>F1GP _could_, still be even more configurable... So you could change the cars
>(colors, etc) to reflect the current Formula One scene. And it would be great
>to have a really random weather; the rain might begin in the middle of the race
>(you'd just see some clouds appearing and approaching... Maybe even passing you
>by!), and only rain on some parts of the track..!

>I'd like the possibility to drop out of the race, if you don't qualify (now
>that isn 't possible). All those PC-version's extra features would be useful -
>and the multi-player option combined with linking two or more computers
>together... WOW!! Just one small problem: I don't think MicroProse cares a
>shit about my, or our wishes.. =-(
>ANTHONY
>Tommi

2432. For sale: SC1224 Color Monitor.

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 03:19:56 UTC
From: as423@cleveland.Freenet.Edu
Message-ID: <32uk0s$859@usenet.INS.CWRU.Edu>
Source record: 181966

I have an Atari SC1224 Color Monitor I would like to sell. I bought it about three years ago, and have recently purchased a SC1435, so I have no use for it anymore. It is in excellent shape, and I have the original box, and paperwork. I am asking $150.00 and I will pay for the shipping.

Ken

kwallace@SLONET.org
kwallac@eis.CalState.EDU
as423@freenet-in-a.cwru.edu
--
"The strongest reason for the people to retain the right to keep and bear arms is, as a last resort, to protect themselves against tyranny in government." - Thomas Jefferson

2433. Re: Word Writer

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 04:03:43 UTC
From: ch866@cleveland.Freenet.Edu
Message-ID: <32umiv$bdq@usenet.INS.CWRU.Edu>
Source record: 181969

I don't know... I paid for mine, full price! Someone get me this, please!
--
ch866@Cleveland.Freenet.Edu or usr1322a@tso.uc.edu
-Would you like the pasta or the noodles?
-The marinarra or the red sauce?

2434. Med Rez desktop.inf

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 05:16:03 UTC
From: clark@ee.ualberta.ca
Message-ID: <32uqqj$ocq@quartz.ucs.ualberta.ca>
Source record: 181970

Hi there,
I need HELP! My 1040Ste ReFUSES to boot in Med Rez anymore, I
think it has something to do with the Desktop.inf file,
can anybody tell me what has to be in the desktop.inf for the
computer to run med rez at boot up???
I have a ICD drive that autoboots, the driver installs in
med rez, and my superboot 8.1 runs in med rez, as do all my
autofolder programs, but then it shifts to low rez just before
dumping me to the desktop, or running terradesk v1.34.
This is whacked.
I NEED med rez.
HELP!
-clark

2435. Programs on remote UNIX in window on ST

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 05:35:30 UTC
From: ggford@cuug.ab.ca
Message-ID: <Cupu76.1zw@cuug.ab.ca>
Source record: 181978

I have heard of a program that allows one to run several programs at once on a remote unix machine and show the programs output and input in windows on an Atari ST. Does anyone know what this program is called, and where can I get it?

Thanks

2436. Re: Demon UK access using STs?

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 05:54:58 UTC
From: scoates@filesys.demon.co.uk
Message-ID: <777189298snz@filesys.demon.co.uk>
Source record: 181867

In article <1994Aug16.084835.15661@peavax.mlo.dec.com>
bouronm@trout.ime.dec.com "Marc CR Bouron" writes:

>In article <1994Aug12.142429.20320@city.ac.uk>, cf580@city.ac.uk (Super user)
> writes:
>|> Hi all. Sorry to waste bandwidth with this, but I'm using a truly brain dead
>|> editing program.
>|>
>|> Put simply, could anyone who's online via DEMON INTERNET SERVICES using an
>|> Atari ST please get in touch? I'm toying with the idea of taking the plunge
>|> but I'd like to know how well (or badly) the software works first.
>
>This information would be useful to others (me, basically). Please post
>any responses here!

Try getting ftp.demon.co.uk:/pub/atari/startup/stnet110.tos - this is a
complete DIS package for the ST - KA9Q,News,Mail,etc.... While not 100%
stable it does the job.

Stu...!

--
+==============================+
| S t u C o a t e s |
Chelmsford, England U.K.
scoates@filesys.demon.co.uk
scoates@eurobase.demon.co.uk
100010,2106@compuserve.com
+==============================+

2437. Re: Looking for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 06:12:51 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <RM6ztIb.ari2550@delphi.com>
Source record: 181972

Again, it depends on the config. I sold my 6 month old 4 meg, 85 meg HD Falcon for $680 (more with the monitor) alone and I thought that was a good price considering that most paren't buying them!

Expect a 14 meg config to command around $800 or so.

2438. Re: Read ST-Disks with MS-DOS, 2nd try

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 06:21:16 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <ZO7RtkU.ari2550@delphi.com>
Source record: 181971

What's not to understand here??? In theory, the ST and PC 720kb DS disk format is identical - older versions of TOS <1.4wrote incompatible boot sectors, other than that - most ST DS disk should read fine on the PC.

If it doesn't then you should use a program like the NORTON DISK DOCTOR or clones to correct the ST's disk structure to standard DOS format. If you're careful you'll hae a PC readable ST disk!

If you're fortunate to have an ST disk formatted on a newer TOS, the ST disk can be read and written to like any other PC floppy, etc.

2439. Re: Atari/Amiga Article in EM

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 07:33:21 UTC
From: bondservant@delphi.com
Message-ID: <Zw8wd4R.bondservant@delphi.com>
Source record: 181976

Mike Healy <healy@nosc.mil> writes:

>Yeah, the EM article seemed to have a reasonable tone,
>except that it gave the impression that Atari once
>supported its customers and doesn't anymore.

I also agree that the article was a fair discription of the computers and their problem and strengths. They also stated that they did not think it was too late for Atari to turn it around..
But James Grunke has a valid point , I did not appreciate Atari being lumped in with
Amiga, Not because it was amiga but because of the recent demise of the platform.
Atari is STILL in business and should not be associated with a company that is liquidating.IMHO

Binary Rick
Binary Sounds(Smpte/EditTrack)
Houston, Texas USA
713-776-9118

2440. Re: SpeedoGDOS 5 Compatibility problems

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 08:03:02 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <32v4jm$b50@percy.cs.bham.ac.uk>
Source record: 181979

chris@buran.fb10.tu-berlin.de (Christian Nieber) writes:
>C.J.Ridd@cs.bham.ac.uk (Chris Ridd) wrote:
>
>> Will the driver work only with Speedo 5, or will it work with NVDI 3
>> as well? :-)
>
>Probably won't, since NVDI 3 has its own driver concept that is mostly
>based on offscreen bitmaps, though drivers can choose to handle any
>or all VDI calls themselves. They just don't have to. The issues of
>interfacing with GDOS drivers and color support are still unclear.
>
>The advantage of this concept is that anyone can easily write a
>driver for bitmap-oriented devices without having to rely on
>copyrighted libraries that are possibly outdated the next
>time VDI changes, as it happened with all pre-Speedo drivers.
>
> Christian (R.O.M. logicware)

So I *still* might not be able to get a PS driver! Darn.

Is it possible to get technical information on writing drivers for
NVDI? I understand the NVDI cookie is a pointer to a small jump table,
but I don't know how to use it.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2441. Re: SpeedoGDOS 5 Compatibility problems

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 08:35:06 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cuq2Jx.M9@westminster.ac.uk>
Source record: 181981

John Peters (jpeters@netcom.com) wrote:
: I've just loaded the upgrade into my ST (TOS 2.06, 4Meg RAM). Both
: MasterBrowse 4.5 and St-Guide (01.7.94) appear incompatible and crash
: with SpeedoGDOS 5.

Hi

I do UK support for MasterBrowse, and am aware of this problem. I
reported the problem to both Michel Forget (the author), and Robert
from Compo, about 1 - 2 weeks ago.

Robert told me that there are probl;ems with Speedo 5a, and that you
should get Speedo 5b..and try it with that....

He is also looking into the problem....

Michel Forget is going for the next version, and is implementing a
different font selector. This should cure the problem...

MasterBrowse works with all older GDOSs, and Speedos and FSMGDOS,
though....

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2442. Re: Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 08:36:03 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <32v6hj$1pg@bognor.barclays.co.uk>
Source record: 181980

AFAIK they still make TTs and Falcons and if you order 2000 or more, they will do some FMs or Es. Jags are the main thing now.

--

```
+-----------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------+
```

2443. Re: Creator for Mac? (was Re: Suggestions wanted for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 08:39:08 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cuq2qn.up@westminster.ac.uk>
Source record: 181982
Cross-posted to: rec.music.makers.synth,comp.sys.atari.st

Vincent Fuh (vfuh@facstaff.wisc.edu) wrote:
: In article <32g6f5$d4g@bmerha64.bnr.ca>
: Shiv Naimpally <shiv@bnr.ca> writes:

: I'm moving from ST to Mac, but don't want to switch sequencers. Is
: there a version of Creator or Notator available for the Mac? A friend
: of mine who uses Notator (for the ST) in professional studio
: applications mentioned there was, althought not quite the same. I have
: an ancient version of Creator, and I like it so much I haven't been
: willing to switch yet.

: Thanks for any help on this.

Yes, there is a version of Notator for the Mac.

That's all I know, via the notator mailing-list...

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2444. Re: Programs on remote UNIX in window on ST

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 08:45:20 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cuq310.16r@westminster.ac.uk>
Source record: 181983

Gary Ford 403-247-6641 (ggford@cuug.ab.ca) wrote:

: I have heard of a program that allows one to run several programs at once
: on a remote unix machine and show the programs output and input in windows
: on an Atari ST. Does anyone know what this program is called, and where
: can I get it?

I think that what you are thinking of, is called Unix Windows....

The windows only display text, though...but is OK to use....

This is available on many sites, including micros.hensa.ac.uk

Mail me for more details...

Also, *I Think* that something called Screen does the same thing...you
need MiNT to run this...not available at hensa yet, but is on other ftp
sites...and your friendly neighboourhood a.a.u.e

Hope this helps.

Dan.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2445. Internet Yello Pages

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 08:49:02 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cuq376.1Cr@westminster.ac.uk>
Source record: 181984

Hi all

Anyone seen this book yet? I saw it in a shop the other day, and
scanned through it.

I was surprised.....the section on Atari PD software, only had
wustl.wuarchive listed!!!! No mention of atari.archive at all.

hensa was mentioned, but under the DOS section....hmmm.

Anyone know how to go about informing these people about the inclusion
of a.a.u.e (I admit, I respect this site), and hensa (which I am trying
to make respectable for Atari software)?

Danny.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2446. Re: WWW Browser

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 09:44:20 UTC
From: avg@cwi.nl
Message-ID: <Cuq5pw.13H@cwi.nl>
Source record: 181992

dhbutler@magnus.acs.ohio-state.edu (Panjandrum) writes:

>HI, do you know who is developing Mosiac for the ST? I would like to send a
>kind word of encouragement (though I've got no clue at all how to get a SLIP
>connection for my ST, I understand it can be done).

Having a HTML browser on the TOS series is desirable even if you don't
have a SLIP connection or whatever, for example (from my experience) if
you are writing your WWW pages at home on your TT, because there you've
got a nicer text editor than at work on the UNIX boxes. It'd be good to
have a browser to get an idea of what it is you are creating.

BTW, a WWW browser doesn't necessarily have to be Mosaic. AFAIK,
Mosaic is heavily based upon Motif, and hence a little hard to port
to the Atari. Perhaps ZFC will have a go at a HTML browser/editor
in the (not too near) future.

Accessing the web on a phone line, at whatever speed modem, doesn't seem
wise to me. It is going to be very expensive and time-consuming.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2447. Re: Roland Sound Canvas E

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 09:47:32 UTC
From: avg@cwi.nl
Message-ID: <Cuq5v8.15G@cwi.nl>
Source record: 181993

dan.dreibelbis@f422.n250.z1.tor250.org (Dan Dreibelbis) writes:

>AG> I wrote an MT-32 editor a few years ago. It is shareware
>AG> (guideline: $10), which you should be able to use for the
>AG> MT-32 part of the sound canvas as well.

> Uh, sorry, but you can't use an MT-32 editor to edit the sounds
>of the Sound Canvas in MT-32 emulation mode, as they don't use the
>same architecture (those sounds are digital samples).

Is that so? Interesting. Then it can't be more than a poor kind of
MT-32 emulation. Some of the MT-32 sounds are fairly sophisticated
and could, IMHE, not be emulated by combining samples...

So that basically means the Sound Canvas is hardly programmable at
all? (I.e., no analog partials to make your sounds interesting?)
Or can it TVF the sample partials?

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2448. Re: Falcon030: DSP <--> HOST

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 10:01:51 UTC
From: djs@jet.uk
Message-ID: <1994Aug18.100151.26648@jet.uk>
Source record: 181991

In <32sivh$1a48@info2.rus.uni-stuttgart.de> CASTAN@cip.physik.uni-stuttgart.de (Gerd Castan) writes:

>"Das Falcon 030 Buch" by Herzlinger et al, Data Becker
Sounds good. Is there an English edition of this book?
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

2449. Re: Pretty Good Privacy

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 10:13:21 UTC
From: steve-j@teleport.com
Message-ID: <32vc81$9pc@elaine.teleport.com>
Source record: 181995

In article <32qjgqINN1qco@rs1.rrz.Uni-Koeln.DE>,
Jan T. Kim <a1624091@athena.rrz.uni-koeln.de> wrote:

>: I think the situation is that it is illegal to export it out of the US, the
>: legal situation as regards downloading it from a US site is a little fuzzy
>: because the export restriction is of course only a US law. Most sites in the
>: US require evidence (verified US email address) of US citizenship before they
>: will allow you to download it so _they_ don't get prosecuted for allowing it
>: to be exported.

>Can anyone give me some more background info in this issue? Why is
>distribution of PGP v2.6 (or whatever version) restricted?
>Reading the above, I cannot help wondering how silly governments and
>laws can get. Whoever thinks that such regulations can prevent
>distribution of software to outside of the US needs a serious
>reality check. US email address? Thousands of students from other
>countries have one.

The problem is that even the CIA/FBI haven't a clue how to decode
PGP encryption and the government HATES secrets to be kept from
them. <grin> There are long-standing US laws (for national security
reasons/etc.) that put data encryption on a fine line between legal
and illegal. Basically, as long as the US govt. knows how to defeat
the encryption, it's legal, but if they CAN'T defeat the encryption,
they see it as a possible risk to national security. Since the
government can't figure PGP out itself, they are taking the author
of it to court to get him to release the encryption algorithm to
them -- at least that's what I've heard. For now, the US govt.
just wants to make sure it's not being used to transfer data in and
out of the US. If they HAVE taken the PGP author to court, it will
be interesting to see whether the courts decide in favor of right
to KNOW or right to PRIVACY.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2450. Re: Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 10:24:51 UTC
From: steve-j@teleport.com
Message-ID: <32vctk$a7a@elaine.teleport.com>
Source record: 181996

In article <32tn32$fi8@charm.magnus.acs.ohio-state.edu>,
Panjandrum <dhbutler@magnus.acs.ohio-state.edu> wrote:

>Well, I don't want to start another long discussion about the 'future of
>Atari', but I would like to know in short and acurate terms what their status
>is? I keep hearing rumors that they are no longer producing computers, just the
>Jaguar, and then again I hear that they have simply canceled all Research and
>development projects but are still producing the Falcon in small numbers. Does
>anyone know which of these is correct?

Atari's computer R&D has been cut WAY down, but not killed off
completely. They've discontinued all their computers except
for the Falcon030. While their priority right now is the
Jaguar, Atari has licensed the Falcon hardware to C-Lab to
produce a music workstation.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2451. Re: nroff-program

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 10:25:30 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994Aug18.102531.4070@bay.cc.kcl.ac.uk>
Source record: 181994

There is my manual paging suite for MiNT (I assume you want it for
MiNT if you want csh.1 formatted) using groff in

phl[ie]m.ph.kcl.ac.uk:/pub/MiNT/mans/*

It's set up for the MDK, but since `man' is script-based I'm
sure you can alter it if you don't have directory structure like:

/usr/local/lib/groff
/usr/bin
/bin

.. on your HD.

extract from the README:

The manual paging script is my own, as is the mkwhatis stuff, any
bugs or enhancements to me please (sjg@phlem.ph.kcl.ac.uk)

The man script handles :

o -k (for apropos)
o compressed formatted and unformatted pages.
o The MANPATH variable

You need a minixFS to run it as it stands, but it would be
trivial to alter it to use TOS style extensions.

ATB,
Simon.
--

```
_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

2452. Re: Starball, ARGH!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 10:27:48 UTC
From: krlawson@freenet.hut.fi
Message-ID: <32vd34$ohv@freenet.hut.fi>
Source record: 181998

In a previous article, ch@valholl.u-strasbg.fr (charles hirlimann) says:

>We should support sharewares Authors did you the 5 pounds Shareware Fee ?

I didn't exactly get that sentence, but if you're asking about if I payed
the shareware fee, no I didn't. I'm pretty much out of money at the moment
because I need to get equipment for my new Falcon, and I'm a student and both
my parents are unemployed. I'll pay it when I can, sending money abroad is
always a bit risky though.
--
Kristoffer Lawson
norm. EMail: krlawson@freenet.hut.fi
-
What has purpose?

2453. Re: Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 10:28:17 UTC
From: steve-j@teleport.com
Message-ID: <32vd41$ac1@elaine.teleport.com>
Source record: 181997

In article <32ugra$hm4@crl5.crl.com>, Sam McGee <sammcgee@crl.com> wrote:

>R & D for Atari personal computers may have been suspended, ok shut down,
>but can't the knowledge gained from developing the Jag II be transfered
>into a computer. The Jaguar is, after all, a computer without a keyboard.
>If the 68000 was replaced by a 68040 or 68060 (when available) I'd buy it.
>
>Wait a minute.
>
>I'll need a floppy drive.
>And a SCSI/IDE port.
>And a SVGA graphics board.
>And a printer port.
>And more memory...

I can't say too much, but the first product to use the Jag II
chipset may very well NOT be a 2nd generation Jaguar.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2454. Re: Starball, ARGH!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 10:31:31 UTC
From: krlawson@freenet.hut.fi
Message-ID: <32vda3$pgf@freenet.hut.fi>
Source record: 181999

In a previous article, oldcornd@cs.man.ac.uk (David Oldcorn) says:

>You'll be pleased to hear sampled sound is on the way in the next version.
>Along with high score saving, and a probable fix for the Invaderball bug.

Wow, that's cool. Any dates yet? I suppose it's only for registered users
(which I am not yet)?
--
Kristoffer Lawson
norm. EMail: krlawson@freenet.hut.fi
-
What has purpose?

2455. Re: Read ST-Disk with MS-DOS ???

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 10:57:32 UTC
From: ps1908@wlv.ac.uk
Message-ID: <32veqs$nnh@ccuf.wlv.ac.uk>
Source record: 182000

In article <32qs46INN27l8@rs1.rrz.Uni-Koeln.DE>, aai05@rrz.Uni-Koeln.DE (Axel Moschuering) says:

>I'm looking for a program for MS-DOS that allows to read
>Atari-ST disk (mainly ASCII-files).

So long as your disk is formatted by TOS (eg 80 track 9 sectors/track for DD disks) then MS-DOS will read the disks/files perfectly (ie they are MS-DOS compatable already).

Steve Ridd

2456. Re: Virtual Memory Driver?

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 11:28:29 UTC
From: cgra@se.alcbel.be
Message-ID: <4818@btmwj1.se.bel.alcatel.be>
Source record: 181925

In article <chrisgioCuE06E.DrE@netcom.com>, chrisgio@netcom.com (Chris Giorgi) writes:

> Does anyone know of a V.M driver compatable with the Mega STe? PD or
> shareware preferable, commercial o.k. too. <as long as it's not too much <G>>

> ~~~~~ Chris Giorgi ~~~~~

You'll need a 68030-based accelerator to do virtual memory. (or 68040, or
even 68060 8>). Then you have the choice of VRAM or Outside.

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

"So how's life?"
"Hm, it's got mushrooms in it".

2457. Re: Read ST-Disk with MS-DOS ???

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 11:36:43 UTC
From: agauton@cs.strath.ac.uk
Message-ID: <32vh4b$1sr@simpson-07.cs.strath.ac.uk>
Source record: 181901

In article <32veqs$nnh@ccuf.wlv.ac.uk>, Steve H. Ridd <ps1908@wlv.ac.uk> wrote:
>In article <32qs46INN27l8@rs1.rrz.Uni-Koeln.DE>, aai05@rrz.Uni-Koeln.DE (Axel
>Moschuering) says:
>
>>I'm looking for a program for MS-DOS that allows to read
>>Atari-ST disk (mainly ASCII-files).
>
>So long as your disk is formatted by TOS (eg 80 track 9 sectors/track for DD disks)
>then MS-DOS will read the disks/files perfectly (ie they are MS-DOS compatable
>already).
>

But only if you have TOS1.4 or higher. The earlier machines used a different
value in the boot sector, which meant DOS failed to recognise them.

AG

2458. Re: Internet Yello Pages

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 11:46:08 UTC
From: djsime@dux.dundee.ac.uk
Message-ID: <32vhm0$3q0@dux.dundee.ac.uk>
Source record: 181902

Denesh Bhabuta (vctec@westminster.ac.uk) wrote:
: Hi all

: Anyone seen this book yet? I saw it in a shop the other day, and
: scanned through it.

: I was surprised.....the section on Atari PD software, only had
: wustl.wuarchive listed!!!! No mention of atari.archive at all.

: hensa was mentioned, but under the DOS section....hmmm.

: Anyone know how to go about informing these people about the inclusion
: of a.a.u.e (I admit, I respect this site), and hensa (which I am trying
: to make respectable for Atari software)?

: Danny.
: --
: Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
: Computer Centre, Lancaster University, Lancaster LA1 4YW
: D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
: danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

I don't know about the 'Yellow pages',but I recently saw the 'White Pages' which
lists individuals on the Internet. To be included send mail to
ADD@WHITEPAGES.COM
MAybe 'yellow pages' is the same. Check out the small print. Somewhere.
Cheers,
Dave.

2459. 19" Monitors 4 Sale

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 11:49:00 UTC
From: jon.dinga@f422.n250.z1.tor250.org
Message-ID: <2feacfa4@f422.n250.z1.tor250.org>
Source record: 181924

```
ANNIUS GROENINK wrote to ALL...
A> From: avg@cwi.nl (Annius Groenink)
A> jon.dinga@f422.n250.z1.tor250.org (Jon Dinga) writes:
>ALL..
> Horizontal Scan rate, 59 refresh rate [no noticeable flicker].
> ^^^^^^^^^^ ^^^^^^^^^^^^^^^^^^^^
A> Bull.
^^^^ NOT. This is a high persistence phosphor on a non-interlaced
monitor. I am sensitive to flicker, and it doesnt affect me. My
understanding is that some monitors need a higher refresh rates
because they use a different 'grade' of phosphor .......
There _may_ be a difference between your 50hz electrical system and
our 60hz in regards to flicker as well....... Jon
* (QW|{ 2.6 * Eye haight thowz hoo kant spel.
Sorry if this looks odd, bad editor day :^(
```

2460. Re: Hype and Viruses..

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 11:56:09 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <32vi8qINNtu2@sat.ipp-garching.mpg.de>
Source record: 181942

Patrik Sanfridsson (patrik.sanfridsson@p2.stacken.ct.se) wrote:
: What about link viruses? Do they exist?

The assembler code for an Atari link virus ("Milzbrand") was published
years ago in a German computer mag. I hacked it in, assembled it and
tried it on a disk with lots of precautions (disconnecting HD etc.).
It made the disk instantaneously un-readable, and I was not able to
recover the contents with a disk monitor. So much for the danger of
link viruses...

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

2461. Re: Read ST-Disk with MS-DOS ???

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 12:00:59 UTC
From: em09@liverpool.ac.uk
Message-ID: <CuqC1o.9ID@liverpool.ac.uk>
Source record: 181904

Alan Gauton CS90 (agauton@cs.strath.ac.uk) wrote:
: In article <32veqs$nnh@ccuf.wlv.ac.uk>, Steve H. Ridd <ps1908@wlv.ac.uk> wrote:
: >In article <32qs46INN27l8@rs1.rrz.Uni-Koeln.DE>, aai05@rrz.Uni-Koeln.DE (Axel
: >Moschuering) says:
: >
: >>I'm looking for a program for MS-DOS that allows to read
: >>Atari-ST disk (mainly ASCII-files).
: >
: >So long as your disk is formatted by TOS (eg 80 track 9 sectors/track for DD disks)
: >then MS-DOS will read the disks/files perfectly (ie they are MS-DOS compatible
: >already).
: >

: But only if you have TOS1.4 or higher. The earlier machines used a different
: value in the boot sector, which meant DOS failed to recognise them.

: AG

I wrote a little PC program to enable disks written with TOS < 1.4
to be read by a PC - it only changes ONE byte on the disk and it
allows you to change it back again if you wish (but not necessary).
The TOS disks HAVE to standard format (80 track/9 sectors).

IF YOU ARE QUICK:

It is (temporarily) at: ftp.mechnet.liv.ac.uk

The directory is: j_boyes

The program is called: TOS.COM

I shall remove this file after a few days. If anyone thinks it
is worth putting onto a proper ftp site, let me know.

John.
--
Mechanical Engineering Department John Boyes
University of Liverpool
P.O. Box 147 Email: em09@liverpool.ac.uk
Liverpool Phone: +44 (0)151-794-4861
L69 3BX (U.K.) Fax: +44 (0)151-794-4848

--
Mechanical Engineering Department John Boyes
University of Liverpool
P.O. Box 147 Email: em09@liverpool.ac.uk
Liverpool Phone: +44 (0)151-794-4861

L69 3BX (U.K.) Fax: +44 (0)151-794-4848

2462. Re: Stacy HD upgrade ?

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 12:14:51 UTC
From: mparrott@connected.com
Message-ID: <32vjbr$nak@hebron.connected.com>
Source record: 181903

> I would like to put a bigger, faster HD into Stacy than her
> original 40 Mb Conner. Has anybody upgraded themselves? What are
> the pitfalls? (If it is solder-free I can cope, otherwise no way!)
> Mike

Installing the HD will be solder-free. Getting inside the case is the most difficult part.

If you've taken the Stacy apart before, no problem... just take the case apart, look for the hard drive underneath the floppy drive on the right hand side, remove the screws for the metal mounting from the motherboard, remove the screws holding the hard drive to the mount, remove the power and SCSI cable from the drive and reverse the procedure after hooking things up to your new drive. Just make sure that parity is disabled on the drive before installing so you don't have to go through the whole procedure again to disable parity later.

If you've never opened a Stacy case before, I can provide fairly detailed instructions for doing so. It's not as easy at first as it may seem, though once you get it down you can have it apart in 10 minutes. Just let me know if you need instructions, and I'll send them your way.

- -
Michael Parrott v.v.v v.v.v TT030~48Mhz/4/4/630
mparrott@hebron.connected.com v.v !!! v.v Stacy~20Mhz/4/105
mparrott@delphi.com v (. .) v Despite the high cost
"Old Immortals don't die; ((v)) of living, the practice
they just... DON'T..." o-----/m-m------o remains popular...
- -

2463. REad ST-disks with MS-DOS

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 13:29:54 UTC
From: 932907da@cent.gla.ac.uk
Message-ID: <932907da.777216594@cent.gla.ac.uk>
Source record: 181912

There is a simple software solution which will allow you to format
MS-DOS compat disks on an ST with TOS < 1.4. I'll find the name and location
of the prog (FTP) and post it here soon. Also, the prog gives you more space
on the disk!

2464. Re: Change MIDI-buffer size o

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 13:34:44 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <32vo1k$2bc@bambam.cs.city.ac.uk>
Source record: 181906

In article <32oa9i$a70@hasle.oslonett.no>, larserik@oslonett.no (Lars-Erik Oesterud) writes:
|> In message #32, euahil@eua.ericsson.se writes:
|>
|> > I have used the bios (xbios ?) call Iorec which
|> > returns a pointer to a struct where the size can
|> > be *read*. However, how can it be written/changed ?
|>
|> Just write a new value to the same positions (but if you select
|> a larger buffer-size, you must also set a new buffer-adress that
|> points to a allocated buffer, and set the water-mark right).

A few points to note...

(a) There is no need to mess with the hi/lo water-marks - MIDI doesn't support handshaking to control the flow of bytes so they aren't used.

(b) The COMPUTE! TOS book has the description of Iorec buffers wrong - new data is written to the _tail_ of the buffer (which points the the _last_ write position and is pre-incremented) and read from the _head_ of the buffer (which points to the _last_ read position).

(c) The MIDI buffer is a circular queue, one element of which cannot therefore be used (head = tail is used to indicate "empty").

(d) Before changing buffer address/size, set head = tail = 0; Also if new buffer is bigger than old, change the address first, otherwise change the size first. These precautions avoid a nasty race condition that could cause data to be written beyond the end of the smaller buffer.

(e) Before your program exits, replace the original TOS buffer, again observing (d) (TOS buffer is now the "new" buffer!).

(f) If you plan to read MIDI data at anything like MIDI bandwidth don't read the buffer via TOS; do it directly, looking at the tail index to avoid reading stuff that hasn't yet been write (ie garbage).

Steven

2465. Re: Med Rez desktop.inf

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 13:35:10 UTC
From: rrice@netnews.upenn.edu
Message-ID: <32vo2e$57o@netnews.upenn.edu>
Source record: 181905

If you are having trouble with your desktop.inf file, it may be that you've filled it up with various settings so that TOS can no longer understand what it's supposed to. When you UNinstall an application or a desktop icon, it actually adds a character or two to the file, which becomes full to bursting.

What has worked for me is to load the DESKTOP/NEWDEST.INF into a GOOD text editor (STeno works perfectly) and edit out the entire line of uselss information, line by line. This has restored my boots on multiple occasions.

rrice@ccat.sas.upenn.edu

2466. Re: Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 14:08:09 UTC
From: bjgrier@bnr.ca
Message-ID: <32vq09$9im@nrtphaa9.nt.com>
Source record: 181908

In article <32ugra$hm4@crl5.crl.com>, sammcgee@crl.com (Sam McGee) writes:
|> Benjamin Joab Hoppe (ch866@cleveland.Freenet.Edu) wrote:
|>
|> : Actually, R and D for COMPUTERS has shut down. They still produce TTs
|> : in small numbers. Falcons are nothing. They are dead.
|> : --
|>
|> R & D for Atari personal computers may have been suspended, ok shut down,
|> but can't the knowledge gained from developing the Jag II be transfered
|> into a computer. The Jaguar is, after all, a computer without a keyboard.
|> If the 68000 was replaced by a 68040 or 68060 (when available) I'd buy it.
|>
|> Wait a minute.
|>
|> I'll need a floppy drive.
|> And a SCSI/IDE port.
|> And a SVGA graphics board.
|> And a printer port.
|> And more memory...
|>
|> Nevermind ;)
|>
|> Sam
|>

If they removed the 68000 and put in a VME slave interface...
I could then plug it into my TT :)

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an MS-Dos compatible. I
Research Triangle Park, NC	have REAL computing work to do.
____________________________________	_____________________________________

2467. Re: Internet Yello Pages

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 14:13:55 UTC
From: ch866@cleveland.Freenet.Edu
Message-ID: <32vqb3$k8v@usenet.INS.CWRU.Edu>
Source record: 181907

Hensa? What is the full address? Do they have more than archive.umich?
--
ch866@Cleveland.Freenet.Edu or usr1322a@tso.uc.edu
-Would you like the pasta or the noodles?
-The marinarra or the red sauce?

2468. Geneva and SpeedoGDOS problem

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 14:20:03 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Aug18.142003.25567@news.unige.ch>
Source record: 181909

I recently tried to add SpeedoGDOS (4.1) to my Geneva (release 003)
set-up, and have hit a glitch. First time I booted, everything went well;
I then selected some nice Speedo font for Geneva, rebooted, and ..
Splut. Crashes while showing _the_top_half_ of the Geneva welcome
screen.
Same result if I run Geneva, and then run Speedo.
Anybody seen the same problem?
Mike
****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

2469. Re: Med Rez desktop.inf

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 14:28:26 UTC
From: s9205525@otto
Message-ID: <32vr6a$np1@aggedor.rmit.EDU.AU>
Source record: 181910

```
: I need HELP! My 1040Ste ReFUSES to boot in Med Rez anymore, I

: Have you tried booting in med rez without the HD running 1st????
: I would do that 1st just to make sure it is not your machine.
: And if your TOS is 1.60, then you need a fix for your auto folder
: as that version will not boot in Med Rez......John Moon
```

2470. Re: OVERSCAN UPDATE

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 14:41:57 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <32vrvl$lk@bognor.barclays.co.uk>
Source record: 181911
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <32u7bu$a7c@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.)
writes:
|> System Solutions were not much help, they did not realy want to know,
|> so is the some kind sole that can help??
^^^^
lemon or Dover?
:-)
--
+-------------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---------------------------------------------------+
```

2471. To Simon Gornall

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 15:04:40 UTC
From: vctec@westminster.ac.uk
Message-ID: <CuqKLA.FA1@westminster.ac.uk>
Source record: 181913

Sorry about this, but I can't get through to Simon via normal e-mail...
Mail just gets returned...

Hi Simon

Just a question about the MDK....I have used it before..and it's
brilliant! I'm sure you know, it's on hensa....

Anyway, I am reinstalling the MDK, and am trying to set up a minix
partition using your install program...but the partition is still
readable by TOS.....

Am I missing something here?

Regards
Danny

PS...any chance of putting the digests (gem-list, MiNT) on hensa?

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2472. Re: REad ST-disks with MS-DOS

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 15:11:41 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <32vtnd$lk@bognor.barclays.co.uk>
Source record: 181914

In article <932907da.777216594@cent.gla.ac.uk>, 932907da@cent.gla.ac.uk (Gareth Davies) writes:
|> There is a simple software solution which will allow you to format
|> MS-DOS compat disks on an ST with TOS < 1.4. I'll find the name and location
|> of the prog (FTP) and post it here soon. Also, the prog gives you more space
|> on the disk!
There is actually any one of about 2 dozen formatters which do this. DCformat isn't bad. Pretty much any formatter will let you do an MSDOS bootsector with extra tracks/sectors/skewed tracks etc.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

2473. Re: WANTED: "WRITE ON REVIEWS

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 15:21:24 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <32vu9k$lk@bognor.barclays.co.uk>
Source record: 181916

Why not look at That's Write? It's far superior in every way.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

2474. Re: Bootsector checksum a

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 15:30:29 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <32vuql$jma@ugle.unit.no>
Source record: 181915

A1624091@athena.Rrz.Uni-K,
In a message on 16 August, wrote :

ac> Steve H. Ridd (ps1908@wlv.ac.uk) wrote:
ac>
ac> : Note that the 1234 checksum is only necessary for a boot sector that is
ac> : EXECUTEABLE - therefore changing any byte of an unexecuteable
ac> : boot sector does
ac> : NOT invalidate it. Changing a byte on an executeable boot
ac> : sector will have the effect
ac> : of making it non-executeable. Anyway its easy enough to change the byte
ac> : recalculate the pad bytes to restore the 1234 checksum.
ac>
ac> Do you know the algorithm for calculating the bootsector checksum?
ac> I know about the XBIOS function that sets the pad bytes correctly
ac> in a bootsector in memory, but I have never seen any docs describing
ac> the checksum formula used by TOS.

An executable boot-sector is recognized by the sum of all 16-bit words in
the boot-sector being $1234. Note that this is *Intel* words, so you have
to swap hi and lo byte in every word.
Now, to make a boot-sector executable, you sum all *but* the last word, and
subtract this sum from $1234. The result then goes into the last word of the
bootsector. And again - remember to byte-swap...

The same check-sum system is used on sector 0 on hard-disks, and the
boot-sectors on each partition. The executable boot-sector on sector 0
contains a routine to read the partition map, and then scan the
boot-sectors on each partition until it finds an executable boot-sector (if
it exists).

Cheers,
Erling

• ATP/Unix 1.40 • This is my tagline.

2475. Re: COMPO & Overscan..

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 15:36:02 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <32vv52$lk@bognor.barclays.co.uk>
Source record: 181917
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Try mailing compo@cix.compulink.co.uk - see if they can help. They claim to be
big on after sales support so give them a go.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

2476. PLEASE use 'Include' in your replies!

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 16:14:30 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9408181527.AA01056@ilmen.lanl.gov>
Source record: 181918

Please, please, PLEASE...

When you reply to someone else's post here in the newsgroup, kindly include a short reference to the original post in your reply so the rest of us will have some notion as to what you are talking about!

It's extremely frustrating to read a post that is in response to an earlier one and not be able to figure out what it's about.

You don't have to include the ENTIRE post (please _don't_) but a short snippet referencing the original article and a few lines of that article that you are replying to will help us out a lot.

For example:

In article <33abcd$ef3@abc5.abc.com>, Joe Blow <blowj@abc.com> wrote:

> This is just an example of how to reference an earlier post. Please
> include the name and/or email address of the person who sent the
> post and a few lines of the message you are commenting on. Most news
> readers come with an 'include' feature, but even if you don't have
> that, you can still manually copy a few lines of the original text.

And if you are responding to just ONE individual (like a 'for sale' post), then why not send that person a private EMAIL instead?

And while we are at it, would it be too much to ask those of you with HUGE signatures to thin them down a bit? Net policy requests that sigs be limited to no more than 4 lines.

Lastly, if you include the original poster's name and email address at the top of his included text, then why ALSO include his signature???

No, I'm not the net police. I'm just tired of wading through so much unnecessary garbage every day... kinda like THIS post. :)

Thanks,

-Hutch- @ Fair Dinkum Tech

2477. Doing my bit (or trying to)

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 16:31:17 UTC
From: mcnaugra@vax.sbu.ac.uk
Message-ID: <1994Aug18.163117.7446@vax.sbu.ac.uk>
Source record: 181919

I have just uploaded no less than nine of my freeware games to ftp.uni-kl.de (I don't know how soon they'll be accessible). However, I'm not having much luck uploading to a.a.u.e.

a.a.u.e itself wasn't accepting anonymous access, so I tried logging on to mac.archive.umich.edu instead. This worked, but I couldn't find a /New folder in /Atari. Have they changed it, or was it just inaccessible because I'd logged in through the mac address?

Oh, by the way, the games are AXIS, CONFUSION, CYCLOTRON, CYCLOTRON II, ERGON, PIPETRIS, R-ZONE, R-ZONE 2 and TRACKBALL. They're all written in STOS and I'll probably upload some of the source code to ftp.uni-kl.de next week. Most of them are already in the UK PD libraries, but a couple were previously unreleased.

--
Ross McNaughton
mcnaugra@vax.sbu.ac.uk

2478. Re: German Echo ?

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 16:34:54 UTC
From: Kevan.Winch@eccles.seuk.com
Message-ID: <409_9408182337@seuk.com>
Source record: 181881

-=> Quoting ch@valholl.u-strasbg.fr to All <=-

ch> From: charles hirlimann <ch@valholl.u-strasbg.fr>
ch> Organization: IPCMS Gonlo

ch> In article <1be_9408121855@seuk.com> Kevan Winch,
ch> Kevan.Winch@eccles.seuk.com writes:
>be great to chat with a few German ST enthusiasts.

ch> Wheay they do have great stuff. But Guys please give us English readme
ch> file not
ch> liessmich file and english docs too.
ch> Thankx.

Sorry, I don't understand...what is 'liessmich file' ?

--
Standard disclaimer: My views are strictly my own.

2479. Re: Backwards for STE?

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 16:34:54 UTC
From: Kevan.Winch@eccles.seuk.com
Message-ID: <408_9408182337@seuk.com>
Source record: 181882

-=> Quoting hsp4@columbia.edu to All <=-

hs> From: hsp4@columbia.edu (Sol Poretsky)
hs> Organization: Columbia University

hs> I just got a pretty cool game which is kind of old (ie, pre-STE), and
hs> it doesn't run on my 2-MEG 1040STE. The game is Wierd Dreams & I'm
hs> dying to play it.

hs> Any tricks (or software fixes) to make this game (and any other old
hs> games that may not work) playable? Thanks a lot!

Well I can't help you to get it to run, but if you *do* get it running, then try standing halfway though one of the mirrors, and doing something (I can't remember what), but it is a 'hidden feature' to the game ! Good luck.

--
Standard disclaimer: My views are strictly my own.

2480. Re: Pretty Good Privacy

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 18:19:20 UTC
From: davidli@dragon.labmed.umn.edu
Message-ID: <Cuqt9r.8G@news.cis.umn.edu>
Source record: 181922

Steve Johnson wrote in article <32vc81$9pc@elaine.teleport.com> :
>The problem is that even the CIA/FBI haven't a clue how to decode
>PGP encryption and the government HATES secrets to be kept from
>them. <grin> There are long-standing US laws (for national security
>reasons/etc.) that put data encryption on a fine line between legal
>and illegal. Basically, as long as the US govt. knows how to defeat
>the encryption, it's legal, but if they CAN'T defeat the encryption,
>they see it as a possible risk to national security. Since the
>government can't figure PGP out itself, they are taking the author
>of it to court to get him to release the encryption algorithm to
>them -- at least that's what I've heard. For now, the US govt.
>just wants to make sure it's not being used to transfer data in and
>out of the US. If they HAVE taken the PGP author to court, it will
>be interesting to see whether the courts decide in favor of right
>to KNOW or right to PRIVACY.

I'm pretty sure that the government of the United States of America know
the encryption algorithm all too well -- it's the algorithm for which they
issued a patent to RSA, Inc., after all. :)

There would be a lot of businesses (primarily banks) who would be upset if
the government of the United States suddenly declared data encryption illegal.
An invocation of 'national security' would be politically inept.

- David Paschall-Zimbel

2481. Programs on remote UNIX i

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 18:34:31 UTC
From: larserik@oslonett.no
Message-ID: <3309jn$in1@hasle.oslonett.no>
Source record: 181921

In message #64, ggford@cuug.ab.ca writes:

> I have heard of a program that allows one to run several programs at once
> on a remote unix machine and show the programs output and input in windows
> on an Atari ST. Does anyone know what this program is called, and where
> can I get it?

UW (Unix Windows) is a terminal program that let you have many windows on
the ST side. To use this you need a UW server on the UNIX machine that
controls the output/input to/from the windows at your end.

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

2482. Re: Read ST-Disk with MS-DOS ???

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 18:41:54 UTC
From: curtis@linex
Message-ID: <CuquLw.L96@nbn.com>
Source record: 181923

Axel Moschuering (aai05@rrz.Uni-Koeln.DE) wrote:
: Hello all,

: Sorry, if this question is off topic in this group, but
: I hope that somebody can help me.

: I'm looking for a program for MS-DOS that allows to read
: Atari-ST disk (mainly ASCII-files).

: If anyone knows of such a program, please mail to me.

: Thank you in advance,

: Axel

2483. Accellerators for the ST

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 20:50:02 UTC
From: tovye@messada.corp.sgi.com
Message-ID: <Cur0JF.36z@odin.corp.sgi.com>
Source record: 181930

I would greatly appreciate some information on the availability of the T28-36 accellerators for the ST. Where to purchase, etc. Here in Northern California, the number of dealers that really stock hardware is slim and none. I have an extensively hacked STE with a Mega keyboard, etc and a large SCSI drive. I love that little box but it is DEAD SLOW. Since I am going to keep it (no one I know would want it the way it looks now, I may as well speed the sucker up.

Any information would be greatly appreciated:

Tobias Henderson SGI, Inc
tovye@messada.corp.sgi.com
(415) 390-3831 (direct dial extension)

--
Tobias W. Henderson (Tovye...Mortuus Nunquam Requet)

2484. Roland D5 synth for sale.

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 22:13:59 UTC
From: william@oslonett.no
Message-ID: <WG$KkCjGVGVd057yn@oslonett.no>
Source record: 181926

I am friend sell a Roland D5 (LA) synth. It is in mint conditioni,
and hardly used. (That's why she's selling it..:-))

All but two patches are intact, and a lot PD patches can be found on
Internet. (Even patches that makes it proform like it was a GS synth)
All manuals are included in very good condition, as well as a PSU.

This synth makes a very good "first synth", I know, it was my first real
synth. (But I would not like to part with mine.. :-))

It is 8 part multitimbral, and has 32 voice polyphony. It even has a seprate
drum part. That enables you to have 8 instruments + 1 drum part going at
once. (Sequencers can be found in PD libs, and on Internet..)

She would like a about 3000Nkr/285ï¿½/428$, but any offer is of interest.
(Excluding P&P) This is in the Oslo/Norway area..

I all offers will recieve replies. (unless something technical makes it
impossible.)

Please note that I am not selling, a friend of mine is, and any
decision is up to her.. (She does not have a net account..)

Send all offers to:
william@oslonett.no

2485. Re: REad ST-disks with MS-DOS

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 22:14:37 UTC
From: ch866@cleveland.Freenet.Edu
Message-ID: <330mge$jaf@usenet.INS.CWRU.Edu>
Source record: 181927

DC Format has an option to write an MS-DOS boot sector... I use it
all the time... real handy!
V☐{#*Q}cvcYB8"!H'9^-1Xv{ww~=nrkOOm>☐
--
ch866@Cleveland.Freenet.Edu or usr1322a@tso.uc.edu
-Would you like the pasta or the noodles?
-The marinarra or the red sauce?

2486. Re: Internet Yello Pages

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 22:16:25 UTC
From: graham@insignia.co.uk
Message-ID: <Cur4JD.Gw@isltd.insignia.com>
Source record: 181946

In article k8v@usenet.INS.CWRU.Edu, ch866@cleveland.Freenet.Edu (Benjamin Joab Hoppe) writes:
>
>Hensa? What is the full address? Do they have more than archive.umich?
>--
>ch866@Cleveland.Freenet.Edu or usr1322a@tso.uc.edu
>-Would you like the pasta or the noodles?
>-The marinarra or the red sauce?

Not yet! but Denesh Bhabuta who you may have noticed on other posts has set up an excellent WWW interface and a has made easy to use.

http://micros.hensa.ac.uk/
file://micros.hensa.ac.uk/micros/atari/tos/...
mint/...
falcon/...

for more help try
mail to syspds@micros.hensa.ac.uk

Graham,

2487. Re: Programs on remote UNIX in window on ST

Newsgroup: comp.sys.atari.st
Date: 1994-08-18 23:58:20 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cur998.3C3@cix.compulink.co.uk>
Source record: 181928

>Also, *I Think* that something called Screen does the same thing...you
>need MiNT to run this...not available at hensa yet, but is on other ftp

Screen, at least the one just started to get around is similar but not the same. What it allows you to do is have multiple *MiNT* sessions in one window (either full screen, or windowed under TOSWIN or MINIWIN). If you have a terminal attached to a serial port it will allow multiple sessions on that, *even* if the terminal cannot do multiple sessions as standard.

The port I've seen is still pretty new, but the bugs are being ironed out rapidly.

:-)

Roland.

@CiX

2488. Re: Med Rez desktop.inf

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 00:15:02 UTC
From: am136@FreeNet.Carleton.CA
Message-ID: <CurA13.Mrr@freenet.carleton.ca>
Source record: 181929

In a previous article, clark@ee.ualberta.ca (Gregory D Clark) says:
+ I need HELP! My 1040Ste ReFUSES to boot in Med Rez anymore, I
+ think it has something to do with the Desktop.inf file,
+ can anybody tell me what has to be in the desktop.inf for the
+ computer to run med rez at boot up???

Take a text editor to your desktop.inf, and find the line which says something like "#E 00 12". Change the 2 to a 3. This makes it boot in hi-res, and on a colour screen the STE will default to med-res. You will need to do this every time you "save desktop". Alternatively, get hold of the STE_FIX patch for your auto folder.

Stephen

2489. Re: Programs on remote UNIX in window on ST

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 00:25:26 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <330u5m$i7r@mailer.fsu.edu>
Source record: 181934

Denesh Bhabuta (vctec@westminster.ac.uk) wrote:
> Gary Ford 403-247-6641 (ggford@cuug.ab.ca) wrote:
> : I have heard of a program that allows one to run several programs at once
> : on a remote unix machine and show the programs output and input in windows
> : on an Atari ST. Does anyone know what this program is called, and where
> : can I get it?
> I think that what you are thinking of, is called Unix Windows....
> The windows only display text, though...but is OK to use....
> This is available on many sites, including micros.hensa.ac.uk

Unix Windows is cool, though somewhat limited by the use of the adm31 terminal type. There are two versions out there, one mostly English and one mostly German. They are both a bit buggy, but usable.

This program requires that you compile a small C program on the UNIX box you want to use. Then, log in via the ST using Unix Windows (just like a regular terminal program) and run the small host program. At that point, you can open more terminal windows on your ST. Data to and from them will be multiplexed across the single serial line.

Be sure to set your terminal type to adm31 on the UNIX end. This might require a modification to your .login file (to do it automatically), as the adm31 is not a common terminal type these days (remember those, the art-deco curvy blue ones?).

> Also, *I Think* that something called Screen does the same thing...you
> need MiNT to run this...not available at hensa yet, but is on other ftp
> sites...and your friendly neighboourhood a.a.u.e

Screen is a bit different. Typically, Screen would be installed on the UNIX box by the pertinent system staff (you might already have it; type "man screen"). Screen simply allows one to switch between "virtual" terminals with a keypress. In other words, you still only have one window, but you can flip between several terminal sessions with a hot key. Thus, any ST modem program can be used.

Screen is quite handy. For one, if your modem connection dies, you need only log back in and do a "screen -r" to get right back where you were. Also, you can begin something at work in Screen, detach yourself from the tty with a special command, go home, log in, and reattach yourself to it.

Running Screen via MiNT would provide multiple virtual ttys on the ST, not on remote systems. You would have access to several ST shells, but that is not what is desired here.

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****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2490. Software for sale or trade

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 00:52:25 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <330vo9$mna@mailer.fsu.edu>
Source record: 181853
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

For sale or trade:

Well, time to clean out the software shelf! Below are a bunch of items I want to sell or trade. For buyers, highest reasonable offer gets the item, with preference going to those that buy more than one item. Shipping will be negotiated with the offer.

As for trades, let me know what you have and we may be able to work something out. I am looking for some games (Vroom, Chaos Engine, Armorgeddon, Prince of Persia, and many others), Stereotek 3D glasses, working Wico bat handle or Ergo joysticks, European ST magazines (ST Action and ST Review) and probably lots of other stuff. Cash can make up for deficient trade material from either party. Shipping will be negotiated with the trade (though for trades, I often suggest that both parties eat the shipping). Don't be shy, send me some email and let me know what you have to trade.

All of the items below are original commercial products owned by me. Unless otherwise noted, all original boxes, manuals, and disks are included. I have cheat codes for some of the games, and will include them with the sale/trade.

Please reply via email.

****Application and Utility****

Tempus v1.x, excellent text editor, not as good as Tempus II, but no slouch either. Blazingly fast (hence its name), even on a box-stock 8mHz system. Designed for programming, great for general editing as well.

Neodesk Command Line Interpreter, v. 2.0, adds a command line interface to Neodesk with MSDOS/UNIX style commands. More commands can easily be added (the GNU versions of standard UNIX utilities, for example). This version is really more MSDOS-like than UNIX-like, but the new version 2.1 (to which this can be upgraded) is supposed to be more UNIX-like. There are a couple of neat things about this CLI. First, it pops up in a window on the desktop, so a CLI is only a mouse click (or keyboard macro) away. One can drop batch files onto the CLI icon to execute them, which can be quite handy. Finally, it is quite small, primarily because it reuses the routines in Neodesk to do standard file operations (i.e. when the CLI copies a file, it uses the code already in Neodesk to do it). Only works with Neodesk.

Wordup v3.x, Neocept, with the large thesaurus and large dictionary extra options, plus lots of Genie notes about bug fixes and work-arounds. This is an excellent WYSIWYG word processor, but it does have some bugs. The rights to the code were purchased by Atari (and some of the code used in Atari Works, or so I hear). It is not buggy enough

to be unusable, just irritating at times. This is the final version
that was released.

TurboJet, Neocept, fast GDOS print driver for HP Deskjet and Laserjet
printers, includes a bunch of 150 and 300dpi GDOS fonts. Claims to
be 200-500% faster than other HP drivers (for that time, I don't know
if there are faster ones out now).

Microsoft Write for ST, buggy WYSIWYG word processor, the only Microsoft
product ever made for the Atari that I know of, includes a full
copy of Atari GDOS. Can be run from floppies and a ramdisk (Jeez,
did I really do that? I must have been really patient back then :-).
I managed to produce a bunch of papers and letters with it using only
a floppy and color monitor, so it is somewhat useful.

Personal Pascal, ICD, I believe this is the final version of this compiler.
The only limitation with it that I know about is that one cannot
pass functions as arguments. Other than that, it is a complete
Pascal compiler environment. The lack of this feature will not
hamper most Pascal programmers, IMHO. Good docs on both Pascal and
the Atari programming environment (it's a big fat softcover book).

Home Accountant, Haba systems, personal financial management software. One
can manage budgets, bank accounts, credit cards, print checks, etc.
It can also generate a tax summary and other budget things.

Time Link, Batteries Included. Excellent personal scheduling software.
Has a few bugs, but greatly useful stuff. Can search/sort database
of entries, shows one's schedule by the week, month, year, etc.
Very easy to use, well-designed GEM user interface.

Warp 9 v.3.75, Codehead, The (IMHO) second best screen accelerator for the
ST. Can be upgraded or used as-is on ST/STe/TT. I'll include lots of
extendo-save screensaver modules that I have collected. If you have
the bucks, NVDI is better IMHO, but Warp9 is vastly better than
nothing and significantly cheaper. This is the successor to QuickST.
Allows fancy desktop fills, mouse acceleration and effects, use of
different fonts on the desktop, and of course the cool extensible
screensaver.

Interlink, Intersect Software, telecomm program, supports vt100, very easy
to configure and use. Good macro capabilities. No Zmodem.
Original disk only, no docs (but the full Gem interface is quite
easy to figure out).

CAD 3-D v1.0, Antic, original disk accidently laundered (don't ask :-),
includes original docs plus backup floppy. This is not really for
architectural design (i.e. Dynacadd or Autocad), but to make nifty
3D animations for fun.

****GAMES (Arcade Action)****

Alien Syndrome, overhead view scrolling shoot'em up, lots of fun for two simultaneous players. Plenty of fast and furious shooting.

Captain Fizz Meets the Blaster-Trons, Psygnosis, sort of like a Gauntlet II in space, best with two simultaneous players (screen is split to give each player their own view). Overhead view, destruction galore.

Xevious, Mindscape, port of the stand-up Arcade game Xevious, vertical scrolling "fly over the landscape shooting and bombing everything" game.

Ballistix, Psygnosis, Bizzare soccer style game, where one shoots at the ball to move it around. Really great graphics, so-so gameplay.

Baal, Psygnosis, Excellent platform/adventure game (mostly arcade action). Future setting, sideways scrolling, large sprites, good guns. This is a pretty hard game, but lots of fun.

Enduro Racer and Crazy Cars, combo pack, no docs, Enduro Racer is a cross country motorcycle racing game, Crazy Cars is a racing game. Both are OK, though quite old.

Super Cycle, Epyx, no docs, oval track motorcycle racing.

Custodian, futuristic platform shoot'em up game, excellent graphics, fast scrolling, lots of weapons, etc.

Eliminator, strange driving/shoot'em up game, lots of different weapons and bad guys.

Frostbyte, Starsoft, side-view platform game, I would recommend it for a small child (in terms of its difficulty). A bit boring for us big children, IMHO.

President Elect 1988 edition, SSI, presidential election simulation, graphics are quite lame (mostly text, in fact), but I suppose a political process fan might like it. It does not appear to be particularly tied to the 1988 elections, and has data for US elections all the way back to 1960. Can apparently be used to predict elections as well.

****Adventures (Graphical Adventures, most with some arcade action)****

Temple of Apshai Trilogy (includes Temple of Apshai, Upper Reaches of Apshai, Curse of Ra), Epyx, full docs, classic blast from the past, nicely done. These are overhead view graphical role playing games (RPG).

Ultima III, Origin, with all docs, cloth map, box. Classic RPG adventure, by Lord British.

Questron II, SSI, RPG, very similar in look/feel to Ultima IV, in terms of graphics and gameplay. Medievil setting.

Bard's Tale, Electronic Arts, yet another RPG, very good. Graphically impressive for its time. Search through buildings, dungeons, and towns (Skara Brae) in 1st person 3-D graphics (small graphics window

and restricted movement, but this was many years before anything like
Doom was ever seen :-).

Mercenary: Escape from Targ and Second City, early 1st person 3D vector
graphics adventures. Future setting.

Gold of the Realm, Magnetic Images, very similar in look/feel to Ultima III,
in terms of graphics and gameplay. Medievil setting.

Breach, Omnitrend, classic RPG game, GEM interface mostly, future setting,
control a bunch of Space Marines as they search around and shoot
stuff.

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****
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* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2491. Re: Med Rez desktop.inf

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 00:56:18 UTC
From: daveh@netcom.com
Message-ID: <davehCurBxu.4yG@netcom.com>
Source record: 181932

I think the problem is that he has an early version of Tos 1.6 that did
not save the resolution correctly. You could work around it by editing
the desktop.inf file in an editor and changing a 2 to a 3 (3 is the normal
for high res) the machine would then boot in medium res on a colour
monitor. I can't remember which character to change right now but if you
need this information I will dig up some of my old desktop.inf files and
have a look.

Dave.

Rob S. Rice (rrice@netnews.upenn.edu) wrote:
: If you are having trouble with your desktop.inf file, it may be that
: you've filled it up with various settings so that TOS can no longer
: understand what it's supposed to. When you UNinstall an application or a
: desktop icon, it actually adds a character or two to the file, which becomes
: full to bursting.

: What has worked for me is to load the DESKTOP/NEWDEST.INF into a
: GOOD text editor (STeno works perfectly) and edit out the entire line of
: uselss information, line by line. This has restored my boots on multiple
: occasions.

: rrice@ccat.sas.upenn.edu

2492. Wanted...Unitor&Combiner for Notator 3.1

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 01:23:18 UTC
From: bjr2@Ra.MsState.Edu
Message-ID: <3311i6$cnh@Tut.MsState.Edu>
Source record: 181931

Greetings,
I'm looking for a new or used Unitor & Combiner for C-Lab's Notator
Version 3.1. Does anyone know what the going rate for these pieces of
hardware is in terms of cost? Know anyone who has one for sale?

Brian

2493. Notator Question

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 02:03:34 UTC
From: bjr2@Ra.MsState.Edu
Message-ID: <3313tm$cnh@Tut.MsState.Edu>
Source record: 181933

Aloha,
I recently picked up a used copy of Notator 3.1 (by C-lab) on the cheap and have encountered a problem or two. For starters, I run this program on a 1040 STE (4meg/TOS 1.62) and use an 80meg Seagate SCSI HD with ICD's AdSCSI+ host (Ver. 3.54 software).
The first annoying problem is that when I run Notator from my hard drive it refuses to look at floppy drives A or B. Any time I try to access a floppy from Notator the system freezes; however, if I swap over to another soft-link partition, the GEM desktop and any programs that may be running in it have no problem with floppy access.
This floppy access problem occurs in Notator both with and without Soft-Link installed. When running Notator I very rarely use any memory resident Auto Folder programs or Accessories, so this doesn't seem to be the source of my problem.
Also, if I run Notator from a Floppy, it seems to look at Floppy A just fine, but if I switch over to any other Drive or HD partition, Notator once again refuses to acknowledge the existance of Floppys and freezes the system.
Am I pulling a bonehead somewhere or is this a bonafied Bug?
Next, I have problems running Communications programs such as Lars & Wolfgang Wander's "Connect" from within a Soft-Link Partition. Connect can't seem to get control of the RS232 port...the modem just flickers, almost as if the DTR isn't pulling down low enough to pick up the phone. Interlink ST works fine until Notator decides to send and all notes off message out of every port on the ST (or whatever it's sending when a playing sequence hits the STOP pattern.) and knocking the modem offline. Since I don't use Export...I"m wondering if there is a way to tell Notator to ignore the modem port all together...so it will never send midi type data or baud changes etc...???
Suggestions for these problems?
Other than these minor annoyances, Notator seems to be worth every penny I paid for it. I've yet to find a sequencer as percise and flexible avalible for the ST...even when multitasking it never blips bleeps or misses a beat as far as the music is concerned.
Notator users...let me know who you are...we can exchange tips.
Brian

2494. Falcon Logic

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 02:29:00 UTC
From: tom.feuerstake@f422.n250.z1.tor250.org
Message-ID: <41f19797@f422.n250.z1.tor250.org>
Source record: 181840

-> 2. He read in Keyboard that LOGIC 3.0 (?) for the Falcon
-> is compatible with UNITOR II. If he changes to FALCON and
-> LOGIC, does he retain UNITOR II and SMPTE plus the 6
-> ports? If not, what are the upgrade options? He

I am interested in this upgrade as well. My understanding is that Unitor
is still usable with Falcon /Logic, but Export is not. Unitor provides
the smpte i/f.

-> 3. He heard the latest version of SL reguires a new key?
-> 4. WHat is best to do?: keep his system as is?
-> Get a Faclon and LOGIC? Get the latest version of SL?
-> 5. How does FALCON/LOGIC compare to MAC/LOGIC?

A new key is provided with the software, in exchange for the old dongle.
He should keep in mind that Logic is a very different program from SL.
It is very much like Cubase with several unique twists, and still has
some SL features like Hyperedit. He may also consider going for Logic
Audio for Falcon, which takes advantage of the 16 bit 8-channel a/d
convertors and dsp chip, to allow for audio to be recorded on the hard
disk in sync with the midi sequencer.
Regards,
Tom

2495. NEODESK 4 News...!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 02:32:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3315j0$p6i@golem.wcc.govt.nz>
Source record: 181936
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well I don't know if this got to atari.announce,
so I will post a copy here...

This was found on GEnie to-day.....

For Immediate Release 8/17/94

Gribnif Software is proud to announce the completion of the most
recent upgrade to the original desktop replacement for Atari computers,
NeoDesk 4. The wait is finally over.

NeoDesk has hundreds of features, so here are just some of the more
popular ones in the new version:

o A completely new "look and feel", including 3D windows, enhanced dialog
handling, and the ability to have multiple dialogs open at once. All
this works on any Atari computer with any ROM version.

o Multicolored icons - each icon can have up to 16 colors, and can even
appear completely different when selected.

o Icon Editor - This multiple window Icon Editor lets you edit and modify
custom icons for any file or folder. The editor can read many popular
icon formats, including ones from other platforms!

o Any Degas, Neochrome, Tiny, IMG, or BMP picture can be viewed (by
double-clicking on it) or can be used as the desktop background.
Desktop pictures can even be "tiled".

o Each directory window has its own menu bar, making it much easier to
find frequently used options.

o Each window has its own "parent directory", Show Info, and trashcan
icons.

o Items can be selected from the keyboard, including a search mode.

o File Groups - Now you can arrange commonly used programs and data files
together in the same window, even when they are physically contained in
drastically different locations! Their names can even be changed,
using up to 20 characters.

o Font Control - NeoDesk 4 gives you the power to redefine what fonts
and point sizes are used within its windows, and even for the text
underneath icons.

o Disk copy, file operations, and floppy disk formatting can all occur "in the background", allowing you to use your computer for other tasks at the same time.

o Search Files - Easily search your system for one or more files, based on their name, size, date, or attributes. A file group can even be created containing the results. This is just one example of the powerful Filtering options which are also available for file operations.

o Compatible with all Atari computers, in all resolutions, including third-party graphics cards.

NeoDesk 4 is available for just $69.95 plus $4.15 S&H. Owners of NeoDesk 3 can upgrade to the new version for $25 + $3 S&H by sending us both original NeoDesk 3 master disks. Backorders are being filled right now, and may take 2-3 weeks to complete.

(Shipping amounts listed apply to orders shipped within the USA only. Please contact us for other areas.)

Gribnif Software
P.O. Box 779
Northampton, MA 01061-0779
USA

Voice: (413) 247-5620
Fax: (413) 247-5622

Posted by a very happy Neodesk 3 user....

NOTE: The is a demo of Neodesk 4 on GEnie, can some one
with better Internet access please upload it to A.A...??

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

2496. Re: Bootsector checksum a

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 02:39:51 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <33161n$p6i@golem.wcc.govt.nz>
Source record: 181937

In article <32vuql$jma@ugle.unit.no>, erlingh@nova.pvv.unit.no (Erling Henanger) writes:
> A1624091@athena.Rrz.Uni-K,
> In a message on 16 August, wrote :
>
>ac> Steve H. Ridd (ps1908@wlv.ac.uk) wrote:
>
>The same check-sum system is used on sector 0 on hard-disks, and the
>boot-sectors on each partition. The executable boot-sector on sector 0
>contains a routine to read the partition map, and then scan the
>boot-sectors on each partition until it finds an executable boot-sector (if
>it exists).

From the books that I have about hard drives, they boot from sector 1,
the partition info is held on sector 0 !!!!

>Cheers,
>Erling
>---
> • ATP/Unix 1.40 • This is my tagline.
>

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

2497. Re: NEODESK 4 News...!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 03:05:23 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3317hj$pea@golem.wcc.govt.nz>
Source record: 181943
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] o Multicolored icons - each icon can have up to 16 colors, and can even
] appear completely different when selected.

Only on machines with decent graphics modes though :(

] o Any Degas, Neochrome, Tiny, IMG, or BMP picture can be viewed (by
] double-clicking on it) or can be used as the desktop background.
] Desktop pictures can even be "tiled".

Woohoo! Finally I can get the wierd looking BMP's I've made onto the
desktop on my ST! :)

] o Each directory window has its own menu bar, making it much easier to
] find frequently used options.

I hope that can be disabled. In 640*200 I need all the space I can get!

Something NEOdesk needs is a "Files read from source" counter while copying,
as copying hundreds of files with lots of RAM, you don't get a great idea
of how much has been read in yet! Also, an option to continue file
copying after one has been detected as corrupt would be good. (Maybe there
is but I haven't picked it out!)

Also, something I couldn't spot in the Neodesk manual was that if you hold
down ALTERNATE when NEODESK.EXE is executed by NEOLOAD.PRG it will be
bypassed and drop to the normal desktop. Handy if you need a fraction
more RAM & in a hurry! :)

2498. Mega STE for sale

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 03:34:53 UTC
From: rgabour1@sol.UVic.CA
Message-ID: <rgabour1.777267293@sol>
Source record: 181938

For sale:

Atari Mega STE, 16 MHz 68000
105 MB Quantum SCSI hard disk
4MB RAM
Single floppy disk
Atari SM124 mono monitor
Loads of software, including:
Atari developer's documentation (4 big binders)
Mark Williams C / C source debugger
etc.

This system is in excellent shape and has never caused any problems.
I would consider offers in the area of $1000 Canadian.

If you have any questions, call me at (604)472-2175.

Roland

2499. Re: Pretty Good Privacy

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 03:42:29 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <3319n5$u82@msuinfo.cl.msu.edu>
Source record: 181935

FWIW, I've heard that it is actually illegal to transmit any form of encrypted data by non-voice means other than the telegraph. Some old law that's still on the books, as I understand it. As far as I'm concerned, if this is true the government can take a flying leap; if I have something I want to keep private, I sure as hell don't want the gevernment in on it! ;-)

Regards,
Tom
hopper_t@msupa.pa.msu.edu

2500. Atari ST Master Tracks Pro 3.6 & Band I A Box

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 04:16:04 UTC
From: atariman@aol.com
Message-ID: <331bm4$mkq@search01.news.aol.com>
Source record: 181939

For Sale:

Master Tracks Pro 3.6, powerful sequencing software for Atari ST computer. 1 Meg required, works with TOS 1.0, 1.2, 1.4, 1.6. Also have Band In A Box self-generating music software for the Atari ST computer. Neither program is copy-protected, so easy installation on your hard disk. Original disks and manuals. Both programs for $100. Saving up for Cubase Audio Falcon. Leave E-mail for atariman@aol.com if interested.

2501. HP 4P

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 05:37:05 UTC
From: stchip@delphi.com
Message-ID: <5+-QtaZ.stchip@delphi.com>
Source record: 181940

Can anyone tell me if there is a Pagestream driver for the HP 4P that takes advantage of the 600 dpi. Does the HP 4P use the same commands as the 4L? Is it possible just to use the 4L driver. Is there other programs that can take advantage of the increase resolution of the 4P?

Jon O:}

2502. REad ST-disks with MS-DOS

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 05:40:09 UTC
From: larserik@oslonett.no
Message-ID: <331gjp$g74@hasle.oslonett.no>
Source record: 181941

In message #7, 932907da@cent.gla.ac.uk writes:

> There is a simple software solution which will allow you to format
> MS-DOS compat disks on an ST with TOS < 1.4. I'll find the name and

Also disks immunized by Protect6 will be readable on MS-DOS PC's
(the bootsector Protect6 writes har the "magic" PC-DOS "key")

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

2503. Atari MIDI Music Sequencing System For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 05:43:08 UTC
From: bmaraldo@io.org
Message-ID: <331gpc$bpr@ionews.io.org>
Source record: 181945
Cross-posted to: tor.forsale,ont.forsale,misc.forsale,rec.music.makers.synth,comp.sys.atari.st

Includes:

Atari 1040ST (1Mb Ram, double sided drive)
Atari SM124 Monochrome monitor
CLAB/Emagic Notator 3.2 (current) (disks, manual, binder, cartridge)
Super Librarian Patch librarian (disks, manuals)

This is great system for high-end MIDI sequencing. The version of Notator
included has all the essential features and not so essential features and
will do quality music notation as well.

Asking $625CAN or $460US.

brett maraldo
--
-------- Plexus Productions --------
"Alien Technology Today"
bmaraldo@io.org

2504. Software for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 06:24:00 UTC
From: caude@comtch.iea.com
Message-ID: <caude.15.0006669C@comtch.iea.com>
Source record: 181859

I also have some software for sale:

Atari ST Software
=================
XFormer Software & Cable (Atari 800/XL/XE Emulator)
GFA Draft Plus
IBM DOS 3.3 (for IBM emulators)
Ultima IV
Planetarium
GFA Basic 2.0 and 3.0 w/ ref manual
UltraScript
BBS Express! ST 1.79

If you are interested, make an offer and its yours. I (Chuck) can be
reached at:

509-235-8746 (voice)
caude@comtch.iea.com (InterNet EMail)

2505. Re: looking for Data Bases Management System sources

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 08:32:07 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <331qm7$51o@bognor.barclays.co.uk>
Source record: 181947

Try ftp sites with PC source code on. There are several package sthat I have seen in C which implement multilayered database functions from low level upto front ends. I can't think of any particular ones right now but the port should be trivial. Last one I looked at had make files and switches for DOS/Unix so adding ST shouldn't be too hard.

--

+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

2506. Papyrus Gold: first opinions

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 09:17:22 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Aug19.091722.6765@news.unige.ch>
Source record: 181948

There has been a lot of discussion about WPs recently; as I am just switching from Redacteur 4 (en francais) to Papyrus Gold (Eng.), I thought a few comments may be of interest:

Papyrus plusses:
Installation was very painless (with SpeedoGDOS 4.1). [I cannot yet say for GENEVA, cos I cannot make GENEVA and Speedo cohabit].
Works very nicely with WINX2.2.
Speed is very acceptable on a TT, once you have turned on the font caches. Takes a little while while loading, to load the outline fonts (just time to open your chocolate bar). (Also, surprisingly, speed is OK on a venerable MegaST: but you can make coffee while it loads the outline fonts! It does have an ancient ROM...).
Screen display (TT-VGA, on Atari monitor) is very good, and aesthetically pleasing.
Very easy to make attractive layouts for reports, letters etc very quickly. Nice template system for different layouts. Printed output is excellent on my SLM605 - really surprised me!
Graphics handling seems good - did very well at importing, handling, and printing Easydraw .GEM files.
I will soon plug in my HP1200 colour deskjet, cos the colour possibilities look really fun too!
English dictionary (I bought from Hisoft - thanks for the great service!) is good, and spell checking pretty quick. You can have it permanently switched on, too, but I haven't tried that yet (I work mostly in French, and am slowly building my own dico).
Table functions work well, once you get the hang of 'em. But I cannot work out how to align figures to a decimal tab. I managed it once, but how?

Minusses (more or less in order of importance):
1. MACROS - MACROS - MACROS ! Please, I need to be able to set up macros quickly and easily; for both phrases and single characters (eg "Send copy for information to:", or typing "mu" at the current point size...).
2. Keyboard programming: circumflex accent; single Greek characters; bullets, etc.
3. It's nice to be able to save styles to function keys: but could these _toggle_ like the predefined ones?
4. Better short cuts for moving and deleting (Redacteur is fabulous for these): delete/select word L/R, line, sentence, para.
5. Option to print header/footer on first page _only_; very important for putting your phone number on letters!
6. The icing on the cake - how about being able to redefine all key short cuts, like in Calamus SL :) ?
7. (As has been mentioned before here): french dico. please!

Overall - well done Christian! Papyrus is quick to set up good layouts,
has superb output, and editing is reasonably quick; but it needs a few more
tools (notably macros and better "delete" commands) to match Redacteur for
speed and ease of text editing.
Mike
****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

2507. Re: How to reduce size of GCC-compiled programs?

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 09:24:46 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <331toulNNh1v@sat.ipp-garching.mpg.de>
Source record: 181949

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: >GCC compiled files are twice as big as Lattice C compiled files on the ST
: >in my experience. - Matthew

: There is a program called xstrip which strips the symbol tables. Produces
: about a 10% reduction in file size. xstrip source should be around
: somewhere, and there is a copy of strip supplied with LC which might work.

I think there is a strip version by Julian Reschke somewhere out there.
Check out ftp.uni-muenster.de (probably included in prgtools.tos or
something similar).

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

2508. Re: Bootsector checksum algorithm (was: Hype and Viruses)

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 09:25:04 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Aug19112504@issan.informatik.uni-dortmund.de>
Source record: 181854
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <32qh9pINN1qco@rs1.rrz.Uni-Koeln.DE>, a1624091@athena.rrz.uni-koeln.de (Jan T. Kim) writes:

|> Steve H. Ridd (ps1908@wlv.ac.uk) wrote:
|> : Note that the 1234 checksum is only necessary for a boot sector that is
|> : EXECUTEABLE - therefore changing any byte of an unexecuteable
|> : boot sector does
|> : NOT invalidate it. Changing a byte on an executeable boot
|> : sector will have the effect
|> : of making it non-executeable. Anyway its easy enough to change the bytes and
|> : recalculate the pad bytes to restore the 1234 checksum.

|> Do you know the algorithm for calculating the bootsector checksum?
|> I know about the XBIOS function that sets the pad bytes correctly
|> in a bootsector in memory, but I have never seen any docs describing
|> the checksum formula used by TOS.

It's just a sum over 16bit words modulo 2^16. But you can let
Protobot() do it for you, just pass it the prepered buffer with all
parameters set to -1 except for the first(?) that specifies if the
bootsector should be executable. Then it will only change the last two
bytes to make it the right checksum.

--
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

2509. Re: Bootsector checksum a

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 09:57:08 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Aug19115708@issan.informatik.uni-dortmund.de>
Source record: 181855

In article <33161n$p6i@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

|> In article <32vuql$jma@ugle.unit.no>, erlingh@nova.pvv.unit.no (Erling Henanger) writes:
|>> A1624091@athena.Rrz.Uni-K,
|>> In a message on 16 August, wrote :
|>>
|ac> Steve H. Ridd (ps1908@wlv.ac.uk) wrote:
|>>
|>> The same check-sum system is used on sector 0 on hard-disks, and the
|>> boot-sectors on each partition. The executable boot-sector on sector 0
|>> contains a routine to read the partition map, and then scan the
|>> boot-sectors on each partition until it finds an executable boot-sector (if
|>> it exists).

|> From the books that I have about hard drives, they boot from sector 1,
|> the partition info is held on sector 0 !!!!

Both are on sector 0, the partition info and the booter, but the
booter is free to load more sectors from disk. It is usually only a
tiny program that loads the real disk driver from some file, but this
depends on the driver. The TOS never reads more that one sector from
the hard disk during booting.

--
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

2510. Re: Papyrus Gold: first opinions

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 10:05:02 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <33204e$3ml@percy.cs.bham.ac.uk>
Source record: 181851

mike@divsun.unige.ch (Mike Morris) writes:
> There has been a lot of discussion about WPs recently; as I am just
>switching from Redacteur 4 (en francais) to Papyrus Gold (Eng.), I
>thought a few comments may be of interest:
>
>Papyrus plusses:
> Installation was very painless (with SpeedoGDOS 4.1). [I
>cannot yet say for GENEVA, cos I cannot make GENEVA and Speedo cohabit].

Apparently Papyrus doesn't yet work with Geneva; ROM doesn't have a
copy of Geneva to test Papyrus with.

[lots of plusses deleted]

>
>Minusses (more or less in order of importance):
>2. Keyboard programming: circumflex accent; single Greek characters;
>bullets, etc.

Get Pascal Fellerich's (spelling?) CKBD_13 from atari.archive. It
gives you deadkeys, compose keys, and so on. Just type 'e to get
e-acute.

It would be nice though to be able to get to some of the extra Speedo
characters from the keyboard, like curly quotes, em and en dashes, and
so on.

>5. Option to print header/footer on first page _only_; very important
>for putting your phone number on letters!

Do this by setting up an extra master page for page 1 which looks like
your other master pages, but without the header and footer...

>6. The icing on the cake - how about being able to redefine all key
>short cuts, like in Calamus SL :) ?

This will happen. Christian is on the gem-list discussion group which
is defining a way to allow apps to get key shortcuts from a global
file (and lots more besides!)

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2511. Re: WANTED:CALAMUS SL REVIEW

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 10:09:32 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cus1LA.DxI@westminster.ac.uk>
Source record: 181950

Anthony Mezin (amez1@pfs01.cc.monash.edu.au) wrote:
: Send reviews of Calamus SL to AMEZ1@PFS01.CC.MONASH.EDV.AU

iWhy not also read the reviews, etc, on Calamus SL, in the hensa WWW pages.

http://micros.hensa.ac.uk/

Dan.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2512. Re: Internet Yello Pages

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 10:25:08 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cus2BB.EEA@westminster.ac.uk>
Source record: 181852

Graham Beint, 321 (graham@insignia.co.uk) wrote:
: In article k8v@usenet.INS.CWRU.Edu, ch866@cleveland.Freenet.Edu (Benjamin Joab Hoppe)
writes:
: >
: >Hensa? What is the full address? Do they have more than archive.umich?

: Not yet! but Denesh Bhabuta who you may have noticed on other posts has set up
: an excellent WWW interface and a has made easy to use.

: http://micros.hensa.ac.uk/
: file://micros.hensa.ac.uk/micros/atari/tos/...
: mint/...
: falcon/...
: for more help try
: mail to syspds@micros.hensa.ac.uk

Thanks for the info, and comliments, Graham. 8^)

More info:
ftp/gopher/telnet/X29 access:
micros.hensa.ac.uk

mail-server: archive-server@micros.hensa.ac.uk

dial-up: +44 1524 843878

HENSA, does not have more than a.a, but I hope will have just as much,
as I am working toward that. I hope that people do not see hensa as a
place not to bother with anymore, as they used to, especially for Atari
stuff....

I hope that all the atari archive sites work together...so that if you
can't get into one site, yo may into the other. There's no need to be
rivals. 8)

Danny.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2513. Re: Pretty Good Privacy

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 10:48:53 UTC
From: uma3034@nof.abdn.ac.uk
Message-ID: <3322ml$fhu@nof.abdn.ac.uk>
Source record: 181856

hopper_t@msupa.pa.msu.edu wrote:

: FWIW, I've heard that it is actually illegal to transmit any form of
: encrypted data by non-voice means other than the telegraph. Some old law
It wouldn't surprise me in the slightest
: that's still on the books, as I understand it. As far as I'm concerned,
: if this is true the government can take a flying leap; if I have something
: I want to keep private, I sure as hell don't want the gevernment in on it!
: ;-)

I agree with you there :>
I heard somewhere that there was now a program which could incorporate encrypted
data into GIF files so that the files are hardly effected and you can't tell
that the extra data is there...this would be a way to get round the law you
mention, if they don't know (or can't prove) you are transmiting encrypted
data, then they can't stop you!

: Regards,
: Tom
: hopper_t@msupa.pa.msu.edu

Mike.

| Michael T McEwen | If both the past and the external world exist
| University of Aberdeen | only in the mind, and if the mind itself is
------------------------------ controllable - what then?

2514. Re: Programs on remote UNIX in window on ST

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 12:31:42 UTC
From: f91-men@alv.nada.kth.se
Message-ID: <3328ne$q46@news.kth.se>
Source record: 181857

In <330u5m$i7r@mailer.fsu.edu> boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

>Unix Windows is cool, though somewhat limited by the use of the adm31
>terminal type. There are two versions out there, one mostly English and
>one mostly German. They are both a bit buggy, but usable.

>This program requires that you compile a small C program on the UNIX box
>you want to use. Then, log in via the ST using Unix Windows (just like a
>regular terminal program) and run the small host program. At that point,
>you can open more terminal windows on your ST. Data to and from them will
>be multiplexed across the single serial line.

How interesting! I have written almost the same thing myself, unaware that
anything similar existed. It's hard to be original, isn't it?

My program duo seems to do exactly the same thing as Unix Windows (judging
from your description of it), with the minor differences that it emulates a
vt102 (fairly well) and adds a compression scheme for downgoing text, which
roughly doubles the perceived speed of the terminal, for average terminal
use. This was a mere survival hack since I couldn't afford anything faster
than a 2400 modem.

The program, Terminus, never was intended as anything but for my own
personal use, so, using a gross euphemism, it was not written with
portability in mind. Only if there is notable interest in the silly thing
I'll consider cleaning things up and writing docs, if I have the time.

o
Mattias Engdegard

2515. Creator For Mac? (Was Re:

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 12:33:00 UTC
From: dan.dreibelbis@f422.n250.z1.tor250.org
Message-ID: <53a1cbe9@f422.n250.z1.tor250.org>
Source record: 181880

VF> I'm moving from ST to Mac, but don't want to switch
VF> sequencers. Is there a version of Creator or Notator available
VF> for the Mac? A friend of mine who uses Notator (for the ST) in
VF> professional studio applications mentioned there was,
VF> althought not quite the same. I have an ancient version of
VF> Creator, and I like it so much I haven't been willing to
VF> switch yet.

There's no version of the original Creator/Notator SL that runs on a Macintosh. There IS, however, a Mac version of EMagic's LOGIC (originally Notator Logic) that will load and convert over your old .SON files from Creator.

Look into it. I've got Logic version 2.00 for my STe, and after playing with it for awhile I have a feeling that I may not need to use SL anymore - it's quite powerful and has a lot of advantages over SL.

... I am Porky of Borg. P-p-p-p-pre-a-pre-p-p-p-p-p. Aw, give up.
___ Mountain Reader II - #00000007

2516. Re: WANTED:CALAMUS SL REVIEW

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 13:05:32 UTC
From: avg@cwi.nl
Message-ID: <Cus9p8.K64@cwi.nl>
Source record: 181858

vctec@westminster.ac.uk (Denesh Bhabuta) writes:

>Anthony Mezin (amez1@pfs01.cc.monash.edu.au) wrote:
>: Send reviews of Calamus SL to AMEZ1@PFS01.CC.MONASH.EDV.AU
^^^^^^^^^^

>Why not also read the reviews, etc, on Calamus SL, in the hensa WWW
>pages.

>http://micros.hensa.ac.uk/

There's another (direct) WEB reference to Calamus SL. Take a look at page

http://www.nl.net/~zfc/Atari/others.html

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2517. Legal questions about ST emulators

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 15:04:51 UTC
From: david@meridiantc.com
Message-ID: <CusF84.2En@meridiantc.com>
Source record: 181868

Hello...I have a quick question about ST emulators. What is atari's stance on emulating the TOS in software for an emulator running on a PC or some other machine. I am just curious why most emulators require you to have the ROM chips for the computer you are emulating. Is this a legal thing, or did they just to it to make their jobs easier? If Atari does allow for emulation, do they charge for it?
Thanks,
david@maxwell.meridiantc.com

2518. Re: MPEG-players and DSP..?

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 15:11:06 UTC
From: mdg@ukc.ac.uk
Message-ID: <10490@gos.ukc.ac.uk>
Source record: 181873

In article <1994Aug11.233622.20452@abo.fi> THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK) writes:
:>How come one never sees things like DSP-using MPEG players..?
:>
:>All those wonderful (?) MPEG files that people use on their Macs and 486 PCs
:>=-(Completely useless for Atari owners? Isn't DSP something that really
:>would be great in those kind of tasks?

I've written a DSP MPEG player, I'll upload a beta-test version sometime this week. Its not THAT fast yet, only 5/6fps, but i'm expecting to reach 15fps with optimisation.

>Tommi

Cheers
Griff
--

2519. Re: ST Review - gone!

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 15:11:49 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <332i3l$51o@bognor.barclays.co.uk>
Source record: 181861

Unknown. I tried to call Vic and got an answerphone msg saying he was
unavailable for a couple of weeks.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

2520. Telnet to Atari.archive?

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 15:16:39 UTC
From: x91mikowski@wmich.edu
Message-ID: <1994Aug19.111639.20591@wmichgw>
Source record: 181862

Hi,
Is there any way to telnet to atari.archive.umich.edu? If so,
what is the proper procedure. Thanx.

Bernard

2521. ST Review - gone!

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 15:17:46 UTC
From: clive@netmag.cityscape.co.uk
Message-ID: <clive-190894151746@193.131.112.12>
Source record: 181860

I've just heard that ST Review has closed/been merged with ST User as
from now - there are to be no more issues published.

Can anyone confirm this?

Clive

--
.net: The Internet Magazine
Future Publishing Tel: 01225 442244

Publishers of MacFormat: PC Format: Amiga Format: ST Format: Edge: PC Plus
Amiga Power: Amiga Shopper: PC Answers: GamesMaster: SuperPlay: Total!
Sega Power: Ultimate Future Games: Commodore Format: Amstrad Action

2522. a.a.u.e upload - Analog style sequencer

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 15:28:28 UTC
From: cf580@city.ac.uk
Message-ID: <1994Aug19.152828.3130@city.ac.uk>
Source record: 181865

Hi all. I've uploaded a file (anlogseq.zip) to a.a.u.e - it should end up in the Music directory.

Basically, it lets you generate repetitive patterns over MIDI, much like early analog sequencers. It's quite fun, but at the moment not very advanced. Still, if people like it I've no doubt it can be further enhanced.

N.B. - It's written in STOS, and therefore unlikely to work on anything other than ST/STe's. Perhaps someone could try it? And it also requires a Mono monitor (although it should work under emulation) and (obviously) MIDI instruments.

--
Tim Wright - T.J.Wright@city.ac.uk

2523. Re: NEODESK 4 News...!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 15:37:57 UTC
From: rflashma@mtholyoke.edu
Message-ID: <332jkl$5oj@mudraker.mtholyoke.edu>
Source record: 181863
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
>] o Multicolored icons - each icon can have up to 16 colors, and can even
>] appear completely different when selected.

> Only on machines with decent graphics modes though :(

On medium res the icons can have any of the 4 system colors. TT-Res and
above you can have 16 colors. Mono only get to choose between b/w.

> Also, something I couldn't spot in the Neodesk manual was that if you hold
> down ALTERNATE when NEODESK.EXE is executed by NEOLOAD.PRG it will be
> bypassed and drop to the normal desktop. Handy if you need a fraction
> more RAM & in a hurry! :)

I'm pretty sure we documented this in the read_me for NeoDesk 3.0x.
Geneva has the same type of "abort loading" support.

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

2524. Re: Telnet to Atari.archive?

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 15:49:18 UTC
From: vctec@westminster.ac.uk
Message-ID: <CusHBM.3uK@westminster.ac.uk>
Source record: 181874

BERNARD J. MIKOWSKI (x91mikowski@wmich.edu) wrote:
: Hi,
: Is there any way to telnet to atari.archive.umich.edu? If so,
: what is the proper procedure. Thanx.

You may only use ftp, or gopher to a.a

ftp atari.archive.umich.edu, or any of it's mirrors...

You may telnet to micros.hensa.ac.uk, username and password: hensa
path you want: micros/atari/

Dan.
=);-)
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2525. Re: ST Review - gone!

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 15:54:53 UTC
From: vctec@westminster.ac.uk
Message-ID: <CusHKw.40D@westminster.ac.uk>
Source record: 181875

Clive Parker (clive@netmag.cityscape.co.uk) wrote:
: I've just heard that ST Review has closed/been merged with ST User as
: from now - there are to be no more issues published.

: Can anyone confirm this?

Just rang Vics house.....answering machine saying that the office is
closed for the next 12 days...will reopen on Aug 23. !hmmmm. He only
rang me some time last week, regarding payment for one of my articles
for STR...

But it's the first I've heard of it... where did you hear of it?

: Clive

Are you not the Clive Parker who writes for ST Format, then? Trying to
spread some rumours?

Anyway, Clive, mail me privately on danny@micros.hensa.ac.uk....
I have some things to discuss regarding STF.

Regards
Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2526. Software available

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 15:56:11 UTC
From: blade01@pplnet.com
Message-ID: <014325HWQMJPYRDMVYJO@pplnet.com>
Source record: 181201

I just finished teh 0.99beta version of CD-Access, and patched a minor bug in ST-Keep (ANSI colors were a bit off). Both are available for FIDO file request at 1:106/6969.0

CDA_099B.ZIP is the CD-Access package.

STK_ANSI.ZIP is the patched BBS.PRG file.

If there is any demand I'll upload them for FTP, as soon as I find out how. <GRIN>

_____ 30 lines of pleasure and friendship _____
Paradise Play Line BBS ********** PPL Networks - Ambassador Dealer for
(713)597-4000 BBS Voice - (713)597-4049 Galacticomm Products
Sysop: Happydude@pplnet.com -------- FEEL The EXCITEMENT of PARADISE

2527. New files at HENSA (19 August, 1994)

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 15:58:18 UTC
From: vctec@westminster.ac.uk
Message-ID: <CusHqL.49K@westminster.ac.uk>
Source record: 181876

```
Hello all

Well it's the time of the week, when I'm preparing for the
weekend...trying to finish off jobs at work, and installing the final
packages for this week...and so I just remembered...have to post the
new files for this week....

Here you go.....

OK, so they are all old files...I know...but I do have to bring hensa
upto date with the rest of the world. ;->

Download and enjoy
Danny

ATARI NEWS OF THE DAY Updated 19/08/94 @ 1640

Newsletters
-----------
Latest releases:-

atari-tos Volume 07 Issue 003 18/08/94

Back copies can be found in the directory "tos/news","mint/news","falcon/news"
Please refer to the file "00readme" in the directory for details of how to
subscribe.

New software for the Atari TOS section
--------------------------------------
New packages are as follows; type "cd ~/micros/atari/tos/<x>/<code>" to get to
where they are held. <code> is as below and <x> is the first letter of <code>.
EG. For package "m100" you'd "cd ~/micros/atari/tos/m/m100".

Pfx Date Key Details
--- ---- --- -------
o066 19/08/94 ---- GNU UTILITIES PL36 Utils, such as xstrip, make. Binaries
o067 19/08/94 ---- GNU UTILITIES PL 37 Similar to above...source code only
o068 19/08/94 ---- GNU UPDATES Updates to GNU programs. Sources, diffs, etc
o069 19/08/94 ---- GNU GCC BINDINGS FOR MICRO RTX PL 2
o070 19/08/94 ---- PATCH 2.0-12u8 Apply context diffs. Source, diifs, binary

o057 18/08/94 ---- DRI2GNU Convert Alcyon format object files to GCC format
o058 18/08/94 ---- GNU GPERF PL1 Perfect hash library
o059 18/08/94 ---- GNU C++ I/O STREAM LIBRARY
o060 18/08/94 ---- MKPTYPES Make ANSI prototypes for K&R programs
o061 18/08/94 ---- PROFF Roff (portable formatter) with some extensions
o062 18/08/94 ---- STDWIN A standard window syatem interface
o063 18/08/94 ---- GNU GROFF 1.05 Version of Nroff, diffs only
```

o064 18/08/94 ---- MS Minimal Shell. Sources, binary for very tiny CLI
o065 18/08/94 ---- PERL 4.0 PL 19 Binaries and source for Perl

o053 17/08/94 ---- GNU BASH 1.13.5 Bourne Again Shell
o054 17/08/94 ---- GNU G++ 2.0 and GCC 2.3.3b Very stable version
o055 17/08/94 ---- GNU GCCTEST PL 09 Library confidence test source for GCC
o056 17/08/94 ---- GNU TAR 1.10 Tape archiver. Includes compress

o048 16/08/94 ---- GNU FLEX 2.3 PL7 Lexical analyser generator
o049 16/08/94 ---- GNU GAS 1.38 PL4 Assembler for GCC. Binaries, and sources.
o050 16/08/94 ---- GNU GDB 3.6 Source level debugger
o051 16/08/94 ---- GNU GPROF PL9 Profile your programs
o052 16/08/94 ---- GNU EMACS 18.57 Full emacs text editor

o047 15/08/94 ---- GNU DIFF 2.0 File comparison, and differences generator

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2528. Re: Hype and Viruses..

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 16:10:02 UTC
From: clive@netmag.cityscape.co.uk
Message-ID: <clive-190894161002@193.131.112.12>
Source record: 181864

In article <2e52313b@ct.se>, patrik.sanfridsson@p2.stacken.ct.se (Patrik Sanfridsson) wrote:

>
> Maybe we should get a proffessional opinion on this before we get too carried
> away... Anyone know Richard Karsmaker's email adress?

Try Richard at r.c.karsmaker@stud.let.ruu.nl

Clive
--
.net: The Internet Magazine
Future Publishing Tel: 01225 442244

Publishers of MacFormat: PC Format: Amiga Format: ST Format: Edge: PC Plus
Amiga Power: Amiga Shopper: PC Answers: GamesMaster: SuperPlay: Total!
Sega Power: Ultimate Future Games: Commodore Format: Amstrad Action

2529. Ultima by Origin

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 16:13:30 UTC
From: bwallace@grits
Message-ID: <332lna$qkr@catfish.valdosta.peachnet.edu>
Source record: 181866

have ultima 3 and 4 by origin on the atari. They have midi support built
into these two. I was wondering if anyone knows if ultima 1 or 2 had midi support. The reason that I am asking is that Origin has no idea and I can't find these two games anywhere. If anyone knows where I can look I would appreciate it.

2530. Re: UPLOADING! I've done my bit....

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 16:37:48 UTC
From: Kevan.Winch@eccles.seuk.com
Message-ID: <bde_9408192221@seuk.com>
Source record: 181883

> Ogal, see my reply to Frank Charlton. I believe you have a vested
>interest in STF don't you ? I'm sure I've seen a column by you somewhere.
> My criticism of STF is not aimed at you personally, but my points to Frank
>still remain, I feel, valid.

og> Not at all, I write for the 'rival' magazine ST Review.

In that case....ST REVIEW is the greatest ST mag there ever was, and Ogal writes the best articles. However, STF is still poor. So there. <g>

--
Standard disclaimer: My views are strictly my own.

2531. Re: ExtenDOS (was Re: Theft = Piracy..!!)

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 17:21:58 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EHTRBIUQUp@dksoft.ping.dk>
Source record: 181887

In <Cup42A.HGu@news.cis.umn.edu> davidli@dragon.labmed.umn.edu wrote :

>Actually, that's what magazine reviews and Usenet News articles are for --
>giving you a chance to know about a product without having to buy it for
>testing.
>
>For the record, ExtenDOS works quite nicely with my ICD ADSCSI+ host adapter,
>and with the new Link2 host adapter, and it works right out of the box. The
>instructions are straightforward (much more so than ever was the case with
>MetaDOS), and all I had to do was, literally, plug and play.
>
>The ONLY problem I've had with the Link2/ICD/ExtenDOS stuff is hardware based,
>as the termination on my 300 meg hard drive is such that I cannot autoboot
>from the hard disk with the NEC CDROM attached to the SCSI through.

Maybe i should tell you then, that a friend of mine told me there's a bug
in it, so it will not run on the Falcon. That much for magazines and Usenet.

>
>Basically, if I were the author of a software product and received complaints
>from someone who hadn't bothered to pay for the product in the first place,
>I might tend to dump the letter in the same place you say you'll dump the
>software.
>

And this is just a chance he'll have to take as well as i do. But i think
it'll be his benefits, no matter who does the complaints.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

2532. Re: ExtenDOS (was Re: Theft = Piracy..!!)

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 17:28:16 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EHTRBIUSUp@dksoft.ping.dk>
Source record: 181888

In <32uhbe$hsj@crl5.crl.com> Sam McGee wrote :

>I already went around the block with this one. The problem with magazines
>is that you have to buy them and if the articles are 'buggy' you just
>wasted your money. ;)
>
>Sorry, Kim. I couldn't resist. :)

No problem Sam.

>
>BTW, ExtenDOS is excellent and one of the most tested and upgraded
>programs currently available.
>

Says who ?
It's not that i don't want to pay. And if i had the chance i could test
it at a dealer shop. It's just that most often when we see an artikle about
some piece of software, it has been tested on another machine running
other applications, and probably with some other hardware equipment.
And i'm sure about 70-80% of software (good software) not running is due
to problems running with other applications.

Only one thing to do, test it on you'r own equipment, otherweise you'll not
know if it'll work.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

2533. Re: Programs on remote UNIX in window on ST

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 17:43:03 UTC
From: mdekker@fwi.uva.nl
Message-ID: <332qv7$1qi@mango.fwi.uva.nl>
Source record: 181869

f91-men@alv.nada.kth.se (Mattias Engdeg&#65533;rd) wrote:

```
:In <330u5m$i7r@mailer.fsu.edu> boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
:
:>Unix Windows is cool, though somewhat limited by the use of the adm31
:>terminal type. There are two versions out there, one mostly English and
:>one mostly German. They are both a bit buggy, but usable.
:
:>This program requires that you compile a small C program on the UNIX box
:>you want to use. Then, log in via the ST using Unix Windows (just like a
:>regular terminal program) and run the small host program. At that point,
:>you can open more terminal windows on your ST. Data to and from them will
:>be multiplexed across the single serial line.
:
:How interesting! I have written almost the same thing myself, unaware that
:anything similar existed. It's hard to be original, isn't it?
:
:My program duo seems to do exactly the same thing as Unix Windows (judging
:from your description of it), with the minor differences that it emulates a
:vt102 (fairly well) and adds a compression scheme for downgoing text, which
:roughly doubles the perceived speed of the terminal, for average terminal
:use. This was a mere survival hack since I couldn't afford anything faster
:than a 2400 modem.
:
:The program, Terminus, never was intended as anything but for my own
:personal use, so, using a gross euphemism, it was not written with
:portability in mind. Only if there is notable interest in the silly thing
:I'll consider cleaning things up and writing docs, if I have the time.
:
: o
: Mattias Engdegard

I use the program 'screen' on the unix box. it offers all you could
possibly want (except multiple windows on your screen, but you can
toggle between the different login sessions with a keystroke).
In my opinion there really is no need for Unix Windows or any such
program: use 'screen'.

--
Martijn Dekker +-----------------------------------------------+
University of Amsterdam | member of PFF-software developers |
department of Mathematics +-----------------------------------------------+
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn
```

2534. Re: Programs on remote UNIX in window on ST

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 17:50:26 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <332rd2$4jq@mailer.fsu.edu>
Source record: 181871

Mattias Engdeg&#65533;rd (f91-men@alv.nada.kth.se) wrote:
> How interesting! I have written almost the same thing myself, unaware that
> anything similar existed. It's hard to be original, isn't it?
>
> My program duo seems to do exactly the same thing as Unix Windows (judging
> from your description of it), with the minor differences that it emulates a
> vt102 (fairly well) and adds a compression scheme for downgoing text, which
> roughly doubles the perceived speed of the terminal, for average terminal
> use. This was a mere survival hack since I couldn't afford anything faster
> than a 2400 modem.
>
> The program, Terminus, never was intended as anything but for my own
> personal use, so, using a gross euphemism, it was not written with
> portability in mind. Only if there is notable interest in the silly thing
> I'll consider cleaning things up and writing docs, if I have the time.

I certainly have notable interest in a faster, more stable multi-window serial communications package! I seem to remember making several attempts at getting the source to one of the Unix Windows versions released so other netters could debug it and add features, but to no avail. Also, there was some talk about this functionality being added to CoNnect, but it looks like FAX stuff will come first. Thus, Unix Windows is still the only game in town.

I hope others will support this idea. I'd really like to see your stuff!

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2535. Re: Telnet to Atari.archive?

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 17:54:43 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <332rl3$4jq@mailer.fsu.edu>
Source record: 181870

BERNARD J. MIKOWSKI (x91mikowski@wmich.edu) wrote:
> Is there any way to telnet to atari.archive.umich.edu? If so,
> what is the proper procedure. Thanx.

Not unless you have an account there. Ftp or gopher are the channels open
to the general public.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2536. Re: UPLOADING! I've done my bit....

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 18:50:14 UTC
From: Brian.Baird@phm.embassy.co.uk
Message-ID: <8c6_9408201406@embassy.embassy.co.uk>
Source record: 181802

On 17 Aug 94 14:53:55 ch866@cleveland.Freenet.Edu wrote...

CC> Curious.... I nevr bought STF before the cover disk went on, because
CC> I did not know about it. However, since in the states there is no
CC> good source of softs, I rely on my coverdisk to give me some fresh
CC> bytes on the ST.

Just a minor point, STF has *always* had a coverdisk, right back to when it
was ST/Amiga Format....

Brian.
--
| Internet: Brian.Baird@phm.embassy.co.uk
| Standard disclaimer: The views of this user are strictly his own.
| Embassy NET - Bring Usenet to the masses
| For Details mail : Info@embassy.co.uk

2537. Unix Windows Source (Was: Programs on remote UNIX in window on ST)

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 20:04:12 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <33337s$846@geraldo.cc.utexas.edu>
Source record: 181872

Hi,

In article <332rd2$4jq@mailer.fsu.edu> boyd@math.fsu.edu writes:

>I certainly have notable interest in a faster, more stable multi-window
>serial communications package! I seem to remember making several attempts
>at getting the source to one of the Unix Windows versions released so other
>netters could debug it and add features, but to no avail. Also, there was
>some talk about this functionality being added to CoNnect, but it looks like
>FAX stuff will come first. Thus, Unix Windows is still the only game in
>town.

Unix Windows source is readily available. I believe I got mine from
atari.archive. The old MiNT Windows program MW2 stole a bunch of source
code from UW. At one point I considered adding the UW terminal code to
MW2, so that you could have multiple ST _AND_ Unix (vt100) windows going
at the same time, but I never finished this project. MW was just too
slow.

Instead, I made some changes to UW so that it would compile with gcc and
then hacked on it a bit, mostly to make it work better with emacs. I
also made a few other changes, but I don't remember now what they were.
They were too much of a hack to make generally available.

I used to use UW quite a bit, but I haven't done so in a long
time--mainly for speed reasons. For me, the program was quite stable. I
considered trying to speed up UW's text display, but this appeared to be
FAR from trivial. UW does not use v_gtext at all, it blits each
character bitmap to the screen using vro_cpyfm (as I recall). I think
some heavy-duty assembler would be required to speed things up, and that
was more than I was willing to get into.

-Tim
timg@landau.ph.utexas.edu

2538. Re: Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 20:22:10 UTC
From: rost@nutshell.timeplex.com
Message-ID: <ROST.94Aug19162210@nutshell.timeplex.com>
Source record: 181878

In article <32vctk$a7a@elaine.teleport.com> steve-j@teleport.com (Steve Johnson) writes:

>Atari's computer R&D has been cut WAY down, but not killed off
>completely. They've discontinued all their computers except
>for the Falcon030. While their priority right now is the
>Jaguar, Atari has licensed the Falcon hardware to C-Lab to
>produce a music workstation.

I haven't been in here for awhile, I defected to a Mac 8^(but still
use one of my two STs in my MIDI setup (my youngest kid plays games on
the other).

Is this really true? What about all that blather coming from Bob
Brodie et al. earlier this year about the company being "serious"
about the Falcon? Can't say I'm too surprised, but it still is a
drag.

How is the repair situation? I don't have the $$ to convert all my
MIDI software over to Mac versions, if my ST goes belly up, can they
still be fixed?
--

Brian Rost
Ascom Timeplex APBU
rost_brian@timeplex.com

****

Your mind is on vacation and your mouth is working overtime

****

2539. Ghostscript for MausNet Users?

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 20:57:41 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <3336c5$9rv@geraldo.cc.utexas.edu>
Source record: 181877

Hi,

Someone on the MausNet without internet ftp access would like to obtain the Falcon version of Ghostscript 2.61 (or 3.0 when that is released). Could someone with both internet and MausNet access either tell me how this fellow can access GS, or volunteer to make GS available on MausNet?

Thanks,

-Tim Gallivan
timg@landau.ph.utexas.edu

2540. Atari and Internet

Newsgroup: comp.sys.atari.st
Date: 1994-08-19 22:02:35 UTC
From: root@antares.scc.puc.cl
Message-ID: <1994Aug19.220235.17611@tolten.puc.cl>
Source record: 181879

I have a problem . I am new in atari st and make it work on network.
Does anybody knows where i can get the software for tcp/ip. And can anybody help me with make it work, i mean some good short paper for make it work. Please i need it really fast. Thank in advance.

2541. Re: Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-08-20 00:19:04 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <333i5o$rdr@msuinfo.cl.msu.edu>
Source record: 181886

In article <ROST.94Aug19162210@nutshell.timeplex.com>, rost@nutshell.
timeplex.com (Brian Rost) writes:
>In article <32vctk$a7a@elaine.teleport.com> steve-j@teleport.com (Steve
Johnson) writes:
>
[Atari discontinued everything but the Falcon, and all non-Jaguar related
R&D.]
>Is this really true? What about all that blather coming from Bob
>Brodie et al. earlier this year about the company being "serious"
>about the Falcon?

Bob Brodie quit Atari recently - no word yet on why. My guess is it has a
lot to do with Bob's stating that Atari was gung-ho on the Falcon, and then
the Tramiels turning around and making a lier out of him. I could be
wrong, of course; with no one saying anything, it's just guess-work.

Regards,
Tom
hopper_t@msupa.pa.msu.edu
> Brian Rost
> Ascom Timeplex APBU
> rost_brian@timeplex.com
>
> **
>
> Your mind is on vacation and your mouth is working overtime
>
> **
>

2542. Re: The future of Atari Computers

Newsgroup: comp.sys.atari.st
Date: 1994-08-20 00:43:59 UTC
From: abarbiero@delphi.com
Message-ID: <pi9xdev.abarbiero@delphi.com>
Source record: 181884

<hopper_t@msupa.pa.msu.edu> writes:

>If Atari had done some real advertising in the past five years, they
>probably would still be making Falcons, so I think Atari management should
>be tied down and forced to listen to that statement for a couple of days.
>:-)

reply
ing to this is tricky is because I want to agree with you, but advertising
was not the answer for Atari.... a single computer company would find
it really hard to compete with several hundred PC manufacturers (resellers)
who take off the shelf technology and sell it. They are advertising for
themselves primarily, and secondarily for the PC style computer. This
built in support/peer pressure system is something that I would not
want to combat as a computer company who spends their own money for
specialized R&D and manufacturing.

Its a hard system to beat, and blaming Atari is not really focusing
the reason of the fall of the Atari computer.... hundreds of OEMs and
manufacturers VS one company... whew.

Not to say that regularly upgrading video/hardware/cases/prices
would have hurt. The TT030 is a really cool computer, but imagine if
they had upgraded the video and base harddrive configurations in response
to the technology getting cheaper as time went on. Killer!

Well, with the new CaTTamaran2 (~58MHz!) you can get 75% of the
CPU speeds of the Medusa for ~$150!

Andreas@AEO

2543. Re: The future of Atari Computers

Newsgroup: comp.sys.atari.st
Date: 1994-08-20 00:55:15 UTC
From: abarbiero@delphi.com
Message-ID: <hg3SNSr.abarbiero@delphi.com>
Source record: 181885

Stephen Jacobs <saj@chinet.chinet.com> writes:

>I'm not remotely predicting, but what could make a lot of sense would be
>machines based around marginal-spec DEC Alpha chips and an innovative OS
>like maybe Hurd. Very graphical. DEC has to have a lot of chips that
>don't quite run up to speed, and they don't have the resources to launch a
>really personal product line while salvaging the rest of the company. The

yeah, but what is the cost of a A-XP? Even at 150MHz is it really
expensive compared to the the CPUs we commonly use today.

Andreas@AEO

2544. 520 ST systems for you:

Newsgroup: comp.sys.atari.st
Date: 1994-08-20 01:59:19 UTC
From: kurtphil@mindvox.phantom.com
Message-ID: <kD4BRc1w165w@mindvox.phantom.com>
Source record: 181722

I posted a little while ago about 2 520 ST systems I want to get rid of. I'll take just about any price offered. Below is a complete list of all the atari items I have. Mail me telling me what you'd be willing to pay for any/all of the items.

List of Atari equipment:

Monitors: SM 124 (mono)
SC 1224 (color)

520 ST (1 meg ram) w/ mouse
520 ST std memory (512) w/ mouse

Drives: SF 354 (2 of them)

Printer buffer 64k, Supra Corp.

Avatex 1200 modem.
==========

I'd like to get at least $$ for shipping up front, and then the rest after you received the hardware. Mail me if you'd like anything & how much you'll pay for it (include your destination city too).

kurtphil@phantom.com

"One's a flaming nazi windbag, and the other's just a dirigible."

2545. Neodesk 4 Here!

Newsgroup: comp.sys.atari.st
Date: 1994-08-20 02:59:00 UTC
From: dan.dreibelbis@f422.n250.z1.tor250.org
Message-ID: <401a7dbd@f422.n250.z1.tor250.org>
Source record: 181894

For Immediate Release
8/17/94

Gribnif Software is proud to announce the completion of the most recent upgrade to the original desktop replacement for Atari computers, NeoDesk 4. The wait is finally over.

NeoDesk has hundreds of features, so here are just some of the more popular ones in the new version:

o A completely new "look and feel", including 3D windows, enhanced dialog handling, and the ability to have multiple dialogs open at once. All this works on any Atari computer with any ROM version.

o Multicolored icons - each icon can have up to 16 colors, and can even appear completely different when selected.

o Icon Editor - This multiple window Icon Editor lets you edit and modify custom icons for any file or folder. The editor can read many popular icon formats, including ones from other platforms!

o Any Degas, Neochrome, Tiny, IMG, or BMP picture can be viewed (by double-clicking on it) or can be used as the desktop background. Desktop pictures can even be "tiled".

o Each directory window has its own menu bar, making it much easier to find frequently used options.

o Each window has its own "parent directory", Show Info, and trashcan icons.

o Items can be selected from the keyboard, including a search mode.

o File Groups - Now you can arrange commonly used programs and data files together in the same window, even when they are physically contained in drastically different locations! Their names can even be changed, using up to 20 characters.

o Font Control - NeoDesk 4 gives you the power to redefine what fonts and point sizes are used within its windows, and even for the text underneath icons.

o Disk copy, file operations, and floppy disk formatting can all occur "in the background", allowing you to use your computer for other tasks at the same time.

o Search Files - Easily search your system for one or more files, based on their name, size, date, or attributes. A file group can even be created containing the results. This is just one example of the powerful Filtering options which are also available for file operations.

o Compatible with all Atari computers, in all resolutions, including third-party graphics cards.

NeoDesk 4 is available for just $69.95 plus $4.15 S&H. Owners of NeoDesk 3 can upgrade to the new version for $25 + $3 S&H by sending us both original NeoDesk 3 master disks. Backorders are being filled right now, and may take 2-3 weeks to complete.

(Shipping amounts listed apply to orders shipped within the USA only. Please contact us for other areas.)

Gribnif Software
P.O. Box 779
Northampton, MA 01061-0779
USA

Voice: (413) 247-5620
Fax: (413) 247-5622

... Intel inside. Idiot outside.
___ Mountain Reader II - #00000007

2546. Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-08-20 02:59:00 UTC
From: dan.dreibelbis@f422.n250.z1.tor250.org
Message-ID: <d94186af@f422.n250.z1.tor250.org>
Source record: 181895

S > Atari has stated that the Atari Computer division is History!
S > The falcon is currently being produced in small numbers. I
S > belive that atari will be licensing the Falcon technilogy to
S > third party.

And, pray tell, where is the press release to confirm this? And the date it was issued? Or is this conjecture based on what "may have been said" or "it has been said"?

And Why has James Grunke, in charge of Atari's Music and MIDI department, been insisting that Atari is still in the computer business - months after the last stockholder's meeting?

All we do know - Atari has given the go-ahead to C-Lab to develop a third-party Falcon MIDI workstation. There's also a new version of SpeedoGDOS out, co-developed by Atari and Compo. Would Atari undertake this if they were planning to cut off the computer division?

All I do know - I'll believe it when I see the press release.

... I get into enough trouble without a tagline!
___ Mountain Reader II - #00000007

2547. Roland Sound Canvas E

Newsgroup: comp.sys.atari.st
Date: 1994-08-20 02:59:00 UTC
From: dan.dreibelbis@f422.n250.z1.tor250.org
Message-ID: <1aaf19e2@f422.n250.z1.tor250.org>
Source record: 181896

AG> So that basically means the Sound Canvas is hardly
AG> programmable at all? (I.e., no analog partials to make your
AG> sounds interesting?) Or can it TVF the sample partials?

Well, not quite. The Sound Canvas architecture is designed so you can do some rather neat editing features with the sounds. You can adjust vibrato rate, depth, and delay; attack, sustain, and decay,; cutoff frequency and resonance; poly/mono, velocity offset, depth, keyboard range, and depth range. I've done some rather interesting adjustments of the sounds in the Canvas to turn them into some interesting patches.

However, there are some problems. First, you can't save your sounds as patches or name them in user memory (they will however, retain the settings after you power down). Secondly, any tweaking of the parameters you did on a particular sound will stay in memory and will be applied to the next sound you choose. And thirdly, with older Canvas, you can't access a number of further features in them without sending a sysex message to them (like, for instance, portamento - Roland does have a new operating system chip that fixes that, though.)

What I usually do is do all the tweaking of my sounds from the front panel, and then save them as a MIDI sysex package in the first six bars of the composition I'm working on in Logic. It would be nice, though, if I could do all that from WITHIN Logic (either as a desk accessory, or as a Logic .LOG configuration file with sliders and dials!).

Oh, and among the other neat things you can do via sysex (which I'd love to do via an editor) is you can go into the drum section and edit each drum for panning placement, reverb level, and overall level. As well, you can send out a sysex package either as an overall setting of the system, or have individual sysex packages for each channel (so theoretically you COULD have certain patch configurations you like loaded into the Canvas via the computer as sysex.)

Anybody with programming smarts and a Canvas handy by them willing to take on the challenge? :)

(BTW, it seems the editing system Roland uses across its GS/General MIDI range will work with the existing editors, I've heard that Sound Canvas editors will also work with Boss' DS-330 Dr. Synth table-top model as well, so anyone who comes up with an editor should be able to support a heck of a lot of different modules!)

... Technology: Once you can afford it, it's out of date.
___ Mountain Reader II - #00000007

2548. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-08-20 04:06:17 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <333vfp$253@terminator.rs.itd.umich.edu>
Source record: 181889
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- baldrick 22003 Aug 13 11:29 ./Games/0index
-rw-r--r-- baldrick 522119 Aug 13 05:19 ./Games/t_ori210.lzh
-rw-r--r-- baldrick 289109 Aug 13 11:25 ./Games/midiwiz_beta.zip
-rw-r--r-- weiner 3426 Aug 13 01:17 ./Sound/0index
-rw-rw-r-- entropy 27767 Aug 13 01:23 ./Utilities/0index
-rw-r--r-- molin 48232 Aug 10 20:05 ./Utilities/Virus/antidote.zip
-rw-r--r-- baldrick 117753 Aug 13 11:36 ./0ls-lR.Z
-rw-r--r-- baldrick 8319 Aug 13 18:25 ./Info/atari-ftp.sites
-rw-r--r-- baldrick 117029 Aug 13 11:38 ./0ls-lRc.Z
lrwxr-xr-x molin 35 Aug 13 01:19 ./Falcon/Sound/Players/mchan151.lzh ->
../../../Sound/Players/mchan151.lzh
-rw-r--r-- baldrick 144620 Aug 13 11:35 ./0compind.Z
-rw-r--r-- baldrick 358638 Aug 13 11:34 ./0index
-rw-r--r-- entropy 36224 Aug 15 17:40 ./Mint/Devices/ehscsi05.tgz
-rw-r--r-- entropy 25923 Aug 15 17:40 ./Mint/Devices/tapeconf.tgz
-rw-rw-r-- entropy 11315 Aug 15 17:49 ./Mint/0index
-rw-r--r-- entropy 117657 Aug 15 17:59 ./0ls-lR.Z
-rw-r--r-- entropy 117243 Aug 15 18:01 ./0ls-lRc.Z
-rw-r--r-- entropy 144772 Aug 15 17:58 ./0compind.Z
-rw-r--r-- entropy 358931 Aug 15 17:58 ./0index
-rw-r--r-- baldrick 22218 Aug 17 17:22 ./Games/0index
-rw-r--r-- baldrick 56698 Aug 13 15:55 ./Games/Cards/yukone1.lzh
-rw-r--r-- baldrick 116159 Aug 13 15:58 ./Games/Cards/yukone2.lzh
-rw-r--r-- baldrick 118219 Aug 17 15:18 ./0ls-lR.Z
-rw-r--r-- baldrick 231892 Aug 14 03:41 ./Programming/winlib.lzh
-rw-r--r-- entropy 5705 Aug 17 11:16 ./Programming/0index
-rw-r--r-- baldrick 117567 Aug 17 15:19 ./0ls-lRc.Z
lrwxr-xr-x baldrick 23 Aug 17 14:11 ./Falcon/Games/pacman_on_Es.lzh ->
../Ste/pacman_on_Es.lzh
lrwxr-xr-x baldrick 26 Aug 17 14:12 ./Falcon/Games/yukone1.lzh ->
../Games/Cards/yukone1.lzh
lrwxr-xr-x baldrick 26 Aug 17 14:13 ./Falcon/Games/yukone2.lzh ->
../Games/Cards/yukone2.lzh
-rw-r--r-- baldrick 145305 Aug 17 15:16 ./0compind.Z
-rw-r--r-- baldrick 359789 Aug 17 15:16 ./0index
-rw-r--r-- entropy 2024 Aug 18 15:31 ./Editors/0index
-rw-r--r-- baldrick 22400 Aug 19 10:44 ./Games/0index
-rw-r--r-- baldrick 118319 Aug 19 10:47 ./0ls-lR.Z
-rw-rw-r-- weiner 2817 Aug 19 10:12 ./Ste/0index
-rw-r--r-- baldrick 117985 Aug 19 10:48 ./0ls-lRc.Z
-rw-r--r-- baldrick 6930 Aug 19 08:20 ./Falcon/0index
-rw-r--r-- baldrick 477373 Aug 17 11:08 ./Falcon/Games/boomprev.zip
lrwxr-xr-x baldrick 27 Aug 19 10:29 ./Falcon/Games/triyahoo.zip ->
```

```
../Games/Board/triyahoo.zip
-rw-r--r-- baldrick 182278 Aug 17 09:34 ./Falcon/Graphics/godpaint.zip
-rw-r--r-- baldrick 0 Aug 19 18:44 ./Falcon/Utilities/core
-rw-r--r-- baldrick 145469 Aug 19 10:46 ./0compind.Z
-rw-r--r-- baldrick 360176 Aug 19 10:46 ./0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

2549. Re: NEODESK 4 News...!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-20 05:37:10 UTC
From: maba@simpson.ruhr.de
Message-ID: <33419m$3d@simpson.ruhr.de>
Source record: 181808
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: Well I don't know if this got to atari.announce,
: so I will post a copy here...

: This was found on GEnie to-day.....

: For Immediate Release 8/17/94
: ----------

: Gribnif Software is proud to announce the completion of the most
: recent upgrade to the original desktop replacement for Atari computers,
: NeoDesk 4. The wait is finally over.

: NeoDesk has hundreds of features, so here are just some of the more
: popular ones in the new version:

What about MultiTOS? Does NeoDesk 4 work with MultiTOS or better only MiNT?

Tschau,

/Martin/

--
+------------------+--------------------------------+------------------+
Martin Bartsch	Internet: maba@simpson.ruhr.de							MiNT is
Am Waldesrand 14a								Now TOS
D-58093 Hagen	Fax: +49 2331 589761	_//		_
Germany		/_/		_\
+------------------+--------------------------------+------------------+

2550. Re: Med Rez desktop.inf

Newsgroup: comp.sys.atari.st
Date: 1994-08-20 06:09:01 UTC
From: whitema@rtsg.mot.com
Message-ID: <3346lt$r2b@delphinium.cig.mot.com>
Source record: 181776

In article <32vo2e$57o@netnews.upenn.edu>,
Rob S. Rice <rrice@netnews.upenn.edu> wrote:
> If you are having trouble with your desktop.inf file, it may be that
>you've filled it up with various settings so that TOS can no longer
>understand what it's supposed to. When you UNinstall an application or a
>desktop icon, it actually adds a character or two to the file, which becomes
>full to bursting.
>

The original poster was saying his 1040 STe won't boot in medium rez. The
early STe's (with 1.6, not 1.62) needed a patch program called STE_FIX.PRG
in order to boot into medium rez. This file is most likely missing from
hist AUTO folder.

Mike White
whitema@rtsg.mot.com

2551. Re: FOR SALE: 520ST,2.5M,MIDI s-ware

Newsgroup: comp.sys.atari.st
Date: 1994-08-20 07:05:23 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <p6yS9yr.johnhechtman@delphi.com>
Source record: 181891

What CAAD software do you have for sale? I'm looking for a used, registered version of Dynacad.

2552. Re: MEGA STE LOADED!! FOR SALE!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-20 07:12:47 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <hazQluv.johnhechtman@delphi.com>
Source record: 181890

Would you consider selling the Migraph scanner/tray/software separately from the rest of the package? I have need of such a package.

2553. Ed-Hack

Newsgroup: comp.sys.atari.st
Date: 1994-08-20 07:50:56 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <334cl0$clc@golem.wcc.govt.nz>
Source record: 181893

Just wondering, is Ed-Hack commercial? If not, does anyone know an FTP site I can dig it up from, as I can't spot it on atari.archive.umich.edu anywhere (I haven't had a _good_ look around the others as yet though, mainly because they're slow as sin :)

2554. pbmplus

Newsgroup: comp.sys.atari.st
Date: 1994-08-20 07:54:57 UTC
From: gustavo@dent.uchicago.edu
Message-ID: <1994Aug20.075457.18530@midway.uchicago.edu>
Source record: 181892

Hi,

Does anyone out there have the pbmplus package up and running on
an ST or Mega? I have not been able to get the executable of pnmgamma
from archive.umich.edu (or from a few other sites that have the Atari
executables) to work, and my attempts at compiling the whole package
myself have led to countless hours of frustration. I would greatly
appreciate it if anyone could e-mail me an uuencoded copy of the
program (just pnmgamma, *NOT* the whole package), or point me to a
site where I can get a reliable executable.

Thanks in advance.

Gustavo

2555. HD Bootsectors

Newsgroup: comp.sys.atari.st
Date: 1994-08-20 08:42:16 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <334fl8$d11@golem.wcc.govt.nz>
Source record: 181898

There seems to be some confusion about boot sectors, there are no bootsector 0 in a floppy or a hard disk...

Sector 0 on a hard disk is the partition info, a boot sector is the first logical sector, sector 0 is not the boot sector...

What we need is for Claus Brod to read this and to clear these things up...

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

2556. Re: MPEG-players and DSP..?

Newsgroup: comp.sys.atari.st
Date: 1994-08-20 09:54:13 UTC
From: steve-j@teleport.com
Message-ID: <334js5$ml1@kelly.teleport.com>
Source record: 181897

In article <10490@gos.ukc.ac.uk>, M.D.Griffiths <mdg@ukc.ac.uk> wrote:

>:>How come one never sees things like DSP-using MPEG players..?
>:>
>:>All those wonderful (?) MPEG files that people use on their Macs and 486 PCs
>:>=-(Completely useless for Atari owners? Isn't DSP something that really
>:>would be great in those kind of tasks?

>I've written a DSP MPEG player, I'll upload a beta-test version sometime this
>week. Its not THAT fast yet, only 5/6fps, but i'm expecting to reach 15fps
>with optimisation.

Will it play MPEG w/ audio or just "non-X'ing" MPEG files?

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2557. Re: Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-08-20 10:01:30 UTC
From: steve-j@teleport.com
Message-ID: <334k9q$mpe@kelly.teleport.com>
Source record: 181899

In article <333i5o$rdr@msuinfo.cl.msu.edu>, <hopper_t@msupa.pa.msu.edu> wrote:

>[Atari discontinued everything but the Falcon, and all non-Jaguar related
>R&D.]
>>Is this really true? What about all that blather coming from Bob
>>Brodie et al. earlier this year about the company being "serious"
>>about the Falcon?

>Bob Brodie quit Atari recently - no word yet on why. My guess is it has a
>lot to do with Bob's stating that Atari was gung-ho on the Falcon, and then
>the Tramiels turning around and making a lier out of him. I could be
>wrong, of course; with no one saying anything, it's just guess-work.

Whoa!!! Watch what you're saying there! Bob Brodie made
it quite clear why he was quitting -- he wanted to spend
more time with his family and found another job (at a
NeXTStep developer) that would allow him to do more work
at home. Just because he didn't send you personal Email
about it doesn't mean NOBODY is saying anything (almost
everyone on GEnie knows). <grin>

The Tramiels would welcome him back if he ever wanted to
come back. Also, Bob still visits Atari HQ now and then.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2558. Re: Ed-Hack

Newsgroup: comp.sys.atari.st
Date: 1994-08-20 12:24:59 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <xo3z9kr.ari2550@delphi.com>
Source record: 181900

When last I heard, it was commercial - up to version 2.3 or something like that.

There are shareware versions of the program - called Diary 1.9 and possibly even EdHak...don't know where to find them on the NET but I do know that disk vendors in the US carry them, so they are available.

Just a note - the shareware versions usually limit the edit buffer to 8kb si

2559. Re: Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-08-20 12:31:00 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994Aug20.123100.4105@bay.cc.kcl.ac.uk>
Source record: 181810

Now I'm not saying this is sensible or probable, but ...

! >R & D for Atari personal computers may have been suspended, ok shut down,
! >but can't the knowledge gained from developing the Jag II be transfered
! >into a computer. The Jaguar is, after all, a computer without a keyboard.
! >If the 68000 was replaced by a 68040 or 68060 (when available) I'd buy it.
! >
! >Wait a minute.
! >
! >I'll need a floppy drive.
That'll be #30

! >And a SCSI/IDE port.
and another #20

! >And a SVGA graphics board.
why ?

! >And a printer port.
add on #5

! >And more memory...
start with 4Mb -> another #40

and a keyboard and an 030/040 (say another #140)

leads to a total of #400
add on #200 profit. You've still got a good machine at a good price.

(# is uk lbs)

Simon.
--
____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

2560. Re: looking for Data Bases Management System sources

Newsgroup: comp.sys.atari.st
Date: 1994-08-20 14:26:54 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.2wgo9qZbL_2@semprini.waterloo-rdp.on.ca>
Source record: 181433

In <32sl3k$8g9@curie.timb.imag.fr>, Thierry Grellier writes:
>
> hello,
>
> I'm planning to write softs with a small DBMS included. Yet I don't
> want to build my own DBMS system, if I can avoid. Does someone know
> where I can find PD sources of low level DBMS routines ?

Free Software Foundation's GNU dbm (gdbm) library is great; a port for
GNU C and MiNT is on atari.archive.umich.edu in Mint/Libraries (or is
that Mint/Lib or Mint/Library)...

Source code is available on all your favourite GNU sites.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2561. Re: German Echo ?

Newsgroup: comp.sys.atari.st
Date: 1994-08-20 15:02:42 UTC
From: Koos_Kuil
Message-ID: <2e561b7e@f397.n282.z2.fidonet>
Source record: 181718

In a message of <Thu 18 Aug 94 17:40>, Kevan Winch (2:281/202.0) writes:

KW> Sorry, I don't understand...what is 'liessmich file' ?

Liessmich (German) = Lees-mij (Dutch) = Readme (English) :-)

Greetings,
koos

--- JetMail 0.99beta8
* Origin: Willie's Atari BBS, Octopus Developement, Fido/NeST/FAN (2:282/397)

2562. Hard Disk Problems. HELP!

Newsgroup: comp.sys.atari.st
Date: 1994-08-20 15:02:51 UTC
From: fvkampen@cs.vu.nl
Message-ID: <Cuu9ss.LyB@cs.vu.nl>
Source record: 181801

Hello,

Once in a while I check my hard disk. And sometimes
(for no apparent reason) it complains about orphan
files, and files that share one ore more clusters.
I have really no idea what causes this.
I first check it with blitz_hd. It sais it cant read
a subdirectory at sector bla bla. Then I check it with
it STTOOLS and it sais there are orphan files. I repair
the orphan files and go back to blitz. It then complains
there are files that share one ore more clusters.
I then copy all the files of my Hard disk to a new folder.
Then I remove all the files (exept that folder) and move
everything back. All the problems are gone. (Of course
there is the risk that some files may be damaged, but
I have never come to that problem)
The main problem, of course, is: What couses this to happen?
I have the idea that some old de-crunchers (like arc) do
something very weird stuff. I know that a copy of tar (detar)
is very buggy concerning detarring files. Is this the problem?
Any body have the same stuff?
I use an Mega STe, TOS 2.6, and AHDI 5.0?
A newer version of AHDI perhaps?
I don't know.....
HELP!!!

Greetings

Florentijn van Kampen

--
+---+
| Florentijn van Kampen fvkampen@cs.vu.nl |
| http://www.cs.vu.nl/~fvkampen |
+---+

2563. Re: Atari and Internet

Newsgroup: comp.sys.atari.st
Date: 1994-08-20 16:37:07 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <335bfj$62f@mailer.fsu.edu>
Source record: 181811

root (root@antares.scc.puc.cl) wrote:

> I have a problem . I am new in atari st and make it work on network.
> Does anybody knows where i can get the software for tcp/ip. And can anybody help me with
> make it work, i mean some good short paper for make it work. Please i need it
> really fast. Thank in advance.

Look on atari.archive.umich.edu in the /Network directory. In addition to
software, there should also be a FAQ that will help you.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2564. HP Deskjet on MSTE

Newsgroup: comp.sys.atari.st
Date: 1994-08-20 16:53:09 UTC
From: RICHARDSON@sscl.uwo.ca
Message-ID: <RICHARDSON.12.2E5634F4@sscl.uwo.ca>
Source record: 181803

I have access to a deskjet to print some stuff out, since my star 24 pin seems to be ill at the moment. I am hoping to use Calamus 1.09, Redacteur (or Word Writer 2 as a last resort), and Firstgraph. I thought I had a calamus driver for a HP Deskjet 500, but all I can find is the BJ10E driver...does anyone rememebr if calamus comes with a HP500 driver, or failing that where one can be found? Also, has anyone used a deskjet with redacteur or firstgraph? Can I expect trouble? Any thoughts on these packages and their compatability, or others that do definitely work would be appreciated :^)

T.T.F.N.
JR.

+-------------------------------+ +-------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+-----------------------------------+
+-------------------------------+ +-*-+- +-------------------------------+
+-----------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+-----------------------------------+ +-------------------------------+

2565. Re: ST Review - gone!

Newsgroup: comp.sys.atari.st
Date: 1994-08-20 16:55:57 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <CuuF19.JG6@cix.compulink.co.uk>
Source record: 181804

Vic just confirmed that ST User has folded. Some of the staff writers will move over to STR which is continuing.

2566. Re: MPEG-players and DSP..?

Newsgroup: comp.sys.atari.st
Date: 1994-08-20 17:04:36 UTC
From: ross@cscns.com
Message-ID: <CuuFFo.D1B@usa.net>
Source record: 181805

M.D.Griffiths (mdg@ukc.ac.uk) wrote:
: In article <1994Aug11.233622.20452@abo.fi> THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK) writes:
: :>How come one never sees things like DSP-using MPEG players..?
: :>
: :>All those wonderful (?) MPEG files that people use on their Macs and 486 PCs
: :>=-(Completely useless for Atari owners? Isn't DSP something that really
: :>would be great in those kind of tasks?

: I've written a DSP MPEG player, I'll upload a beta-test version sometime this
: week. Its not THAT fast yet, only 5/6fps, but i'm expecting to reach 15fps
: with optimisation.

: >Tommi

: Cheers
: Griff
: --

--
I would LOVE to see it. I've been finding tons of MPEG's on the internet
here but with my present MPEG viewer I ignore them. It does only 1 fps
and it's not worth the wait. Besides, I knew if anyone could do a good
(great ?) viewer, you could.

2567. Re: Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-08-20 18:55:29 UTC
From: daryl@druid.adept.ih.att.com
Message-ID: <DARYL.94Aug20135529@druid.adept.ih.att.com>
Source record: 181807

In article <d94186af@f422.n250.z1.tor250.org> dan.dreibelbis@f422.n250.z1.tor250.org (Dan Dreibelbis) writes:

S > Atari has stated that the Atari Computer division is History!
S > The falcon is currently being produced in small numbers. I
S > belive that atari will be licensing the Falcon technilogy to
S > third party.

And, pray tell, where is the press release to confirm this? And the date it was issued? Or is this conjecture based on what "may have been said" or "it has been said"?

It is worded a bit too strongly, but the relevant pieces are from the Atari Corp. 1993 Annual Report.

Page 6 on the Falcon030:

"... the Company has shipped small quantities of this product. The Company does not expect sales of this product to be material in the future"

Page 6 on Other Products, including the St, TT, XE, 2600 and 7800:

"As a result of these inventories being technologically obsolete and noncompetitive, the Company has written off these inventories"

Page 10 on Competition:

"Several of these competitors have longer operating histories, greater financial and technical resources, broader product lines and larger market share than the Company. No assurance can be given that the Company will have the financial and other resources or the ability to maintain the technilogical knowledge and innovation necessary to continue successful competition in these markets."

Daryl Monge AT&T Bell Labs
EMAIL: daryl@adept.att.com VOICE: 708-713-4696
GEnie: D.MONGE
PAPER: IX Rm 1M-315 2000 N. Naperville Rd. Naperville, Il. 60566

2568. Re: NEODESK 4 News...!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-20 18:57:08 UTC
From: stchip@delphi.com
Message-ID: <JA1RtY0.stchip@delphi.com>
Source record: 181806

Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> writes:

>
> Gribnif Software is proud to announce the completion of the most
>recent upgrade to the original desktop replacement for Atari computers,
>NeoDesk 4. The wait is finally over.
>

>Posted by a very happy Neodesk 3 user....
>

You happy that must be a first. Weren't you just ragging about Gribnif a
little bit ago?

Of course you'll just probably prirate the upgrade in keeping with your
stated opinion stated in another thread here. O:}

Jon O:}

Hope you live as long as you want to and want to as long as you live. O;}

2569. Re: ExtenDOS (was Re: Theft = Piracy..!!)

Newsgroup: comp.sys.atari.st
Date: 1994-08-20 20:58:47 UTC
From: sammcgee@crl.com
Message-ID: <335qq7$5nm@crl5.crl.com>
Source record: 181809

Kim Andersen (Kim@dksoft.ping.dk) wrote:

Sam McGee wrote:
: >
: >BTW, ExtenDOS is excellent and one of the most tested and upgraded
: >programs currently available.
: >

: Says who ?

I believe I just did.

: It's not that i don't want to pay. And if i had the chance i could test
: it at a dealer shop. It's just that most often when we see an artikle about
: some piece of software, it has been tested on another machine running
: other applications, and probably with some other hardware equipment.
: And i'm sure about 70-80% of software (good software) not running is due
: to problems running with other applications.

: Only one thing to do, test it on you'r own equipment, otherweise you'll not
: know if it'll work.

Regarding ExtenDOS with a Falcon, it works I am using it.

If you have fears of incompatibility with software on your system, just ask.
Post your TOS version, memory size, Auto folder apps, etc. and ask if
anyone has has a problem with this configuration.

example: Does anyone know if ExtenDOS works with a Falcon 14MB, TOS 4.04,
NEC 3xp CD Drive?

Answer: Yes, it works fine.

Sam

2570. Re: Ed-Hack

Newsgroup: comp.sys.atari.st
Date: 1994-08-20 22:39:22 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <2e57704228d019@albemuth.equinox.gen.nz>
Source record: 181821

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:

>Just wondering, is Ed-Hack commercial? If not, does anyone know an FTP
>site I can dig it up from, as I can't spot it on atari.archive.umich.edu
>anywhere (I haven't had a _good_ look around the others as yet though,
>mainly because they're slow as sin :)

As far as I know, the earlier versions of EdHack were either shareware
or freeware (can't remember which), but the later versions were/are
definitely commercial. I don't know where you can get a copy though.

--
|John Collis: Email in order of preference
| john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|or: John Collis at 3:770/105.7 @ fidonet.org
|Phone: +64-3-379-8921

2571. Re: WTB: LDW 2.0

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 01:06:06 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <778143900.9@mettav.exnet>
Source record: 181408

```
It was none other than Paul Civati that wrote on 17 Aug 94 that ,
>> There is also a PD one which imports 123 sheets. I can't remember
>> the name though :-(
PC> Opus IIRC.

only if registered , IIRC Sheet does aswell (Unregistered !)

////
Graham Irvine
grin.mettav.exnet.com

* Origin: Graham's 32Mhz Falcon030 PowerPoint (100:1011/0.8)
```

2572. what to do with a 1040ST

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 01:29:30 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <778143900.10@mettav.exnet>
Source record: 181415

It was none other than Simon Johnston that wrote on 16 Aug 94 that ,
SJ> Hi, I've just been given an *old* ST 1040, with mouse, joysticks,
SJ> lots of disks and a laser printer. I am basically a PC person (486-
SJ> OS2/486-Linux/ 586-Linux machines at home) and would like to get to
SJ> grips with this beast. Firstly what sort of upgrades can I/ should I
SJ> do ?, and where is the cheapest
SJ> and or best place in the UK for ST stuff.

Check the small ad's papers like Computer Mart as there is a lot of people upgrading to better atari's ...or some downgrading to other machines :-) so lots are selling on cheap.

SJ> Is there any chance to upgrade such an old ST to a 68030 so I could
SJ> have a go at the ST Linux port ???

Check out system solutions ... by no means cheap but they offer the most comprehensive stock of the best hardware and the most experience in the Atari market ...and in this case the PAK 030 board which is supposed to be very good.

try mailing ssolutions@cix.compulink.co.uk

////
Graham Irvine
grin.mettav.exnet.com

* Origin: Graham's 32Mhz Falcon030 PowerPoint (100:1011/0.8)

2573. Re: Bootsector checksum a

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 01:55:56 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <336c7c$1q1@ugle.unit.no>
Source record: 181812

Sheppard_r@ix.Wcc.Govt.Nz,
In a message on 19 August, wrote :

sB> In article <32vuql$jma@ugle.unit.no>, erlingh@nova.pvv.unit.no (Erling He
sB> writes:
sB> > A1624091@athena.Rrz.Uni-K,
sB> > In a message on 16 August, wrote :
sB> >
sB> >ac> Steve H. Ridd (ps1908@wlv.ac.uk) wrote:
sB> >
sB> >The same check-sum system is used on sector 0 on hard-disks, and the
sB> >boot-sectors on each partition. The executable boot-sector on sector 0
sB> >contains a routine to read the partition map, and then scan the
sB> >boot-sectors on each partition until it finds an executable boot-sector
sB> >it exists).
sB>
sB>
sB>
sB> From the books that I have about hard drives, they boot from sector 1,
sB> the partition info is held on sector 0 !!!!

The partition info is held on sector 0. Right. But this is in addition to
boot-code. I know, I have written my own root-sector booter once...

So there... :-)

Erling

• ATP/Unix 1.40 • This is my tagline.

2574. Re: looking for Data Base

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 01:55:57 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <336c7d$1q2@ugle.unit.no>
Source record: 181813

Iain.Laskey@barclays.Co.U,
In a message on 19 August, wrote :

Il> Try ftp sites with PC source code on. There are several package sthat I h
Il> seen in C which implement multilayered database functions from low level
Il> front ends. I can't think of any particular ones right now but the port s
Il> be trivial. Last one I looked at had make files and switches for DOS/Unix
Il> adding ST shouldn't be too hard.

You could also try the gnu dbm system. (gdbm).
It should be available on atari.archive.
If not, I know I compiled version 1.5 right off the GNU cd-rom without
having to change a bit. (This was with the mint libraries and gcc)
Therefore, you could probably get the source code from any ftp site that
stores gnu stuff (which is probably most of them... :-)

Hope this helps,
Erling

2575. Re: Programs on remote UN

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 01:55:58 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <336c7e$1q3@ugle.unit.no>
Source record: 181814

Boyd@hardy.Math.Fsu.Edu,
In a message on 19 August, wrote :

bR> Mattias Engdegsrd (f91-men@alv.nada.kth.se) wrote:
bR> > How interesting! I have written almost the same thing myself, unaware t
bR> > anything similar existed. It's hard to be original, isn't it?
bR> >
bR> > My program duo seems to do exactly the same thing as Unix Windows (judg
bR> > from your description of it), with the minor differences that it emulat
bR> > vt102 (fairly well) and adds a compression scheme for downgoing text, w
bR> > roughly doubles the perceived speed of the terminal, for average termin
bR> > use. This was a mere survival hack since I couldn't afford anything fa
bR> > than a 2400 modem.
bR> >
bR> > The program, Terminus, never was intended as anything but for my own
bR> > personal use, so, using a gross euphemism, it was not written with
bR> > portability in mind. Only if there is notable interest in the silly thi
bR> > I'll consider cleaning things up and writing docs, if I have the time.
bR>
bR> I certainly have notable interest in a faster, more stable multi-window
bR> serial communications package! I seem to remember making several attempt
bR> at getting the source to one of the Unix Windows versions released so oth
bR> netters could debug it and add features, but to no avail. Also, there wa
bR> some talk about this functionality being added to CoNnect, but it looks l
bR> FAX stuff will come first. Thus, Unix Windows is still the only game in
bR> town.

Huh?

Isn't Unix Windows source code distributed with the source code to the gem
library for gcc as an example ?
It used to be...
Anyway, if it isn't, send me email and I can upload the code to you.

Erling

• ATP/Unix 1.40 • This is my tagline.

2576. HD Bootsectors

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 01:55:59 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <336c7f$1q5@ugle.unit.no>
Source record: 181815

Sheppard_r@ix.Wcc.Govt.Nz,
In a message on 20 August, wrote :

sB> There seems to be some confusion about boot sectors, there are no bootsec
sB> 0 in a floppy or a hard disk...
sB>
sB> Sector 0 on a hard disk is the partition info, a boot sector is the first
sB> logical sector, sector 0 is not the boot sector...

Well, again. I will try to make this clear to you and others.
Both Claus Brod, and I, have written auto-booting software for hard-disks,
so I guess we do have some knowledge about the subject...

Sector 0 on a floppy is a boot sector. That we agree on , yes ?
Sector 0 on a hard disk contains boot code AND the partition map info.

What one regularly names "boot-sector" on a hard disk, is sector 0 on a
partition. This one has the same structure as sector 0 on a floppy disk.

OK ?

sB> What we need is for Claus Brod to read this and to clear these things up.

Well, I hope I just did...
Claus, do you agree ?

Erling

 ATP/Unix 1.40 This is my tagline.

2577. 1040ST & SC1224 Mon FS

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 02:12:36 UTC
From: bomber@access3.digex.net
Message-ID: <336d6k$ktj@access3.digex.net>
Source record: 181817

I have an Atari 1040ST for sale, with an SC1224 color Monitor and an external 2400 baud Supra modem. Several programs included... Want $150.00 plus shipping... (if local to DC area, might even deliver!)... Might consider best offer... Let me know...

Bomber

2578. DJ550C, Speedo5.0

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 02:14:44 UTC
From: kfason@csn.org
Message-ID: <Cuv4wL.4Hy@csn.org>
Source record: 181816

I just got the Speedo 5.0 upgrade. While I really like it, especially the screen acceleartor compat now. But I have a HP DeskJet 550C. I tried both drivers for it and all either does is eject a page... I used the Outline ACC and installed all the point sizes I use so it should work.. Anyone else have probs? I also use Works BTW. And in the page setup set it to current printer. one of the drives says 7.5X10.4 instead of 8.5X11 for letter that i use with the 500 driver... the other is like 25.something by 30.something I beleive... I normally leave it at letter (8.5X11)...

--

-Kevin Fason - "Dominate the Rythm"

kfason@CSN.Org

Atari Falcon030	My Time is a Piece of Wax
US Robotics Dual Standard	Falling on a Termite
Atari Jaguar	(Who's Choking on the Splinters)

2579. Re: Pretty Good Privacy

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 03:17:02 UTC
From: whitema@rtsg.mot.com
Message-ID: <336gve$9dl@delphinium.cig.mot.com>
Source record: 181736

In article <Cuqt9r.8G@news.cis.umn.edu>,
<davidli@dragon.labmed.umn.edu> wrote:
> Steve Johnson wrote in article <32vc81$9pc@elaine.teleport.com> :
>>The problem is that even the CIA/FBI haven't a clue how to decode
>>PGP encryption and the government HATES secrets to be kept from
>>them. <grin> There are long-standing US laws (for national security
>>reasons/etc.) that put data encryption on a fine line between legal
>>and illegal. Basically, as long as the US govt. knows how to defeat
>>the encryption, it's legal, but if they CAN'T defeat the encryption,
>>they see it as a possible risk to national security. Since the
>>government can't figure PGP out itself, they are taking the author
>>of it to court to get him to release the encryption algorithm to
>>them -- at least that's what I've heard. For now, the US govt.
>>just wants to make sure it's not being used to transfer data in and
>>out of the US. If they HAVE taken the PGP author to court, it will
>>be interesting to see whether the courts decide in favor of right
>>to KNOW or right to PRIVACY.
>
>I'm pretty sure that the government of the United States of America know
>the encryption algorithm all too well -- it's the algorithm for which they
>issued a patent to RSA, Inc., after all. :)
>
>There would be a lot of businesses (primarily banks) who would be upset if
>the government of the United States suddenly declared data encryption illegal.
>An invocation of 'national security' would be politically inept.
>

I believe it's part of the NSA's job to make sure they can read all
data travelling international routes. If they can't decrypt something
you're sending over the US borders, expect a visit.

Mike White
whitema@rtsg.mot.com

2580. My Letter in ST Informer

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 03:40:50 UTC
From: scotty@cais2.cais.com
Message-ID: <336ic2$27s@news.cais.com>
Source record: 181818

I started reading this rather incoherent and disjoint letter in the new issue of ST Informer (August) this week, only to drop the issue in shock after seeing my name at the bottom!

I know that Informer edits its letters (you can hardly read them without seeing the warning a few times) but I thought the editing was for brevity -- not to put a nice sugary coating on the content. For those who have the issue and are interested, please compare the two. I'm following this up with the 100% original uncut letter.

My intention was to point out some glaring errors in Mr. Vicha's "Watch me Reveal the Internet" article, which was five parts enthusiasm and one part complete misinformation for each useful paragraph. After Informer got done with my letter, it looked more like "Gee thanks guys, totally marvy, but there was a teensy boo-boo or two!"

Well, here's the original. Note that my email address has changed in the four months it took them to print their interpretation.

==========
Scott R. Chilcote
scotty@cais.com

To: st-informer@genie.gies.com
Subject: Letter to Editor
Date: Mon, 18 Apr 94 17:18:45 -0400
From: scotty@sarge.hq.Verdix.COM

Dear ST Informer:

I'm grateful to Mr. Donavan Vicha for the number of useful articles he writes for ST Informer. After reading his February '94 article called "Surf's Up! Checking out the Internet", however, I fear he's sacrificed some quality for quantity. As a service to your readers who may be interested in becoming Internet users, I'd like to respond to a few of the points he makes in error. As a computer engineer who began Internetting in '86, I feel up to the task.

Regarding the history of the Internet, the actual story is much more interesting than "a bunch of universities wanting to share information." The underlying mechanisms on which the Internet is based grew out of government research into computer networks that could survive massive interruptions (can you say "A-bomb"?). The higher education angle came in when the National Science Foundation wanted to provide five supercomputers for academic research, and created five regional networks to access them across the continental US, in the late eighties. Other details can be found in several references; I prefer "The Whole Internet User's Guide &

Catalog" by Ed Krol (O'Reilly).

Mr. Vicha seems to confuse Kermit with the Internet when he says "I have a lot of respect for true Internet surfers because Kermit is such a bare-bones terminal program." Kermit is a file transfer protocol; a file serving program by the same name is shipped with many Unix systems. It has nothing to do with the Internet other than being an outdated way to download files obtained from Internet archive sites. I personally prefer zmodem. It is not hard to find the source for zmodem, compile it on a host machine with an Internet connection, and to thereafter have much faster file transfers!

The sentence "Internet itself is a fairly bare-bones, text oriented interface..." is very misleading. The Internet is not an application; it is a very large computer network, as Mr. Vicha knows. It is the programs that access Internet resources that provide the interface, and they are improving. Mr. Vicha should check out the X-windows based World-Wide-Web browser called "Viola", available for download from info.cern.ch in Switzerland. This hypertext based Internet browsing tool has a user interface that will curl his toes! Unlike commercial online services, which develop software so that PC and Mac owners can have a graphical user interface, the user-supported Internet has a less coordinated, but more varied bunch of software interfaces. Hopefully this was Mr. Vicha's point.

In his section on "Addresses" Mr. Vicha leaves out vital information about what Internet addresses mean. It's important to know that an address that ends in .edu is from a University, and .com is from a business with Internet access. There are several for foreign countries as well. There are also numerical Internet addresses, the use of which should be avoided if possible. Again, the books do a good job of explaining these for new users.

Lastly, on the subject of Atari Telecom Programs and the Internet, Mr. Vicha implies that function keys and cursor keys are needed for Internet access. This is most obscure. If the host system he's using requires function keys, such as that found in VT100 or VT200 emulation, then that might be the cause of his problems. If so, there is an easy fix. He needs to get ahold of Uniterm (for standard STs) or Connect (for TT/Falcon), each of which provides three full sets of function keys (standard, shifted, and alt-ed). He can then download the list of VT100 function key codes, and program them as macros. For instance, if the VT200 code for F22 is ESC [22~, he can program a shift-F2 macro to send this sequence by entering the macro as ctrl-] (escape) [26~.

His only other sins are those of omission. For instance, the Archie database wasn't mentioned (where to find programs on the Internet). The huge archive of Atari software at the University of Michigan wasn't mentioned, nor were others in Germany and Great Britain. The Network Information Center (NIC) was left out, and the Newsgroup Archives at MIT went unmentioned.

Perhaps there'll be future articles? The Internet has helped this Falcon owner keep up with the "state of the art"; the more other ST users find out, the less they'll be likely to consider switching to a less interesting piece of hardware!

Scott R. Chilcote

Disclaimer: I do not represent Verdix Corporation, and my
postings do not represent their views.

Scott R. Chilcote
scotty@verdix.com - or -
scottc@dsrnet.com

2581. Re: Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 05:20:17 UTC
From: dpj@delphi.com
Message-ID: <ZE+z9ix.dpj@delphi.com>
Source record: 181819

Dan Dreibelbis <dan.dreibelbis@f422.n250.z1.tor250.org> writes:

>S > Atari has stated that the Atari Computer division is History!
>S > The falcon is currently being produced in small numbers. I
>S > belive that atari will be licensing the Falcon technilogy to
>S > third party.
>
> And, pray tell, where is the press release to confirm this? And
>the date it was issued? Or is this conjecture based on what "may
>have been said" or "it has been said"?

Atari has stated over and over again that they are focusing their attention to the Jaguar and that attention to the computer side is negligible, if that.

Do you seriously think that Atari will issue a press release to the public to that effect? It won't happen anytime soon. The computer division may not be dead, but it's on life-support only and the doctors aren't checking in on the "patient" all too often to check vital signs.

Dana @ STReport International Online Magazine

2582. Re: NEODESK 4 News...!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 05:25:46 UTC
From: dpj@delphi.com
Message-ID: <ZG-TNky.dpj@delphi.com>
Source record: 181820

Martin Bartsch <maba@simpson.ruhr.de> writes:

>What about MultiTOS? Does NeoDesk 4 work with MultiTOS or better only MiNT?

Gribnif Software has their own multi-tasking software, called Geneva.
Whether or not Neo4 works with the others, they could answer better.

-Dana

2583. Re: Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 07:04:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <778143900.11@mettav.exnet>
Source record: 181413

It was none other than Benjamin Joab that wrote on 18 Aug 94 that ,
BJ> Actually, R and D for COMPUTERS has shut down. They still produce
BJ> TTs in small numbers. Falcons are nothing. They are dead.

What are you talking about , Falcon's are cheaper than TT's ,have a more recent TOS revision ,when upgraded to 32Mhz are as near as damn it as fast as TT's and have far superior sound capabilitys .... the only think the TT still holds over the Falcon is 32bit RAM and graphic card expansions ...both of which cost a bloomin fortune !

Atari themselves may have shut down R&D but plenty other companies haven't and Atari if I am not mistaken are taking these companies on board much more than in the past . The net result if this continues could well see more and 'better' products rather than less !

I refer in part to Compo taking over Speedo , C_LAB being licensed to do some work on the Falcon and rumoured also that Overscan's 040 board getting some sort of Atari sanction. The later product will likely blow away any weakness's the Falcon may have v's the TT.

A recent UK show saw none of the exhibitors I saw go home with a Falcon and plenty of users with a new machine . If Atari had the money to promote these machine they'd be dangerous :-)

////
Graham Irvine
grin.mettav.exnet.com

* Origin: Graham's 32Mhz Falcon030 PowerPoint (100:1011/0.8)

2584. Re: Future of Atari mags (Was: UPLOADING! I've done my bit....)

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 08:19:58 UTC
From: frank@theshack.demon.co.uk
Message-ID: <940821Z081958.552frank@theshack.demon.co.uk>
Source record: 181674

In article <32qp0c$gkq@aggedor.rmit.EDU.AU> s9205525@otto "Glenda MOON" writes:

>
> : If STF closed down maybe more people would buy ST Review instead, and actually> : get to read something useful for a change. :-)
>
> : Seems as tho' I've missed something here, but has FORMAT closed down????
> : ...John Moon s9205525@otto.bf.rmit.edu.au

Nonononononononononononono! :-) We're still here...

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

2585. Speed of Light supports MONO!

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 08:28:31 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <CuvM80.543@beaver.cs.washington.edu>
Source record: 181822

I just wanted to let everyone know that the next version of Speed of Light (version 3.7?) will support monochrome graphics modes. This is partially so that users can start from medium resolution. Basically, the dialog boxes no longer REQUIRE 16 colors, they just look better with them. I wanted to just switch to LOW resolution from medium res., but I tried, and GEM does NOT like to draw all 16 colors because even though the resolution is "Low res" the VDI still thinks it is in medium. So, I just draw all the dialogs and stuff in medium resolution (black and white) and then switch to low res only when drawing the image. As a nice side effect, this also means that SOL 3.7 will now work in monochrome modes (dithering is a must, of course!)

So, if there are any monochrome users out there who wished they could use Speed of Light, check out version 3.7, to be released in a few weeks. Other features include a Slideshow option, some DSP JPEG code for Falcon, and many nasty bugs fixed. Speed of Light is Shareware, please register!

-Stuart Denman
StuSoft
sdenman@cs.washington.edu

2586. Dr.T's OMEGA Question

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 08:42:16 UTC
From: dritter@wimsey.com
Message-ID: <dritter-2108940148480001@pme06.pomo.wis.net>
Source record: 181823

I have recently had the an opportunity to create some GS/GM (i.e. Roland Sound Canvas) midi files.

I used Dr T's Omega sequencer, adding copiuos amounts of sysex data into the sequences (to change reverbs, set random pans etc.)

When I saved the files as Standard MIDI files (to export to one of those "other" platforms), the good doctor's code relentlessly stripped all of my sysex data out of the sequences.

Does anyone know of a program that converts Dr. T's .ALL files to SMF WITHOUT stripping the sysex data? How about an ST sequencer that loads .ALL files, then allows you to save SMF intact? ....Just askin'...

- Please email me - dritter@wimsey.com - I'm not a frequent mail reader.

Thanks!

2587. Cyber Studio Stuff?

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 08:48:41 UTC
From: dritter@wimsey.com
Message-ID: <dritter-2108940155160001@pme06.pomo.wis.net>
Source record: 181824

Does anyone have objects or fonts for the Tom Hudson Cad-3D/Cyber Studio software? I got a copy of it a few years back, did some animations, and now it's in the closet. I'd like to get some objects for it & pull it out again...

Anyone interested in some objects I created a steam train, a bi-plane, and a paddle wheel steam boat for some animations I was working on. I might be willing to pass these on. Is there a ftp site for this stuff out there somewhere?

Please respond via email

dritter@wimsey.com

Thanks!

2588. Re: Dr.T's OMEGA Question

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 10:25:38 UTC
From: paulseniura@delphi.com
Message-ID: <Z4yTVqy.paulseniura@delphi.com>
Source record: 181825

Oh no, I have a very similar set-up as well. Please drop me a line also if someone has the answer for Mr. Ritter.

-- thx, Paul Seniura (in Oklahoma City)

2589. Re: Gif & Jpg viewer

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 10:54:36 UTC
From: Brian.Baird@phm.embassy.co.uk
Message-ID: <b86_9408220346@embassy.embassy.co.uk>
Source record: 181775

On 17 Aug 94 17:26:42 Kim@dksoft.ping.dk wrote...

KK> In <b66_9408151217@embassy.embassy.co.uk> Brian Baird wrote :
KK>
KK> >KK> I can only recommend it, cause it's also freeware.
KK> >
KK> >I haven't seen this anywhere Kim, is there any chance of you u/l it on
KK> >or hatching it out on NeST or FAN?
KK> >
KK>
KK> If i knew how to upload it to an FTP site i would. And i'm not able to
KK> send anything out in NeST or FAN, (but this can hopefully be changed).
KK> I hoped Joerg or someone in Germany would send it out in FAN, but now i
KK> have waited too long for this to happen, so i might contact Daron about
KK> it, and have him sending it out. It's only 3kb, and it's great!
KK> Trust me.

Thanks, Daron has now hatched it into the file networks. Now if I could only freq it off him ;-)

Brian.
--
| Internet: Brian.Baird@phm.embassy.co.uk
| Standard disclaimer: The views of this user are strictly his own.
| Embassy NET - Bring Usenet to the masses
| For Details mail : Info@embassy.co.uk

2590. Re: HP Deskjet on MSTE

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 11:41:54 UTC
From: mcareyb@cix.compulink.co.uk
Message-ID: <Cuvv5v.44x@cix.compulink.co.uk>
Source record: 181826

I have been using Calamus 1.09n with a Deskjet 500 for several years. The initial driver supplied with the package here in the UK made a bit of a mess of the margins, I wrote a little patch proggy that fixed this that I imagine, is on a PD library near you. The SL drivers have no such problems and work fine. Just make sure the Perforation Skip DIP switch is off.

Matthew.

2591. Re: ST Review - gone!

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 11:48:22 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940821Z114822.146dbrewood@nest.demon.co.uk>
Source record: 181779

ST User has closed down. not ST Review.

--


```
================================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
================================================================================
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
================================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
================================================================================
```

2592. Re: Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 12:05:47 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <337fur$64h@golem.wcc.govt.nz>
Source record: 181830

In article <334k9q$mpe@kelly.teleport.com>, steve-j@teleport.com (Steve Johnson) writes:
>In article <333i5o$rdr@msuinfo.cl.msu.edu>, <hopper_t@msupa.pa.msu.edu> wrote:
>
>>Bob Brodie quit Atari recently - no word yet on why. My guess is it has a
>>lot to do with Bob's stating that Atari was gung-ho on the Falcon, and then
>>the Tramiels turning around and making a lier out of him. I could be
>>wrong, of course; with no one saying anything, it's just guess-work.
>
>
>Whoa!!! Watch what you're saying there! Bob Brodie made
>it quite clear why he was quitting -- he wanted to spend
>more time with his family and found another job (at a
>NeXTStep developer) that would allow him to do more work
>at home. Just because he didn't send you personal Email
>about it doesn't mean NOBODY is saying anything (almost
>everyone on GEnie knows). <grin>
>
>The Tramiels would welcome him back if he ever wanted to
>come back. Also, Bob still visits Atari HQ now and then.

Well I never believed any thing that came out of the persons mouth, and also I
think he was asked to leave, there was no point in him staying..

When ever was stated, is what he wanted for you to hear, weather this is the
truth is any ones guess..

Many many things like this are posted all the time, but are they the truth,
there would be very few people that would know that...

There is a old fable, believe in nothing that you hear and only half of what
you read.....

> | Steve Johnson | "People will always be tempted to wipe |
> | Email: steve-j@genie.geis.com | their feet on anything with 'Welcome' |
> | or steve-j@teleport.com | written on it." -- Andy Partridge |

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

2593. Re: Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 13:11:56 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <337jqs$123e@msuinfo.cl.msu.edu>
Source record: 181827

In article <334k9q$mpe@kelly.teleport.com>, steve-j@teleport.com (Steve Johnson) writes:
>In article <333i5o$rdr@msuinfo.cl.msu.edu>, <hopper_t@msupa.pa.msu.edu>
>wrote:
[deleted]
>Whoa!!! Watch what you're saying there! Bob Brodie made
>it quite clear why he was quitting -- he wanted to spend
>more time with his family and found another job (at a
>NeXTStep developer) that would allow him to do more work
>at home.

Sorry about that. I haven't been keeping very close track of stuff on GEnie, obviously I missed his explanation; the last I heard no one had said why he left. Thanks for correcting me.

>The Tramiels would welcome him back if he ever wanted to
>come back. Also, Bob still visits Atari HQ now and then.

Regards,
Tom
hopper_t@msupa.pa.msu.edu

>--
> | Steve Johnson | "People will always be tempted to wipe |
> | Email: steve-j@genie.geis.com | their feet on anything with 'Welcome' |
> | or steve-j@teleport.com | written on it." -- Andy Partridge |

2594. STF issue 35 wanted!

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 13:18:46 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <337k7m$123e@msuinfo.cl.msu.edu>
Source record: 181828

Does anyone have the cover disks to issue 35 of ST Format? I would like to purchase the disk with GFA Assembler on it, and will buy the entire issue (and both disks) if you prefer. Of course, I'll also pay shipping. Feel free to respond either on c.s.a.st. or via email.

Thanks,
Tom
hopper_t@msupa.pa.msu.edu

2595. Re: E-mail addresses

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 13:26:12 UTC
From: mcareyb@cix.compulink.co.uk
Message-ID: <Cuvzzp.9vC@cix.compulink.co.uk>
Source record: 181829

compo have an account at cix thus

compo@cix.compulink.co.uk

should get to them - Matthew

2596. Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 13:31:00 UTC
From: dan.dreibelbis@f422.n250.z1.tor250.org
Message-ID: <8e82cc60@f422.n250.z1.tor250.org>
Source record: 181844

H > Bob Brodie quit Atari recently - no word yet on why. My guess
H > is it has a lot to do with Bob's stating that Atari was
H > gung-ho on the Falcon, and then the Tramiels turning around
H > and making a lier out of him. I could be wrong, of course;
H > with no one saying anything, it's just guess-work.

According to a press release made available to the Atari community via GEnie, Bob stated that the reason he left Atari was due to the fact that he needed to get himself a job that would require much less travelling as so he could spend more time with his family. Apparently going on a vacation with them for the first time in years made him realize he needed to become closer with his children. He made it clear in the release that he was perfectly happy with the performance of Atari computers and still uses them; he even expresses the hope that he may eventually come back to Atari if a good opportunity comes up.

He even went on GEnie for a final RoundTable Conference just to say goodbye (although he'll still have his GEnie account so he won't be totally gone); he revealed he's gotten a job with the company that's producing the NeXTStep operating system. According to most Atari-watchers, that was proof he left on good terms, as most employees who've left the Tramiels' employ usually clean out their desk and get the hell out PDQ without much as a peep!

Just to clear the air - if anyone wants, I can post the official release if you want to see it.

... You're right Worf - you CAN see your reflection from here!
___ Mountain Reader II - #00000007

2597. Re: STF issue 35 wanted!

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 15:04:47 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <pI7Qlc3.ari2550@delphi.com>
Source record: 181831

Tom:

I used to have the GFA Assembler master disk as it came with the MAGE game development system I worked on.

However, I still have the GFA special offer which lets you buy the full version of the GFA Assembler (with docs) for only $50 (at least a third to half off retail).

Now, I don't know if the offer still holds but if you e-mail me your address I will mail the form to you - heck its worth a try.

GFA Assembler is very nice - problem is I don't know a lick of 68000 code, only 8088 Assembly (a little).

Ari

2598. Atari ST Emulator for IBM

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 15:17:06 UTC
From: wozzel@aol.com
Message-ID: <337r5i$jp9@search01.news.aol.com>
Source record: 181833

Does anyone know of an ATARI ST emulator for the IBM PC ????
I need to run ATARI ST software on my PC if possible.
Any assisitance will be greatly appreciated.

email wozzel@aol.com

2599. Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 15:52:00 UTC
From: dan.dreibelbis@f422.n250.z1.tor250.org
Message-ID: <fb97ed5c@f422.n250.z1.tor250.org>
Source record: 181845

5M> It is worded a bit too strongly, but the relevant pieces are
5M> from the Atari Corp. 1993 Annual Report.

<pertinent and useful facts deleted>

Daryl - thank you for uploading these little bits from the Financial Report. It makes things a bit clearer now. Obviously (to me anyway) it looks like Atari is being rather cautious in what the outlook will be for the future of the computer division , rather than coming out and saying "we're not making any more computers, so there!"

After reading all the contradictory reports that I'd seen ("they're only making TTs - the Falcon is screwed!" "they're only making Falcons, the TT is screwed!" "They've up and quit making anything - we're all gonna die!"), it was good to actually see what is going on.

Then again, it could all be doublespeak :).

In any case, let's hope the Jaguar becomes enough of a hit so we Atarians could possibly breathe a little easier - or that a killer application comes along so that the Falcon becomes a MUST-HAVE! Even if it's in a niche market like MIDI.

Again, thanks.

... Mr. Safety Tip#7 - never throw a porcupine and yell THINK FAST!
___ Mountain Reader II - #00000007

2600. St Review - Gone!

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 15:52:00 UTC
From: dan.dreibelbis@f422.n250.z1.tor250.org
Message-ID: <964340c8@f422.n250.z1.tor250.org>
Source record: 181846

"L> From: ilaskey@cix.compulink.co.uk ("Iain Laskey") Vic just
"L> confirmed that ST User has folded. Some of the staff writers
"L> will move over to STR which is continuing.

It's sad to see any ST magazine go - but at least they've
decided not to pull the plug on the stronger of the two magazines
Ladbroke was publishing. Good luck to Vic Lennard in continuing on
with ST Review, with seems to be getting even better (and desirable)
with each issue.

... Just hand over the chocolate and nobody will get hurt. - Troi
___ Mountain Reader II - #00000007

2601. St Report - Objective Rep

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 15:52:00 UTC
From: dan.dreibelbis@f422.n250.z1.tor250.org
Message-ID: <cf2d1365@f422.n250.z1.tor250.org>
Source record: 181847

D > Do you seriously think that Atari will issue a press release
D > to the public to that effect? It won't happen anytime soon.
D > The computer division may not be dead, but it's on
D > life-support only and the doctors aren't checking in on the
D > "patient" all too often to check vital signs.

Dana @ STReport International Online Magazine
VVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVV

Then again, seeing that this reply is coming from one of Ralph Mariano's cronies at ST Report (which is nothing more than Ralph's personal vendetta against Atari Corporation and anyone who has "wronged" him after being caught with his pants down again and again - his own history and behavior speaks for itself regarding major historical revisionism) I am quite disinclined to believe you or consider your opinion valid.

Rest assured that though I do seem to be "wearing rose-coloured glasses" in regards to my support of the Atari platform, I do tend to take them off from time to time. :) The fact is, I need fact - not conjecture, may haves, might bes, might have been said, a friend of a friend told me, FACT. You may tell Mr. Mariano to take this into account when sitting down to write another one of his "scinillating exposes" of Atari and related developments. If not, perhaps he should get a life.

I AM quite aware of the precarious position Atari is in right now - and am quite aware of the turbulent history of the computer division under the Tramiels' management. But I'd rather get the facts straight here from people who are interested in seeing Atari's survival, and not from people aligned with a man whose sole aim is to bring down Atari's downfall as an act of petty revenge.

... OH NO! We're gonna get SUED!
___ Mountain Reader II - #00000007

2602. Speed Of Light Supports M

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 15:52:00 UTC
From: dan.dreibelbis@f422.n250.z1.tor250.org
Message-ID: <50376996@f422.n250.z1.tor250.org>
Source record: 181848

Stuart - thanks for making the upcoming version of Speed of
Light monochrome capable!

We mono users need all the help we can get when it comes to
getting some of the neat toys the colour users have.

But then again, when it comes to software/shareware for the
Atari platform, we ALL need people like you to deliver the goods.:)

... So you gave him the floor, he up and started a war - NRBQ
___ Mountain Reader II - #00000007

2603. *** VIRUS WARNING ***

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 16:46:58 UTC
From: Koos_Kuil
Message-ID: <57896400@f397.n282.z2.fidonet>
Source record: 181719

```
* Originally from Area 'N.NET.NOTICE'
* Originally to All
* Forwarded by Koos Kuil on 2:282/397, 21 Aug 94 18:03:50

Hello There!

A few days ago a user named Cor Kalkman did upload me a Trojan Horse virus
on my Bulletin Board.

Watch out for a file named XCELL267.ZIP, 149811 bytes long.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
The user describe it as an Excellent Virus killer better then AVK 6.3
and recognize a lot of bootsectors and link virusses but nothing is true.

After unpacking 3 files are existing:

XCELLENT.PRG (The Killer! ICE-Packed)

XCELLENT.DAT (Looks like a data file but it's nothing more then an
ICE-packed ZIP file with nothing more then the original
pirated Euro version of PC-Ditto!)

README.1ST (A text file with information)

The virus killer doesn't work on TOS 1.4, TOS 4.02 (TOS 2.06 isn't tested)
but it does his job with TOS 1.2 here.

When NO HD is connected you'll get a message that you must reboot your
computer because "there are some resident programms into the memory". If
there's a HD it will cleanup all your files on it!
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

I've tried it with a Ram-disk on a Stand-Alone 1040 without HD and all my
files are gone in the Ram-disk after running it. You'll also get a nice
message that you're a complete idiot.

One of my users has a clean HD now after downloading this file, many thanks to
him for warning me about this ugly file. It's removed immediate from my
BBS in Holland.

All partitions from C: to F: are deleted after running.

This message is also forwarded to some dutch echos, please be carefull.

Greetings,
Koos

--- JetMail 0.99beta8
* Origin: Willie's Atari BBS, Octopus Developement, Fido/NeST/FAN (2:282/397)
```

2604. Re: ExtenDOS (was Re: Theft = Piracy..!!)

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 17:12:12 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EHVRAJUQUp@dksoft.ping.dk>
Source record: 181768

In <335qq7$5nm@crl5.crl.com> Sam McGee wrote :

>I believe I just did.

So you did.

>Regarding ExtenDOS with a Falcon, it works I am using it.
>
>If you have fears of incompatibility with software on your system, just ask.
>Post your TOS version, memory size, Auto folder apps, etc. and ask if
>anyone has has a problem with this configuration.
>
>example: Does anyone know if ExtenDOS works with a Falcon 14MB, TOS 4.04,
> NEC 3xp CD Drive?
>
>Answer: Yes, it works fine.
>

And this might work in most cases. The problem is, i contacted one of my
friends asking him about a problem i had with MetaDos. While we talked about
it, he told me he was betatesting ExtenDos, and told me there was a problem
running it on the Falcon. So now i got two different answers from two different
systems. Tell me what to believe.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

2605. Re: German Echo ?

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 18:14:10 UTC
From: sos@sos.sh.sub.de
Message-ID: <EHVSBAUQ1UP@sos.sh.sub.de>
Source record: 181849

In <409_9408182337@seuk.com> Kevan Winch wrote :

> ch> Wheay they do have great stuff. But Guys please give us English readme
> ch> file not
> ch> liessmich file and english docs too.
> ch> Thankx.
>
> Sorry, I don't understand...what is 'liessmich file' ?

Liesmich is the german version of a readme file.

SOS

--
Forgot a smiley somewhere? Sorry. :-) :-)) :-(:-}
PGP public key available on request.
*** sos@sos.sh.sub.de ***
*** sos@sos.sh.sub.org ***
--

2606. Re: Speed of Light supports MONO!

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 18:38:24 UTC
From: dburns@world.std.com
Message-ID: <CuwEG0.CJ1@world.std.com>
Source record: 181834

Stuart:

Regarding Speed Of Light in mono--Great idea! Thanks. I'm looking
forward to using it.

Dave Burns
Lowell, MA
(registered SOL user)

2607. ST User - gone! (was: Re: ST Review - gone!)

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 18:39:36 UTC
From: Spencer.Davies@mettav.exnet.com
Message-ID: <778143900.12@mettav.exnet>
Source record: 181412

"L> From: ilaskey@cix.compulink.co.uk ("Iain Laskey")
"L> Organization: Compulink Information eXchange
"L> Message-ID: <CuuF19.JG6@cix.compulink.co.uk>
"L>
"L> Vic just confirmed that ST User has folded. Some of the staff writers
"L> will move over to STR which is continuing.
I am just glad that what happened with ST World didn't happen to ST Review ie.
it was combined into the one publication (read: killed off).

Even though ST User wasn't that good it is a shame to see it go, just another
sign of the current market conditions.

Need to ask yourself what the next one will be (ST Format or ST
Applications?)

Spencer

* Origin: The Net is Yours,USE IT!Don't Abuse IT! (Turbonet 100:1011/0.2)

2608. Re: Freeze Dried VT100

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 18:52:21 UTC
From: albin@crl.com
Message-ID: <3387p5$45d@crl7.crl.com>
Source record: 181836

```
: : You can use the ansi emulation instead of vt100, my site allows me
: : to use a preference of my own. The only problem I have found is
: : using the WWW, as the text wont wrap sometimes. I also suggest that
: : you dont use "nn" as your news reader (FZDT does not seem to operate
: : properly in the capture buffer, the text will not wrap around)
: : if you use "tin", the capture buffer will work almost perfectly.
: : I have STalker, Connect, both versions of FLASH and a few other
: : term prg's, but FZDT is the quickest, if only it had VT100, then
: : it would be untouchable......John Moon s9205525@otto.bf.rmit.edu.au

Does it work on irc? I've had VT-100 emulation problems on irc with many
programs...
--
-------------------------------------------------------------------------
Albin Pahernik --Pavement
"Don't worry, we're in no hurry... school's out; what did you expect?"
-------------------------------------------------------------------------
```

2609. PageStream print problem

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 19:01:05 UTC
From: hurn@shell.portal.com
Message-ID: <33889h$66q@news1.shell>
Source record: 181837

I'm trying to print a pamphlet in 8.5x14" landscape (horizontal) format (have had no trouble doing this with 8.5x11" paper sizes). When I try it in this size however, it begins printing without the .5" designated margin, lobs off 1" of the first column -- the result of which is the omission of 1.5" of the page (probably bi-laterally but I aborted the print process before it got to that point). I designated that the document be 8.5x14" landscape in the dialog, but PageStream just doesn't seem to see it that way.

When I printed a draft page on an 8x11" sheet (at 78%) _everything_ printed out.

I'm using PageStream 2.2 with a 4 mb 1040ST, a Panasonic KXP-1123 printer (Epson LQ-2500 print driver). I also tried the NEC P6 driver with similar results.

Hope someone can help but, if not, is there an e-mail address for SoftLogik? Their BBS software doesn't like the modem I'm now using and automatically hangs up after when I try to call (yes, I'm a registered user but can't find anything in the manual which sheds any light on this).

TIA for any help offered.

- Nancy hurn@shell.portal.com

2610. Re: Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 19:31:03 UTC
From: bjr2@Ra.MsState.Edu
Message-ID: <338a1n$7qu@Tut.MsState.Edu>
Source record: 181838

Panjandrum (dhbutler@magnus.acs.ohio-state.edu) wrote:
: Well, I don't want to start another long discussion about the 'future of
: Atari', but I would like to know in short and acurate terms what their status
: is? I keep hearing rumors that they are no longer producing computers, just
: the Jaguar, and then again I hear that they have simply canceled all Research : and
development projects but are still producing the Falcon in small numbers. : Does anyone
know which of these is correct?
: - John Brunner

I'm not real sure about the answer here John. I do know that less
than 6 months ago I purchased a new 1040 STe from Micro Computer Depot in
South Carolina, and John, the salesman there told me Atari decided to
continue making the 1040 STe line of computers. As far as I can guess to
date, Atari is only making 1040 STe, Falcon, and Jaguar systems. I wouldn't
bank on this however, as I recently read a post on Delphi where someone
had a Stacy for sale, and he claims it is only three months old (of course
this doesn't mean it came off the line recently, it could have been in stock
in some store for years).

Brian

2611. American On-Line with MegaSTe?

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 19:34:09 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <17019B0CES86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 181839

I have a Mega STe with an Atari Modem (I forget what the model number is.) 1200 Baud, I think. I currently subscribe to GEnie, which has provisions and software to accomodate Atari ST computers. Can anyone answer the following questions?:
1. Is it possible for me to subscribe to American On-Line using my Mega STe and Atari Modem? Do I need any special software?
2. The San Jose Mercury News newspaper has a service called Mercury Center, which requires software that only runs on Macintosh or PC computers. This service is tied into America On-Line. Since I can't subscribe to Mercury Center directly, is it possible for me to subscribe to America On-Line with my Mega STe and access the San Jose Mercury News articles?
Please E-mail any answers you may have, or post them on this user group. Thanks in advance. ---Mark van Wyk

2612. Acellerators For Ste

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 19:42:00 UTC
From: jon.dinga@f422.n250.z1.tor250.org
Message-ID: <635f7a75@f422.n250.z1.tor250.org>
Source record: 181797

TH>I would greatly appreciate some information on the availability of the
TH>T28-36 accellerators for the ST. Where to purchase, etc. Here in Northern
TH>California, the number of dealers that really stock hardware is slim and

Tobias, I have a tinyturbo030 currently on order from Jim Allen
@ FASTWhile it has taken an unreasonably long time to fill the
order, I feel he will be shipping this year ;^).
email him at j.allen27@genie.geis.com
or
Fast Technology
14 Lovejoy Road
Andover, MA 01810
(508) 475-3810
Turbo25, TinyTurbo030, Turbo030, TurboRAM

TH>Tobias Henderson SGI, Inc
TH>tovye@messada.corp.sgi.com
btw, I do not work for FAST, so if you call him, tell him Iwant mine soon
TOO! ;^)
Jon

2613. Tempus 2.21

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 19:52:34 UTC
From: natx@wega.fibronics.de
Message-ID: <1994Aug21.195234.14758@eurom.rhein-main.de>
Source record: 181835

(this is a test post, but I might as well post something 'valuable')

Tempus 2.21 (just recently released), in my opinion still the best Editor in the world, now can run in all resolutions (including FakeColor (er TrueColor) modes) as long as the rez is 640 across at least.

Nat!

2614. Used Falcon? Shopping!

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 20:42:42 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Aug21.174242.26801@dal1>
Source record: 181751

I have a friend looking for a Falcon used. Anyone out there
in net world got one or know someone who wants to sell? E-mail
please!

2615. Dungeon Master Spell List Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 21:13:04 UTC
From: enactor@aol.com
Message-ID: <338g10$p15@search01.news.aol.com>
Source record: 181850

I moved from Oregon to Pennsylvania last year, and in the process of putting things in storage I separated my Dungeon Master disk from the manual. Can anyone email me a copy of one of the comprehensive spell lists that were floating around a few years ago? Otherwise my current game is going to be a short one...
Thankyew,

Clif Swinford

enactor@aol.com
cswinford @delphi.com
"Most people would sooner die than think; in fact, they do so." --
Bertrand Russell

2616. Re: Ed-Hack

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 21:41:27 UTC
From: trek@intgp4.ih.att.com
Message-ID: <CuwMx3.6sp@nntpa.cb.att.com>
Source record: 181752

In article <2e57704228d019@albemuth.equinox.gen.nz>,
John Collis <john@albemuth.equinox.gen.nz> wrote:
>Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
>
>>Just wondering, is Ed-Hack commercial?

Ed-Hak, now known as Edit Plus v3.1 (you missed EdHak v3.0 already)
is most definitely commercial (although there is an demo version
around). Clear Thinking is still maintaining the program and was
at the Indianapolis show just last month providing the Edit Plus
v3.1 upgrade from earlier version of EdHak.

It always has been and still is available from:
Craig Harvey
Clear Thinking
2735 Plymouth Rd, Suite 137
Ann Arbor, MI 48105 USA

voice (313) 971-8671 (non-business hours best)
fax (313) 761-3299 (include voice number on fax so Craig will get called)
modem (Clear Thinking BBS) (313 971-6035 3/12/2400
compuserve: 73047,600
genie: c.harvey
genie support area: CATegory 2, TOPic 40

Happy editing, Wayne

2617. Re: Neodesk 4 Here!

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 22:24:47 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <338k7f$dp8@golem.wcc.govt.nz>
Source record: 181753

```
] For Immediate Release
] 8/17/94
] ---------------------
]
] Gribnif Software is proud to announce the completion of the most
] recent upgrade to the original desktop replacement for Atari
] computers, NeoDesk 4. The wait is finally over.
```

3rd posting & counting....

2618. Re: NEODESK 4 News...!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 22:27:25 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <338kcd$dp8@golem.wcc.govt.nz>
Source record: 181754
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] : NeoDesk has hundreds of features, so here are just some of the more
] : popular ones in the new version:
]
] What about MultiTOS? Does NeoDesk 4 work with MultiTOS or better only MiNT?

Of course it does! (If it works with Multi-TOS, it will certainly work
with MiNT!)

Also with Magix, Geneva and others....

2619. Re: Hard Disk Problems. HELP!

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 23:20:22 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <338nfm$eln@golem.wcc.govt.nz>
Source record: 181759

In article <Cuu9ss.LyB@cs.vu.nl>, fvkampen@cs.vu.nl (Kampen van F) writes:
>Hello,
>
>Once in a while I check my hard disk. And sometimes
>(for no apparent reason) it complains about orphan
>files, and files that share one ore more clusters.
>I have really no idea what causes this.
>A newer version of AHDI perhaps?
>I don't know.....
>HELP!!!
>
>Greetings
>
>Florentijn van Kampen
>| Florentijn van Kampen fvkampen@cs.vu.nl |
>| http://www.cs.vu.nl/~fvkampen |

I do suguest that you get better Tools and Hard Drive Driver, like ICD Utils
as your Driver software...

There are 2 Utils to clean up your hard drive that I would recommend,
one is ICD CleanUp and Diamond Edge..

Diamond Edge does have a Defrager/Compresser, were CleanUp does not..

There is a good Defrager on the net called Check Disk III, its by Atari and I
have never had any problems with it...

I have never ever trusted PD hard disk utils, you take you like in your hands
when using such rubish....

You only get what you payed for....?

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

2620. Re: ST Review - gone!

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 23:38:13 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <338oh5$eln@golem.wcc.govt.nz>
Source record: 181760

In article <CuuF19.JG6@cix.compulink.co.uk>, ilaskey@cix.compulink.co.uk ("Iain Laskey") writes:
>Vic just confirmed that ST User has folded. Some of the staff writers will
>move over to STR which is continuing.
>
>

A few things I would like to know, what was the last issue of ST-User.?

Some of these Mags, have offers for most of there Demo cover disks,
to upgrade, how many of these offers still stand, I don't know if ST-User
had any of these offers..??

Its a shame that ST-User has gone, they are one of the fist Atari mags,
but when you look at the present contents, there is a lot missing, they just
did not keep up with the play, mind you the demise of Atari did not help at
all, plus the lack of support..

Just go have a look at the Amiga scene, they still have a good USA magazine,
plus plenty of other ones and very good Internet support...!!!

Even to-day here in NZ the Atari does not exist when compared to the Amiga
scene..

Even Germany that worshiped the Atari has almost closed shop, only one magazine
left I thing...!!!...

____
|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

2621. Re: Geneva and SpeedoGDOS problem

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 23:44:26 UTC
From: rengbers@netcom.com
Message-ID: <rengbersCuwsM3.HC5@netcom.com>
Source record: 181756

Michael -

There is a known problem using a replacement font in Geneva. We are working on finding it with the Gribnif guys; one or both programs will have an update to fix it. In the meantime, don't replace the system font with a SpeedoGDOS font.

Robert@COMPO

2622. Re: NEODESK 4 News...!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 23:44:58 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <338otq$eln@golem.wcc.govt.nz>
Source record: 181761
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <33419m$3d@simpson.ruhr.de>, maba@simpson.ruhr.de (Martin Bartsch) writes:
>Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
>: Well I don't know if this got to atari.announce,
>: so I will post a copy here...
>
>
>: NeoDesk has hundreds of features, so here are just some of the more
>: popular ones in the new version:
>
>What about MultiTOS? Does NeoDesk 4 work with MultiTOS or better only MiNT?

Tell me who in hell would wan't to use a OS the runs backwards, if I wanted a
bucket of Snails I can get them for nothing in my back garden...

So Please get real, I wish to go past stop, or say in jail...

> /Martin/
>
>--

> | Martin Bartsch | Internet: maba@simpson.ruhr.de | |||||| MiNT is |
> | Am Waldesrand 14a | | |||||| Now TOS |
> | D-58093 Hagen | Fax: +49 2331 589761 | _// || _ |
> | Germany | | /_/ || _\ |

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

2623. VTxxx

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 23:51:34 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <338pa6$far@golem.wcc.govt.nz>
Source record: 181762

Does anyone have a listing of VT100 & VT52/ASCII equivalents?

Such as, what character does the VT100 corner character map to in ASCII?

(the one that looks like:

```
__
|
```

but in a single character. If anyone understands what I'm going on about, any ideas!?

Basically, just what characters I would enter from the 255 character ASCII/VT52 character set to get the various VT100 symbols. (or is it 256 character? whatever). I can do it easily enough with ANSI, but I don't have a similar list for VT100!)

2624. Re: DJ550C, Speedo5.0

Newsgroup: comp.sys.atari.st
Date: 1994-08-21 23:52:35 UTC
From: rengbers@netcom.com
Message-ID: <rengbersCuwszo.HzF@netcom.com>
Source record: 181757

Kevin Fason (kfason@csn.org) wrote:

: I just got the Speedo 5.0 upgrade. While I really like it, especially the
: screen acceleartor compat now. But I have a HP DeskJet 550C. I tried
: both drivers for it and all either does is eject a page... I used the
: Outline ACC and installed all the point sizes I use so it should work..
: Anyone else have probs? I also use Works BTW. And in the page setup set
: it to current printer. one of the drives says 7.5X10.4 instead of 8.5X11
: for letter that i use with the 500 driver... the other is like
: 25.something by 30.something I beleive... I normally leave it at letter
: (8.5X11)...

I have a few ideas. First, are you sure you're only trying to print text in point sizes that are installed in the EXTEND.SYS? Have you tried printing images? Have you tried a program besides Atari Works (it seems that Works does have a problem with 'set page size to current printer' it sometimes doesn't work correctly).

I haven't heard from anyone else about problems with the driver... Oh, and have you tried both drivers? There are two for the 550C.

Robert@COMPO

2625. GDOS Clone

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 00:27:28 UTC
From: bjr2@Ra.MsState.Edu
Message-ID: <338rdg$ve@Tut.MsState.Edu>
Source record: 181758

I recently got a file via FTP that claims to be a GDOS SW clone...problem
is...it has no *.sys files with it and I haven't a clue what to do with
it since I've never run GDOS before. A few questions are in order.

1> What does Gdos allow me to do aside from plug in various GDOS screen fonts?

2> What do I need to get this program running...assuming it is set up just
like GDOS?

I do have tons of GDOS FONTS for use with Notator, and some of the fonts
aquired from FTP sites included ASSIGN.SYS files for use with GDOS. I
tried to install AMCGDOS using these ASSIGN.SYS files with no avail...
got a message saying "No GDOS.SYS file found, Aborted". Basicly, I'm just
clueless as to how to set this program up..and there were NO DOCS with it.
Who ever posted the binary must have assumed that everyone knows how to set
up the SYS files needed to run it.

Clueless,
Brian

2626. Telecom programs for Atari 520ST.

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 00:42:57 UTC
From: Edward Piecewicz <ed_p@delphi.com>
Message-ID: <xo3Qdi5.ed_p@delphi.com>
Source record: 181755

Does anyone know of any public-domain/shareware (fully-working) telecom programs for a "stock" Atari 520ST (TOS 1.0 and 1/2 Mb RAM)?

I have been looking for one with ZMODEM in it, but the only one that has successfully worked on the computer without any problems has been UniTerm 2.0e, which is an older program, and I do not know if it is even supported anymore. UniTerm does not have ZMODEM with it, but at least it works.

Thanks.

Ed

--
Edward Piecewicz Internet: ed_p@delphi.com
Assistant Manager - Commodore SIG
Delphi Internet Services Corporation

2627. Re: Telecom programs for Atari 520ST.

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 01:59:31 UTC
From: ch866@cleveland.Freenet.Edu
Message-ID: <3390q3$ato@usenet.INS.CWRU.Edu>
Source record: 181764

ANSITERM 1.90 is what I use. Also, TAZ 1.0 is very good. Both do ANSI
very well, and they do VT100 with the same mode. They use XYZ within
the program. AnsiTerm is the best. All you have to do is say where
XYZ.TTP is, then go D/L. Xyz does zmodem.
--
ch866@Cleveland.Freenet.Edu or usr1322a@tso.uc.edu
-Would you like the pasta or the noodles?
-The marinarra or the red sauce?

2628. Re: St Report - Objective Rep

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 02:19:19 UTC
From: dpj@delphi.com
Message-ID: <5S6y1q3.dpj@delphi.com>
Source record: 181763

Dan Dreibelbis <dan.dreibelbis@f422.n250.z1.tor250.org> writes:

> Then again, seeing that this reply is coming from one of Ralph
>Mariano's cronies at ST Report (which is nothing more than Ralph's
>personal vendetta against Atari Corporation and anyone who has
>"wronged" him after being caught with his pants down again and again
>- his own history and behavior speaks for itself regarding major
>historical revisionism) I am quite disinclined to believe you or
>consider your opinion valid.

Dan,

I'd expect this type of a response from people who have had problems
with Ralph's views in the past. Ralph has had very little to say
with regard to the Atari coverage in STReport for almost a year now
as he's been involved in the PC platform for about as long. He
doesn't even do the Atari portion of STReport any longer - I do.
I've never had a personal vendetta against Atari Corporation although
I have disagreed with _many_ of their decisions and some of their
[former] employees.

I've been an avid Atari computer supporter for years; now I'm also
a Jaguar supporter. I cover both in the Atari section of STReport
these days. I have first-hand information from Atari employees and
a great working relationship with them as well - something that was
dead a year ago.

Feel free not to listen or believe a thing that I say - that's
your right and privilege. However, it doesn't make those opinions
correct.

> Rest assured that though I do seem to be "wearing rose-coloured
>glasses" in regards to my support of the Atari platform, I do tend
>to take them off from time to time. :) The fact is, I need fact -

As do I. You were presented the facts in others' messages; I didn't
bother to hunt down the annual report with the exact quotes. The facts
remain that what I told you was true and "validated" by others.

> I AM quite aware of the precarious position Atari is in right
>now - and am quite aware of the turbulent history of the computer
>division under the Tramiels' management. But I'd rather get the
>facts straight here from people who are interested in seeing Atari's
>survival, and not from people aligned with a man whose sole aim is
>to bring down Atari's downfall as an act of petty revenge.

If I weren't interested in Atari's survival, I'd get rid of the 4 STs that I have and I'd never have agreed to take over the Atari section of STReport. My goal is to keep the users informed. I realize, however, that there are those like yourself who will automatically assume that anyone associated with STReport, either yesterday or today, will think that nothing's changed with regard to STReport. That's just not true. I will say that Ralph's attitudes have _not_ changed, but he has no input to the portion of STReport that I handle other than to publish and edit.

Dana @ STReport International Online Magazine

2629. Re: HD Bootsectors

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 02:23:48 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <33927k$haj@golem.wcc.govt.nz>
Source record: 181770

In article <336c7f$1q5@ugle.unit.no>, erlingh@nova.pvv.unit.no (Erling Henanger) writes:
> Sheppard_r@ix.Wcc.Govt.Nz,
> In a message on 20 August, wrote :
>
>sB> There seems to be some confusion about boot sectors, there are no bootsec
>sB> 0 in a floppy or a hard disk...
>sB>
>sB> Sector 0 on a hard disk is the partition info, a boot sector is the first
>sB> logical sector, sector 0 is not the boot sector...

>Sector 0 on a floppy is a boot sector. That we agree on , yes ?
>Sector 0 on a hard disk contains boot code AND the partition map info.

I was quoting from Ataries AHDI 3.0 Doc's, and again there are NO SECTOR ZEROS
on a FLOPPY, they start from sector 1...!!!!!

Go get a sector editor and see if you can read sector zero..!!!!

I rest my case....:-)..

>Erling
>---
> ♦ ATP/Unix 1.40 ♦ This is my tagline.
>

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

2630. Re: HD Bootsectors

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 02:29:47 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3392ir$hgl@golem.wcc.govt.nz>
Source record: 181771

```
] I was quoting from Ataries AHDI 3.0 Doc's, and again there are NO SECTOR ZE
] on a FLOPPY, they start from sector 1...!!!!!
]
]
] Go get a sector editor and see if you can read sector zero..!!!!
]
]
] I rest my case....:-)..
]
```

That part is point of view. A 10-sector per track floppy could either be counted 0-9 or 1-10. An 80-track disk, 1-80 or 0-79.

Counting from 0 is a lot easier in the computer world, as it what the default values of variables etc. virtually all seem to be, so might as well keep constant!

2631. Memory depletion

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 02:36:47 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3392vv$hic@golem.wcc.govt.nz>
Source record: 181772

I just wrote a small quote-generator in High-Speed Pascal which works quite well, but I noticed that whener I execute the file, I lose about 30 bytes of memory. Now while this isn't a big problem in the circumstances in which it's being used, it could become annoying. It is ended like this:

```
Close(outdata);
Close(Infile);
halt(0);
End.
```

Outdata is the AUX: (Modem)
Infile is the text-file with the quotes (Input)

Halt-0 supposedly exits the program cleanly with a no-errors result.

End. is required to tell pascal the program is finished.

I know most people will say I should be using C instead of Pascal, but Pascal seems to produce smaller, faster code than the various versions of C I've used, and I'm also much better at Pascal than I am at C. (My limits in C is not much more than the "Hello world" program).

The quoter is a 3k file which scans another 3k data file and then randomly chooses a quote & chucks it through the AUX port....

Bart's Bottom 40 #13: Parents who have signatures that are really hard to forge.

(That's one there :)

2632. GFA FTP sites

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 02:54:10 UTC
From: ross@cscns.com
Message-ID: <Cux1EA.H88@usa.net>
Source record: 181769

Anyone know of any GFA basic FTP sites with source code and ?.
I've found one with STOS and several with assembler and C but no GFA.
I'm surprised that I haven't found a German site with it but then I
haven't checked all of them yet.

Thanks for the help.

--

2633. Re: Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 02:59:19 UTC
From: abarbiero@delphi.com
Message-ID: <5w-QF4-.abarbiero@delphi.com>
Source record: 181765

Dan Dreibelbis <dan.dreibelbis@f422.n250.z1.tor250.org> writes:

> All I do know - I'll believe it when I see the press release.

Your right, the death of the Atari home computer is premature.

There is no chance that Atari could survive if they tried to hack it
on the ST/TT/Falcon030. I love the machines, but without a serious
redesign and a positive cash flow no company could stay in business.

The Jaguar development will give us a base of technology that no
other PC can match off the line.

Andreas@AEO

2634. TT030 wanted

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 03:09:31 UTC
From: abarbiero@delphi.com
Message-ID: <5W4QIMz.abarbiero@delphi.com>
Source record: 181766

I have a buddy who is looking for a decent used TT030 here in the
USA. If you know of one or have one for sale leave me mail!

Thanks!
Andreas@AEO

2635. Re: STF issue 35 wanted!

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 03:35:14 UTC
From: Ansy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <5UzStQ6.mindbomb_bbs@delphi.com>
Source record: 181767

<hopper_t@msupa.pa.msu.edu> writes:

>Does anyone have the cover disks to issue 35 of ST Format? I would like to
>purchase the disk with GFA Assembler on it, and will buy the entire issue
>(and both disks) if you prefer. Of course, I'll also pay shipping. Feel
>free to respond either on c.s.a.st. or via email.

I can give you a copy of it, i think its still here somewhere <g>. Leave
me email (Mindbomb_bbs@delphi.com) if your still need it...

Andy

2636. Re: Atari ST Emulator for IBM

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 04:04:05 UTC
From: yee@ix.netcom.com
Message-ID: <33983l$4r9@ixnews1.ix.netcom.com>
Source record: 181774

In <337r5i$jp9@search01.news.aol.com> wozzel@aol.com (Wozzel) writes:

>
>Does anyone know of an ATARI ST emulator for the IBM PC ????
>I need to run ATARI ST software on my PC if possible.
>Any assisitance will be greatly appreciated.
>

Gemulator 3.0.

>email wozzel@aol.com
>

--

Allen Yee Personal Internet: yee@ix.netcom.com
Work Internet: allen_yee@internet.uscs.com

I'm an Unix developer and OS/2 user...I don't NEED a life!

2637. Re: St Report - Objective Rep

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 04:56:12 UTC
From: Gordie Meyer <biblinski@delphi.com>
Message-ID: <560ztM0.biblinski@delphi.com>
Source record: 181773

Dan Dreibelbis <dan.dreibelbis@f422.n250.z1.tor250.org> writes:

> Then again, seeing that this reply is coming from one of Ralph
>Mariano's cronies at ST Report (which is nothing more than Ralph's

Dana is not Ralph. While I won't take issue with your opinions of Mr. Mariano, in the interests of saving bandwidth, I will take issue with your supposition that Dana is somehow Ralph's mouthpiece. I've known Dana online for longer than he's been associated with STReport, and he most definitely has a mind of his own. He has worked hard to make the Atari section of STReport as fair and unbiased as he can (although the same cannot be said of those portions that Ralph continues to write editorially), and has succeeded in building a bridge of communication between himself and Don Thomas at Atari. Don has been very supportive of Dana's efforts to inform the online community of events and developments in the Atari community (computer and game). If Atari is willing to give STReport a second chance, albeit a carefully watched one, shouldn't the rest of the Atari community do the same?

--Gordie - Assistant Area Manager, DELPHI's Atari Advantage SIG

2638. Re: German Echo ?

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 05:47:20 UTC
From: ltg@gome3.physik.uni-bremen.de
Message-ID: <339e58$j21@gina.zfn.uni-bremen.de>
Source record: 181778

In article <409_9408182337@seuk.com>, Kevan.Winch@eccles.seuk.com (Kevan Winch) writes:

[stuff deleted]

> Sorry, I don't understand...what is 'liessmich file' ?

[stuff deleted]

'liess mich' is German for 'read me'.

Greetings, Lothar
--

Lothar Guthmann | Poets, priests and politicians,
ltg@gome3.physik.uni-bremen.de | have words to thank for their positions,
ltg@pc-labor.uni-bremen.de | words that scream for your submission,
ltg@informatik.uni-bremen.de | And no one's jammin' their transmission...
| Sting

2639. Re: American On-Line with MegaSTe?

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 05:47:49 UTC
From: rsnyder@panix.com
Message-ID: <339e65$p6j@panix2.panix.com>
Source record: 181777

L676791@LMSC5.IS.LMSC.LOCKHEED.COM wrote:
: 1. Is it possible for me to subscribe to American On-Line using my Mega STe
: and Atari Modem? Do I need any special software?
: 2. The San Jose Mercury News newspaper has a service called Mercury Center,
: which requires software that only runs on Macintosh or PC computers. This
: service is tied into America On-Line. Since I can't subscribe to Mercury
: Center directly, is it possible for me to subscribe to America On-Line with
: my Mega STe and access the San Jose Mercury News articles?

AOL requires special software to access it, that runs on Mac or
DOS/Windows machines. You woudl need an emulator to run the software on
your Atari. (The older Mac software had trouble running under Spectre,
but the newer versions are said to work.)

--Roger

2640. Wanted Sportscard Database Program

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 07:44:32 UTC
From: havok@eskimo.com
Message-ID: <CuxEu9.740@eskimo.com>
Source record: 181780

I am looking for a Sportscard Database and /or Inventory Program? I have two of these in my possesion but, They don't meet my needs they are Cardmgr and Card Master Does anyone know of any other programs around and how I can get ahold of them. I will pay $ for a good program E-mail me back please don't post your reply here as I don't check all that often Thank You so much

Sincerly , Dan Stanley

--

\\\\\\\\\\\\\\\\\\\ havok@eskimo.com
/////////////////// HAVOK ///////////////////
\\\\\\\\\\\\\\\\\\\

2641. ACC PRG. ..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 07:52:56 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <339lgo$kn0@golem.wcc.govt.nz>
Source record: 181782
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

**** ACC 1.4 PRG ****

Some one last week I think posted a article, and included in it was a mention
of ACC 1.4 PRG...??

Is there such a version, if so were do I find it...??

Thanks.............

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

2642. Re: My Letter in ST Informer

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 07:57:58 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <339lq6$1h4o@info2.rus.uni-stuttgart.de>
Source record: 181781

Hi Scott,

In <336ic2$27s@news.cais.com> scotty@cais2.cais.com writes:

[...]
> To: st-informer@genie.gies.com
> Subject: Letter to Editor
> Date: Mon, 18 Apr 94 17:18:45 -0400
> From: scotty@sarge.hq.Verdix.COM
[...]
Could you please cite what they've done to your letter? I've nerver heared
the name "TS informer".

Gerd

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

2643. MasterBrowse 4.7 available

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 09:05:50 UTC
From: vctec@westminster.ac.uk
Message-ID: <CuxIMz.2I3@westminster.ac.uk>
Source record: 181783

MasterBrowse 4.7 has now arrived at

micros.hensa.ac.uk (micros/atari/tos/n/n114/mb47_bin.lzh)

Below is a description and updates list by the author...

Download and Enjoy....
Danny

August 20, 1994

M a s t e r B r o w s e 4 . 7
""""""""""""""""""""""""""""""""""

Copyright 1993, 1994, Michel Forget
Electric Storm Software

There is a new version of MasterBrowse available!

Using FTP, you can get the new version of MasterBrowse (when it is
validated) from either of the following addresses:

atari.archive.umich.edu (/atari/Newitems/mb47_bin.lzh)
ftp.tu-clausthal.de (/pub/atari/Newitems/mb47_bin.lzh)

Both of the FTP sites mentioned above can be accessed using a mail
server, for those who do not have FTP access. The file will also appear
soon (with the name MB47_BIN.LZH) on GEnie, Delphi, and CompuServe. In
addition, the new version of MasterBrowse will appear at micros.hensa.ac.uk
soon.

For those who have never used MasterBrowse before, a detailed
description of the program will follow the list of new features and
bug fixes.

~ ~

MasterBrowse 4.5:

NEW FEATURE: MasterBrowse now has even more powerful windowed dialog box
editing capabilities. The following keys can be used inside
a windowed dialog box:

UNDO = Exit (Cancel)
Return = Exit (Done)
TAB = Next Editable Field
Control + TAB = Previous Editable Field
Shift + Left Arrow = Start Of Editable Field
Shift + Right Arrow = End Of Editable Field

Shift + Up Arrow = First Editable Field
Shift + Down Arrow = Last Editable Field
Control + Left Arrow = Start Of Previous Word
Control + Right Arrow = Start Of Next Word
Shift + Backspace = Delete From Start Of Field
Shift + Delete = Delete To End Of Field

Alternate + [UNDERLINED LETTER] = This will exit the dialog
box as if you had clicked on
the button containing the
underlined letter.

NEW FEATURE: MasterBrowse now has context sensitive online help, if you
use the ST-Guide accessory. If the accessory is installed
on your system, pressing the Shift + HELP key will cause
MasterBrowse to instruct ST-Guide to open a window with
information relavent to your current position. Since all
of the information is external, this option does not affect
the size of MasterBrowse at all, or how much memory it
uses. The entire MasterBrowse manual is available (accessed
by entering the help system while you are NOT in a dialog
box).

NEW FEATURE: When marking a block, the SHIFT key can be used to "continue"
a previously marked block. This means that the start of the
block will remain the same, and you are only adjusting where
it ends.

NEW FEATURE: MasterBrowse now has an "Edit" menu; "Clip Block" is now
"Copy" and "Open Clipboard" is now "Paste". This change
was implemented so that MasterBrowse would be more compliant
with existing (and future) standards.

NEW FEATURE: MasterBrowse now has a "Delete" option under the "Edit"
menu; it will delete the SCRAP.TXT file inside the
clipboard folder.

NEW FEATURE: The keyboard shortcut manager has been completely rewritten;
you can now add and remove keypresses at will, and change the
keyboard shortcut for ANY action (not just menu entries).
MasterBrowse no longer makes any distinction between the
left shift key and the right shift key. The interface to
the keyboard shortcut manager has also been rewritten; it is
now much more user-friendly!

BUG FIX: Selecting "Skip" in the colour configuration dialog box will
no longer cause MasterBrowse to set that colour to white.

BUG FIX: If the text or background colour is chnged, the window affected
is now completely redrawn.

NEW FEATURE: MasterBrowse now has a push/pop position feature; this can be
thought of as a temporary bookmark. You "push" (set) the

position, then "pop" (unset and move to) the position. This
is much faster than setting a bookmark because it does not
cause a dialog box to appear on the screen.

MasterBrowse 4.5a:

BUG FIX: The file selector should not work correctly (again).

BUG FIX: AutoSave Options will now always save the options to the
path pointed to by MB_CONFIG.

BUG FIX: If you have previously registered MasterBrowse, copy your
USERINFO.DAT file into the new MasterBrowse directory.
MasterBrowse will analyze the file; if it is valid, the
"MasterBrowse Information" dialog box that is shown to
unregistered users will not be shown to you. This did
not work (at all) in the last version, for which I
humbly apologize.

MasterBrowse 4.7:

NEW FEATURE: MasterBrowse no longer uses an internal font selector; instead,
it can now interface directly with the Universal Font Selector,
by Michael Thanitz. The Universal Font Selector is much more
reliable than the internal font selector previously used by
MasterBrowse. The MasterBrowse Installation Program will
copy UFSL.PRG to your /AUTO folder automatically, so no extra
effort on your part is required.

NEW FEATURE: MasterBrowse now uses windowed progress displays, so loading
a document no longer prevents other applications/accessories
from executing in the background and it allows you to switch
from one application to another while a document is being
loaded. (NOTE: If you turn off progress displays, the
loading speed will be markedly faster.)

NEW FEATURE: To make using ST-Guide with MasterBrowse easier, you can now
set the name of the ST-Guide accessory. To do this, create
an environment variable called "HELP_ACC" and set it to the
filename (no path and no extension) of the help accessory.

Example:

You would like MasterBrowse to use TEST.ACC, instead of
ST-GUIDE.ACC. Add the following line to GEM.CNF:

setenv HELP_ACC=TEST

If you have Mag!X, you would add the following line to
MAGX.INF:

#_ENV HELP_ACC=TEST

That is all that there is to it. In order, MasterBrowse
will look for HELP_ACC, 'ST-GUIDE', and 'STGUIDE'.

INSTRUCTIONS: The HyperText documentatin has been improved to take better
advantage of the power offered by the ST-Guide utility.

BUG FIX: Selecting "Close All Documents" will now clear the list of
open documents, so you can use the "Quick Access" feature
without getting an error message.

INSTALLAITON: The MasterBrowse Installation Program:

NEW FEATURE: If the destination path you specify in the
installation path contains folders that do
not exist, the installation program will now
create them.

NEW FEATURE: If there is no AUTO folder, the installation
program will now create one on the boot
device.

NEW FEATURE: The destination path no longer needs to be
terminated by a '\' character.

BUG FIX: The file selector will no longer contain an
invalid path specification if you double-click
on an editable text field.

NEW FEATURE: The installation program will no longer
generate an error if the destination file
exists during a copy operation. The old
file will silently be erased.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2644. Re: HD Bootsectors

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 09:23:47 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Aug22112348@issan.informatik.uni-dortmund.de>
Source record: 181785

In article <33927k$haj@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

|> In article <336c7f$1q5@ugle.unit.no>, erlingh@nova.pvv.unit.no (Erling Henanger) writes:
|>> Sheppard_r@ix.Wcc.Govt.Nz,
|>> In a message on 20 August, wrote :
|>>
|sB> There seems to be some confusion about boot sectors, there are no bootsec
|sB> 0 in a floppy or a hard disk...
|sB>
|sB> Sector 0 on a hard disk is the partition info, a boot sector is the first
|sB> logical sector, sector 0 is not the boot sector...

|>> Sector 0 on a floppy is a boot sector. That we agree on , yes ?
|>> Sector 0 on a hard disk contains boot code AND the partition map info.

|> I was quoting from Ataries AHDI 3.0 Doc's, and again there are NO SECTOR ZEROS
|> on a FLOPPY, they start from sector 1...!!!!!

This is a different story. Let's replace the term `sector 0' with `the first physical sector'. You can easily format a floppy that even does not have a sector 1 or track 0 (not that it would be usefull...), it's just a matter of the contents of the id part of a sector.

During booting, the TOS reads *the first physical sector* from the boot drive (track 0/sector 1 on a floppy, sector 0 on a (scsi) hard disk), and nothing more, and checks it if it contents should be considered as executable code. If yes, then control is handed over to the boot code, which can do whatever it likes (including erasing your hard disk :-))

--
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

2645. Atari SLM804 Laser Printer for Sale!! Please Read This!!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 09:29:45 UTC
From: bensmith@teleport.com
Message-ID: <339r6a$iej@elaine.teleport.com>
Source record: 181784

Atari SLM804 Laser Printer, comes with cables, SLMC804 box for interfacing ST, Laser and Hard Drive. Also just added Manual, Disk with Driver for SLM804 to work with different software packages and Laser GDOS Drivers and Fonts plus Font manual for laser. Just bought 2 Manuals and Disk with Drivers and Fonts to make a complete package.

8PPM, 300DPI.

```
.--------------.
| |
| Price now: |
| $350 |
|--------------|
```

Please don't reply here as I don't read NewsGroups often. Reply in E-Mail. My InterNet Address is bensmith@teleport.com or call Ben at (503)256-9974, anytime!

--Thanks--
---Ben---
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

2646. Re: St Report - Objective Rep

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 10:38:51 UTC
From: steve-j@teleport.com
Message-ID: <339v7r$9f1@sandra.teleport.com>
Source record: 181786

In article <5S6y1q3.dpj@delphi.com>, <dpj@delphi.com> wrote:

>with Ralph's views in the past. Ralph has had very little to say
>with regard to the Atari coverage in STReport for almost a year now
>as he's been involved in the PC platform for about as long. He

So Ralph's busy ripping off PC users now instead of Atari users???
THAT'S good to hear -- in a way! <grin>

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2647. Falcon questions

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 10:41:24 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <Cuxn11.Kn5@bbc.co.uk>
Source record: 181788

Well, I've done it. I now have a Falcon. Here are a few questions ...

(1) I bought this computer second hand and it didn't come with SGDOS.
it has an internal hard disk and MiNT + all of the rest of the hard
disk stuff. I believe that I should be able to get it, but how?

(2) Can anyone describe the modification necessary to convert the mic
input to line input?

(3) What is the current version of MiNT available as binary and where
is it?

David White
--

One STFM and gone up |||
FALCON030
david.white@rd.eng.bbc.co.uk |||
STANDARD DISCLAIMER # / | \

2648. Re: St Review - Gone!

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 10:46:16 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <Cuxn94.Kpp@bbc.co.uk>
Source record: 181787

```
: "L> From: ilaskey@cix.compulink.co.uk ("Iain Laskey") Vic just
: "L> confirmed that ST User has folded. Some of the staff writers
: "L> will move over to STR which is continuing.

: It's sad to see any ST magazine go - but at least they've
: decided not to pull the plug on the stronger of the two magazines
: Ladbroke was publishing. Good luck to Vic Lennard in continuing on
: with ST Review, with seems to be getting even better (and desirable)
: with each issue.

Haven't you got the title wrong?

David White

--
------------------------------------------------------------------------
One STFM and gone up |||
FALCON 030
david.white@rd.eng.bbc.co.uk |||
# STANDARD DISCLAIMER # / | \
------------------------------------------------------------------------
```

2649. Re: STF issue 35 wanted!

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 10:54:56 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <33a060$l55@infa.central.susx.ac.uk>
Source record: 181789

Ansy Maccallum (mindbomb_bbs@delphi.com) wrote:
: <hopper_t@msupa.pa.msu.edu> writes:
:
: >Does anyone have the cover disks to issue 35 of ST Format? I would like to
: >purchase the disk with GFA Assembler on it, and will buy the entire issue
: >(and both disks) if you prefer. Of course, I'll also pay shipping. Feel
: >free to respond either on c.s.a.st. or via email.
:
:
: I can give you a copy of it, i think its still here somewhere <g>. Leave
: me email (Mindbomb_bbs@delphi.com) if your still need it...
:
: Andy

Tom, I think you'll find that you're not legally allowed to buy the disk
without the mag.

Also, any offers in STF, from past experience, are always valid,
providing the company concerned is still in business.

regards, Steven.

kaps3@central.susx.ac.uk

2650. ALL COMPUTER, ELECTRONICS & GAME MACHINE SWAP MEET & RAFFLE!!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 10:59:59 UTC
From: bensmith@teleport.com
Message-ID: <33a0ff$9i8@sandra.teleport.com>
Source record: 181790
Cross-posted to: pdaxs.calendar.comp,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.misc

SWAP MEET***RAFFLE***SWAP MEET***RAFFLE***SWAP MEET***RAFFLE***SWAP MEET***

YOU are welcome to come to an All Computer & Electronics Swap Meet & Raffle. ALL Computers are welcome such as Atari, Apple, Macintosh, IBM, Commodore, Amiga and all other Computer Types! Also welcome are all types of peripherals, such as Printers, Modems, Monitors, Hard Drives and any kind of Peripherals, Game Machines such as Nintendo, Super Nintendo, Sega Genesis, Jaguar, and Lynx.

A variety of raffle prizes will be raffled. Winners will get a choice of their raffle prize. Also RAFFLE DONATIONS are WELCOME!! Raffle Donations will go toward increasing Raffle Prizes. Raffle Donations should be Computer Hardware or Software and other related Items.

```
.______________________.
| |
| Tickets 2 for $1 |
| |
|______________________|
```

All Computers, Game Machines and Electronics are Welcome!!!

The Swap Meet & Raffle will be held at the NW Service Center at NW 18th and Everrett Street in NW Portland, Oregon. From 7PM - 10PM on September 6th, 1994.

FREE ADMISSION!!! EVERYONE WELCOME!!! GOOD TURNOUT EXPECTED!!!

Table Spaces, $10 a unit. For more info, call Ben at (503)256-9974. Raffle Tickets 2 for a Dollar. This Swap Meet sponsored by ACE of America.

Reply in E-Mail to bensmith@teleport.com
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

2651. FOR SALE: Atari ST/TT Software & Magazines : REDUCED

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 11:00:08 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <33a0fo$a0i@canopus.cc.umanitoba.ca>
Source record: 181703
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
NOTE: All prices are suggested, feel free to make an offer, though I
will give first priority to those offering my asking prices.

=====================================================================
SOFTWARE
=====================================================================
Ancient Art of War in the Skies.$ 24.00 (xlent Microprose WWI strategy/sim)
Night Shift.....................$ 19.00 (cute fun Lucasfilm platform/action)
Hard Drivin.....................$ 11.00 (no docs)
Zork III........................$ 10.00
Firezone........................$ 9.00
Sherman M4......................$ 9.00
TV Sports Football..............$ 6.00

Michtron BBS....................$ 2.00 (classic bbs software, no box&docs)
DC Utilities v2.0d (latest).....$ 4.00 (no box)
DC Shower v1.0e (latest)........$ 4.00 (no box)

=====================================================================
BOOKS
=====================================================================
Atari ST Internals (Abacus) 455 pages...................$9
Atari ST Disk Drives Inside and Out (Abacus) 402 pages..$9
*** Both books for $14 + shipping !!!

=====================================================================
MAGAZINES
=====================================================================

The following magazines for $.50 each + shipping, or take ALL of them
for $5 + shipping!
::::::::::::::::::::::::::::::
Antic: 12/86, 7/88
ST Informer: 5/92, 6/92, 7/92
Analog: 9/89, 11/89
ST Log: 6/89
ST World: 9/89, 3/91
Compute's ST: 2/87 w/disk
Griffin Gazette: 12/88, 3/89 (Michtron softwares tips/hints newsletter)
ST Format: 12/90, 8/92 (UK) (disks may not be available)
Atari ST User: 12/90 (UK)
ST Action: 12/90 (UK) (disk may not be available)
ST World: quarter 4 1990 (UK)
::::::::::::::::::::::::::::::
```

STart:
winter 86, summer 88 (no disk for either)
10/88 (v3.3) - 7/89 (v3.12)
9/89 (v4.2) - 11/89 (v4.4)
1/90 (v4.6) - 6/90 (v4.11)
the above series has disk w/each mag
*** An excellent resource for a beginner/novice! ***
--- 21 issues total, 21 disks.....$23+shipping

*** Take all magazines listed above for $25 +shipping!

~~~~~~
All prices are suggested, feel free to make an offer, though I will
give first priority to those offering my asking prices. If you are
interested in any of the items, please reply via e-mail as soon as
possible. Questions are welcome. All prices are in US dollars.
Buyer pays shipping. Shipping costs are non-negotiable. Volume
discounts available.

--
<Trevor_Cordes@umanitoba.ca> $ Atari TT030 4+4MB/135 $ cds,tapes,comics,rpg,
3rd Year CompSci Honours $ SyQuest 88 & ZyXEL $ software,midi,videos,
University Of Manitoba, Canada $ *Still The Best* $ 4 SALE - E-Mail me...
$$
~~~~~~

2652. Re: Hard Disk Problems. HELP!

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 11:24:00 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <33a1sg$lic@infa.central.susx.ac.uk>
Source record: 181791

Kampen van F (fvkampen@cs.vu.nl) wrote:
: Hello,

: Once in a while I check my hard disk. And sometimes
: (for no apparent reason) it complains about orphan
: files, and files that share one ore more clusters.
: I have really no idea what causes this.
: I first check it with blitz_hd. It sais it cant read
: a subdirectory at sector bla bla. Then I check it with
: it STTOOLS and it sais there are orphan files. I repair
: the orphan files and go back to blitz. It then complains
: there are files that share one ore more clusters.
: I then copy all the files of my Hard disk to a new folder.
: Then I remove all the files (exept that folder) and move
: everything back. All the problems are gone. (Of course
: there is the risk that some files may be damaged, but
: I have never come to that problem)
: The main problem, of course, is: What couses this to happen?
: I have the idea that some old de-crunchers (like arc) do
: something very weird stuff. I know that a copy of tar (detar)
: is very buggy concerning detarring files. Is this the problem?
: Any body have the same stuff?
: I use an Mega STe, TOS 2.6, and AHDI 5.0?
: A newer version of AHDI perhaps?
: I don't know.....
: HELP!!!

: Greetings

: Florentijn van Kampen

: --
: +---+
: | Florentijn van Kampen fvkampen@cs.vu.nl |
: | http://www.cs.vu.nl/~fvkampen |
: +---+

In answer to your question, what causes this to happen is this;

Fragmentation of files - deleting a file frees some space on the disk.
When a new file is written, chances are it will be smaller or larger
than the file that was deleted. The new file will be written to the
'free disk space, while the rest of it that doesn't fit gets written in
the next free disk 'space'. repeating this results in most files be
stored in bits all over the place, disk read times increase, the drive
has to work harder (more wear and tear) and the chances of file

corruption increase.

If your drive is not too big, it's probably easiest (read: safest) to back up the drive, re-format, and reinstall your software.

Steven.
kaps3@central.susx.ac.uk

2653. Re: Geneva and SpeedoGDOS problem

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 11:27:36 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <33a238$ljj@infa.central.susx.ac.uk>
Source record: 181792

Robert Engberson (rengbers@netcom.com) wrote:
: Michael -

: There is a known problem using a replacement font in Geneva. We are
: working on finding it with the Gribnif guys; one or both programs will
: have an update to fix it. In the meantime, don't replace the system font
: with a SpeedoGDOS font.

I don't even get offered the chance - its system or system!

Steven

: Robert@COMPO

2654. Re: Med Rez desktop.inf

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 11:43:27 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <33a30v$lru@infa.central.susx.ac.uk>
Source record: 181793

Glenda MOON (s9205525@otto) wrote:
: : I need HELP! My 1040Ste ReFUSES to boot in Med Rez anymore, I

: : Have you tried booting in med rez without the HD running 1st????
: : I would do that 1st just to make sure it is not your machine.
: : And if your TOS is 1.60, then you need a fix for your auto folder
: : as that version will not boot in Med Rez......John Moon

Early STes CAN boot in Med Rez, but NOT using a DESKTOP.INF that that machine has written! Just a slight technicality.

Steve

2655. Re: Doing my bit (or trying to)

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 12:08:22 UTC
From: mcnaugra@vax.sbu.ac.uk
Message-ID: <1994Aug22.120822.7449@vax.sbu.ac.uk>
Source record: 181794

I wrote:

> a.a.u.e itself wasn't accepting anonymous access, so I tried logging on to
> mac.archive.umich.edu instead. This worked, but I couldn't find a /New folder
> in /Atari. Have they changed it, or was it just inaccessible because I'd
> logged in through the mac address?

Well, the files are now in atari/New on a.a.u.e., but I didn't put them there!
I can only assume that someone downloaded them from uni-kl and uploaded them
for me; many thanks to whoever it was.

--
Ross McNaughton
mcnaugra@vax.sbu.ac.uk

2656. Re: Read ST-Disk with MS-DOS ???

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 12:15:31 UTC
From: zcgbbac@ucl.ac.uk
Message-ID: <1994Aug22.121531.29076@ucl.ac.uk>
Source record: 181795

agauton@cs.strath.ac.uk (Alan Gauton CS90) writes:

>In article <32veqs$nnh@ccuf.wlv.ac.uk>, Steve H. Ridd <ps1908@wlv.ac.uk> wrote:
>>In article <32qs46INN27l8@rs1.rrz.Uni-Koeln.DE>, aai05@rrz.Uni-Koeln.DE (Axel
>>Moschuering) says:
>>
>>>I'm looking for a program for MS-DOS that allows to read
>>>Atari-ST disk (mainly ASCII-files).
>>
>>So long as your disk is formatted by TOS (eg 80 track 9 sectors/track for DD disks)
>>then MS-DOS will read the disks/files perfectly (ie they are MS-DOS compatable
>>already).
>>

>But only if you have TOS1.4 or higher. The earlier machines used a different
>value in the boot sector, which meant DOS failed to recognise them.

>AG

There is a utility that runs on the pc to do this. It is called st2dos.
You can get it from ftp.mcc.ac.uk in the directory /pub/cubase/misc and
probably other places too.

2657. Re: Tempus 2.21

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 12:21:35 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <33a58f$ned@golem.wcc.govt.nz>
Source record: 181800

In article <1994Aug21.195234.14758@eurom.rhein-main.de>, natx@wega.fibronics.de (Georg Wallmann) writes:
>
>(this is a test post, but I might as well post something 'valuable')
>
>Tempus 2.21 (just recently released), in my opinion still the best
>Editor in the world, now can run in all resolutions (including
>FakeColor (er TrueColor) modes) as long as the rez is 640 across at
>least.
>
>Nat!

May a few of the new users don't know this, but from memory this was the very first German program to be brought out in English..

So when is this version going to come out in English, it could be the best egg beater in the world, but if its only for left handed people, then its not much good to the rest of us, is it....????

Come on you Germans, English is main language of the world, so how about supporting it...

Thanks.....

_____
|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

2658. Re: Change MIDI-buffer size on ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 12:54:52 UTC
From: thed@mtek.chalmers.se
Message-ID: <33a76s$5f4@nyheter.chalmers.se>
Source record: 181796

```
Mikael Hillborg (euahil@eua.ericsson.se) wrote:
: Hi!
: How do I change the size of the MIDI-buffer ?
: I have used the bios (xbios ?) call Iorec which
: returns a pointer to a struct where the size can
: be *read*. However, how can it be written/changed ?
: The default size is 128 bytes i think, and I would
: need at least 1024 bytes.
: I use Lattice C on a 1 meg ST.

I made something like that a long time ago. I remember having some
difficulties when increasing the buffer to something near 40k (no, not
32k). If that's enough, the code below may be of some help. It's not debugged
but I don't think it's far from bug-free.
- cut -
#define OWNBUFSIZ (unsigned short 1024)

struct iorec {
unsigned char * ibuf; /* pointer to input buffer */
unsigned short ibufsize; /* size of input buffer */
unsigned short ibufhd; /* head index */
unsigned short ibuftl; /* tail index */
unsigned short ibuflow; /* low water mark */
unsigned short ibufhi; /* hi water mark */
} *midi;

unsigned char *newbuffer;

void
main() {
/* allocate memory for new buffer */
if( newbuffer = (unsigned char *) malloc( OWNBUFSIZ ) ) {

/* get buffer data record for midi-device, Iorec(2) */
midi = (struct iorec *) bios(14,2);

/* change active buffer */
midi->ibuf = newbuffer;

/* increase buffer size */
midi->ibufsize = OWNBUFSIZ;

/* clear out any garbage */
midi->ibufhf = midi->ibuftl;

} else {
perror( "shiiit" );
```

```
}
}
```

2659. csound for ST

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 13:03:58 UTC
From: mike@io.org
Message-ID: <33a7nu$5dg@ionews.io.org>
Source record: 181798

Has anyone compiled the csound package for the ST?

I'd love to, but have only 1 meg and more importantly only one floppy.

archie does not show any atari ftp sites with it.

Mike
--
==
Mike Stramba Email: mike@io.org
Toronto,Canada Internex Online - Toronto, Canada (416) 363-3783
==

2660. LaserJet BIOS driver for Calamus 1.09

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 13:31:37 UTC
From: spbcajk@ucl.ac.uk
Message-ID: <1994Aug22.133137.31056@ucl.ac.uk>
Source record: 181701

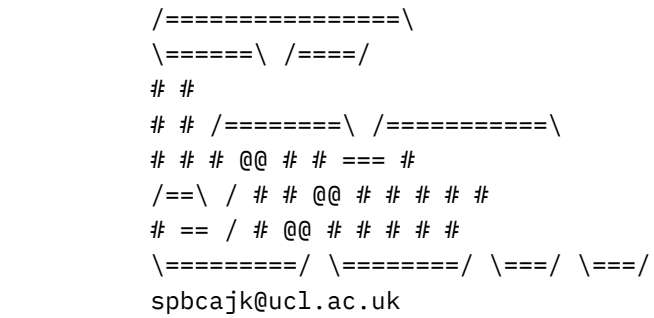
Does anybody out there have a BIOS-compliant LaserJet driver for Calamus;
I need to spool a document printout to disk (my LJs died and I've got to
get a thesis printed asap so am doing it at work.)

If you have one, or know of where I can get one by ftp, then let me know.

(Yes, I know FaST club have them, but the turn around for an order would
be about three days and I haven't got that long!)

Thanks in advance for any help.

Cheers



spbcajk@ucl.ac.uk

2661. Re: NEODESK 4 News...!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 13:41:00 UTC
From: rflashma@mtholyoke.edu
Message-ID: <33a9tc$p81@mudraker.mtholyoke.edu>
Source record: 181799
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Martin Bartsch (maba@simpson.ruhr.de) wrote:

> What about MultiTOS? Does NeoDesk 4 work with MultiTOS or better only MiNT?

NeoDesk 4 works with Geneva, MultiTOS/MiNT, and MagiX!. Our plan is to
continue insuring that it works in those environments, even as newer
versions are released (this applies mostly to MagiX!/MagiC, which is
still evolving).

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

2662. Epic on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 14:09:57 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <CuxwoM.n4B@bbc.co.uk>
Source record: 181702

Has anybody managed to get epic running on the falcon?
--

One STFM and going up |||
david.white@rd.eng.bbc.co.uk |||
STANDARD DISCLAIMER # / | \

2663. Re: Roland Sound Canvas E

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 15:40:39 UTC
From: avg@cwi.nl
Message-ID: <Cuy0vr.Kzx@cwi.nl>
Source record: 181706

dan.dreibelbis@f422.n250.z1.tor250.org (Dan Dreibelbis) writes:

> Well, not quite. The Sound Canvas architecture is designed so
>you can do some rather neat editing features with the sounds. You
>can adjust vibrato rate, depth, and delay; attack, sustain, and
>decay,; cutoff frequency and resonance; poly/mono, velocity offset,
>depth, keyboard range, and depth range. I've done some rather
>interesting adjustments of the sounds in the Canvas to turn them
>into some interesting patches.

Hm. Interesting. I guess interesting is not enough for
my purposes... No, then I'd rather have two MT-32's chained.

[bits deleted]

> Oh, and among the other neat things you can do via sysex (which
>I'd love to do via an editor) is you can go into the drum section
>and edit each drum for panning placement, reverb level, and overall
>level. As well, you can send out a sysex package either as an
>overall setting of the system, or have individual sysex packages for
>each channel (so theoretically you COULD have certain patch
>configurations you like loaded into the Canvas via the computer as
>sysex.)

OK. You can do that on the MT as well.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2664. Re: NEODESK 4 News...!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 15:41:50 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <33agvu$edg@charm.magnus.acs.ohio-state.edu>
Source record: 181705
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>Tell me who in hell would wan't to use a OS the runs backwards, if I wanted a
>bucket of Snails I can get them for nothing in my back garden...
.
>So Please get real, I wish to go past stop, or say in jail...
>

Me it is just else nobody not understand all at?

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"It's supposed to be automatic but actually you have to press this button."

- John Brunner

2665. A Falcon scsi drive question

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 16:10:50 UTC
From: v_white@ece.wisc.edu
Message-ID: <33aima$me9@news.doit.wisc.edu>
Source record: 181707

Fellow Atari junkies,

I just purchased a falcon, and a 1 gig hard drive (I sold my 520-ST,
and 1/2 of my stereo.)

I was planning to put the Drive on my NeXT cube (There turns out to
be alot of thing I could do on a 520-ST but not a NeXT!), but wanted
to have a healthy sized partitian for the Falcon on the hard drive
in my cube.

I'm not to much into scsi, but is project feasable?
Is it recomemded? If so, any hints on how does one go about
doing this.

thanks,

Victor White
v_white@janus.ece.wisc.edu

2666. Re: NEODESK 4..!! - followup to c.s.a.announce

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 16:11:35 UTC
From: djs@jet.uk
Message-ID: <CuyBzL.40r@world.std.com>
Source record: 181724

In <CurwyJ.CBL@world.std.com> sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>NOTE: There is a demo version of Neodesk 4 on GEnie, may be some one
> with better Internet access can post this on A.A....??
There is a demo on CIX too, but it is not freely distributable. Now,
there are several BIG fans of NeoDesk 3 (myself included) on CIX, and
we have nearly all concluded that NeoDesk 4 is HORRIBLE. They really
cocked up. Get the demo, and you'll see what I mean. I hope Compo
are forwarding the comments from CIX to Gribnif. They won't be getting
many upgrade orders from us, unless they sort it out.

--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2667. Info on Mega St wanted

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 16:20:29 UTC
From: dbanarse@sees.bangor.ac.uk
Message-ID: <33aj8d$786@clss3.bangor.ac.uk>
Source record: 181708
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello,
I've recently been thinking about spicing up my STe with an accelerator or something. Today someone offered me a Mega ST(fm) 1 for not much money. I was wondering how compatable games and other s/w that I run on the STe will be on it ? Is it worth upgrading to a mega ST - I don't know much about them at all ! - do they take simms ?

Any help/info would be greatly appreciated - and if you could e-mail it to me I would be even more grateful !!

Cheers,
Dylan
dbanarse@sees.bangor.ac.uk

2668. Re: Epic on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 17:00:24 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <33alj8$5eq@lyra.csx.cam.ac.uk>
Source record: 181709

dwhite@rd.eng.bbc.co.uk (David White) writes:
>Has anybody managed to get epic running on the falcon?

If I remember correctly it recognized my falcon had a 030, but then
crashed soon after!

I'm sure it will work, I just don't know how to do it!
(If anyone else can tell me, it would make me *very* happy :))

Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of
cigarettes, it's dark, and we're wearing sunglasses.

Hit it.

2669. Price on FALCON in Germany ???

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 17:16:51 UTC
From: l3464@dc.dk
Message-ID: <l3464.1.00114870@dc.dk>
Source record: 181704

Hi, I'm living in Denmark where prices usually are a LOT higher than anywhere else. Therefore I'd like to check if it would be cheaper in Germany.

What I'm looking for is a FALCON with 4MB and 65->85MB HD. I'd like to know the street prices, and if possibul a dealer.
Should you know the price of CUBASE/AUDIO that would be nice too.

Thanks!

(I dont know the exact currency rates but I think the price in Denmark is just about 2500DM)

/Klaus Thrane (ON-Q)

2670. Re: Creator for Mac?

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 17:35:56 UTC
From: ken@isgtec.com
Message-ID: <Cuy67w.5un@isgtec.com>
Source record: 181721
Cross-posted to: rec.music.makers.synth,comp.sys.atari.st

In article <Cuq2qn.up@westminster.ac.uk>,
Denesh Bhabuta <vctec@westminster.ac.uk> wrote:
>Vincent Fuh (vfuh@facstaff.wisc.edu) wrote:
>: In article <32g6f5$d4g@bmerha64.bnr.ca>
>: Shiv Naimpally <shiv@bnr.ca> writes:
>
>: I'm moving from ST to Mac, but don't want to switch sequencers. Is
>: there a version of Creator or Notator available for the Mac?
>
>Yes, there is a version of Notator for the Mac.
>That's all I know, via the notator mailing-list...

The Mac Notator is called Notator Logic, and I think it's also available
for Falcon and maybe even ST. It was done first on Mac, and is not really
an upgrade, but a total rewrite. It is a lot larger, more sophisticated,
more expensive, and slower. (It would probably be unusable on a normal ST).
There is also a Notator Logic Audio, which integrates direct-to-disk
sampling with the sequencer, and is even more expensive. This is
definitely pro high-end stuff, way beyond what most amateurs need IMO.
Logic is put out by Emagic, which I think is owned by Ensoniq. That's
where all the programmers from C-Lab went when it broke up or whatever.

--
* <- tribble -*-*-*-*-*- <- tribble kabob

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

2671. Re: ExtenDOS (was Re: Theft = Piracy..!!)

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 17:40:24 UTC
From: rzb20@ccc.amdahl.com
Message-ID: <1994Aug22.174024.25446@ccc.amdahl.com>
Source record: 181710

In article <EHVRAJUQUp@dksoft.ping.dk> Kim@dksoft.ping.dk (Kim Andersen) writes:
>And this might work in most cases. The problem is, i contacted one of my
>friends asking him about a problem i had with MetaDos. While we talked about
>it, he told me he was betatesting ExtenDos, and told me there was a problem
>running it on the Falcon. So now i got two different answers from two different
>systems. Tell me what to believe.

I guess I should just lay this one to rest. There have been a number of
versions of ExtenDOS; I have beta-testers test each one before starting
to ship the next version. The problem that is referred to above is with
a beta test of ExtenDOS Pro. This problem is now fixed. I hope that
no-one is surprised that problems occur in beta-test software.

Released versions of ExtenDOS have worked on the Falcon since version 1.10
(version 1.0 did not, and wasn't designed to). I should add a small
caveat here ... version 1.20 (which added photoCD) does not support
photoCD on the Falcon. This was not by design, somehow it slipped
through. The problem is resolved by version 1.21. I have posted an
update package which updates all existing versions of ExtenDOS to v1.21.

This package is currently on GEnie (I know, not very convenient for
the UK folks) ... I would be more than pleased to post it to the Internet
if you can tell me where. Due to my lack of full access, it has to be
mailed, I can't ftp.

Regards,
Roger Burrows / Anodyne Software

P.S. If you wish to mail me, please use my GEnie account:
r.burrows1@genie.geis.com
|
+------ that's a "one"

--
Roger Burrows | (613) 238-8151 | rzb20@juts.ccc.amdahl.com |
Amdahl Corporation | | |
[The opinions expressed above are mine, solely, and do not]
[necessarily reflect the opinions or policies of Amdahl Corp.]

2672. Re: American On-Line with MegaSTe?

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 17:50:26 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <1701A9879S86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 181720

In article <339e65$p6j@panix2.panix.com>
rsnyder@panix.com (Roger Snyder) writes:

>
>L676791@LMSC5.IS.LMSC.LOCKHEED.COM wrote:
>: 1. Is it possible for me to subscribe to American On-Line using my Mega STe
>: and Atari Modem? Do I need any special software?

> AOL requires special software to access it, that runs on Mac or
>DOS/Windows machines. You woudl need an emulator to run the software on
>your Atari. (The older Mac software had trouble running under Spectre,
>but the newer versions are said to work.)
>
>--Roger

Follow up question: I have Spectre GCR. Let's say I could get America On-Line
or Mercury Center software to work with GCR. How would I get my modem to work?
I use FLASH software to run my modem. So, lets say I turn on my modem, and
then boot up FLASH, and dial America On-Line, or Mercury Center, or whatever,
in Atari Mode. Then what? Do I then quit Flash, while still connected to
America On-Line, then go into Spectre GCR Mac mode, and boot up America On-Line
and go from there? Would my modem still work while I'm in Macintosh mode?
Do I need Mac software to run my modem in Mac mode? Has anyone ever gotten a
modem to work like a Mac modem with Spectre GCR? Sounds pretty flaky, but it
might be worth a try, since the Mercury Center software is free. They give it
to you free, and you use it to log on and subsribe. Thanks in advance.
---Mark van Wyk

2673. Re: Gif & Jpg viewer

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 18:07:42 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940822Z180742.434dbrewood@nest.demon.co.uk>
Source record: 181699

In article <b86_9408220346@embassy.embassy.co.uk>
Brian.Baird@phm.embassy.co.uk "Brian Baird" writes:

> Thanks, Daron has now hatched it into the file networks. Now if I could only
> freq it off him ;-)

Well as it is quite small I can always UUE it and imail it to you if you wish?

--


```
================================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
================================================================================
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
================================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
================================================================================
```

2674. Re: NEODESK 4 News...!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 18:23:15 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <33aqej$o1s@ugle.unit.no>
Source record: 181711

Sheppard_r@ix.Wcc.Govt.Nz,
In a message on 21 August, wrote :

sN> In article <33419m$3d@simpson.ruhr.de>, maba@simpson.ruhr.de (Martin Bart
sN> tes:
sN> >Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
sN> >: Well I don't know if this got to atari.announce,
sN> >: so I will post a copy here...
sN> >
sN> >
sN> >: NeoDesk has hundreds of features, so here are just some of the mor
sN> >: popular ones in the new version:
sN> >
sN> >What about MultiTOS? Does NeoDesk 4 work with MultiTOS or better only Mi
sN>
sN>
sN>
sN> Tell me who in hell would wan't to use a OS the runs backwards, if I want
sN> bucket of Snails I can get them for nothing in my back garden...

I definitely would have stopped using ataris if it weren't for multiTOS.
It is great, and has several important features that the other OS's for the
atari lacks. However, I agree that the released version (1.0/1.02) of
multiTOS is slow if run on anything else than a Falcon/TT. But, the latest
betarelease fixes that. If only they would come around and publish it...

sN> So Please get real, I wish to go past stop, or say in jail...

???

Erling

• ATP/Unix 1.40 • This is my tagline.

2675. Re: HD Bootsectors

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 18:23:17 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <33aqel$o1t@ugle.unit.no>
Source record: 181712

Sheppard_r@ix.Wcc.Govt.Nz,
In a message on 22 August, wrote :

sH> In article <336c7f$1q5@ugle.unit.no>, erlingh@nova.pvv.unit.no (Erling He
sH> writes:
sH> > Sheppard_r@ix.Wcc.Govt.Nz,
sH> > In a message on 20 August, wrote :
sH> >
sH> >sB> There seems to be some confusion about boot sectors, there are no bo
sH> >sB> 0 in a floppy or a hard disk...
sH> >sB>
sH> >sB> Sector 0 on a hard disk is the partition info, a boot sector is the
sH> >sB> logical sector, sector 0 is not the boot sector...
sH>
sH> >Sector 0 on a floppy is a boot sector. That we agree on , yes ?
sH> >Sector 0 on a hard disk contains boot code AND the partition map info.
sH>
sH>
sH> I was quoting from Ataries AHDI 3.0 Doc's, and again there are NO SECTOR
sH> on a FLOPPY, they start from sector 1...!!!!!

OK, that's a definition issue - I stand corrected :-)
However, let's agree on the following:

The *first* sector (:-) on a floppy contains a boot-sector.
The *first* sector (..) on a HD contains boot code and Partition Info.

OK ?

sH> Go get a sector editor and see if you can read sector zero..!!!!

sH> I rest my case....:-)..

Heheh, well, the main dispute - or rather what I thought was the main
dispute -, was wether the *first* sector on a HD contains boot code or not.

sH> _____
sH> |Roger W. Sheppard sheppard_r@kosmos.wcc.govt
sH> |+64 4 298-7249 r.sheppard5@genie.geis.com
sH> ----------

Erling

• ATP/Unix 1.40 • This is my tagline.

2676. Re: NEODESK 4 News...!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 18:24:49 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <33aqhh$o5s@ugle.unit.no>
Source record: 181713

Sheppard_r@ix.Wcc.Govt.Nz,
In a message on 21 August, wrote :

sN> In article <33419m$3d@simpson.ruhr.de>, maba@simpson.ruhr.de (Martin Bart
sN> tes:
sN> >Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
sN> >: Well I don't know if this got to atari.announce,
sN> >: so I will post a copy here...
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sN> >
sN> >: NeoDesk has hundreds of features, so here are just some of the mor
sN> >: popular ones in the new version:
sN> >
sN> >What about MultiTOS? Does NeoDesk 4 work with MultiTOS or better only Mi
sN>
sN>
sN>
sN> Tell me who in hell would wan't to use a OS the runs backwards, if I want
sN> bucket of Snails I can get them for nothing in my back garden...

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multiTOS is slow if run on anything else than a Falcon/TT. But, the latest
betarelease fixes that. If only they would come around and publish it...

sN> So Please get real, I wish to go past stop, or say in jail...

???

Erling

2677. Re: HD Bootsectors

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 18:24:51 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <33aqhj$o5u@ugle.unit.no>
Source record: 181714

Sheppard_r@ix.Wcc.Govt.Nz,
In a message on 22 August, wrote :

sH> In article <336c7f$1q5@ugle.unit.no>, erlingh@nova.pvv.unit.no (Erling He
sH> writes:
sH> > Sheppard_r@ix.Wcc.Govt.Nz,
sH> > In a message on 20 August, wrote :
sH> >
sH> >sB> There seems to be some confusion about boot sectors, there are no bo
sH> >sB> 0 in a floppy or a hard disk...
sH> >sB>
sH> >sB> Sector 0 on a hard disk is the partition info, a boot sector is the
sH> >sB> logical sector, sector 0 is not the boot sector...
sH>
sH> >Sector 0 on a floppy is a boot sector. That we agree on , yes ?
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sH>
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The *first* sector (:-) on a floppy contains a boot-sector.
The *first* sector (..) on a HD contains boot code and Partition Info.

OK ?

sH> Go get a sector editor and see if you can read sector zero..!!!!

sH> I rest my case....:-)..

Heheh, well, the main dispute - or rather what I thought was the main
dispute -, was wether the *first* sector on a HD contains boot code or not.

sH> ____
sH> |Roger W. Sheppard sheppard_r@kosmos.wcc.govt
sH> |+64 4 298-7249 r.sheppard5@genie.geis.com
sH> ---

Erling

• ATP/Unix 1.40 • This is my tagline.

2678. Re: NEODESK 4 News...!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 18:24:54 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <33aqhm$o5v@ugle.unit.no>
Source record: 181715

Rflashma@mtholyoke.Edu,
In a message on 22 August, wrote :

rR> Martin Bartsch (maba@simpson.ruhr.de) wrote:
rR>
rR> > What about MultiTOS? Does NeoDesk 4 work with MultiTOS or better only M
rR>
rR> NeoDesk 4 works with Geneva, MultiTOS/MiNT, and MagiX!. Our plan is to
rR> continue insuring that it works in those environments, even as newer
rR> versions are released (this applies mostly to MagiX!/MagiC, which is
rR> still evolving).
^^^^^^^^^^^^^^^
Which definitely is the case for MiNT, which is coming with new patches
almost dayly, and with mint-1.11 being just around the corner.
(mint 1.11 will be the first version since 0.95 that is allowed to be
distributed in binary form)

Enough of this, I am more interested in the new Neodesk...

Great, so how about this list - if all important question is answered with
"yes", I will order it at once:

1) Iconify under AES 4.1 ?
(Important)
2) Long Filenames/Case Sensitivity with installed filesystems ?
(Very important !)
3) Works with memory protection enabled under MiNT ?
(Very, very important !)
4) Possible to have some windows with Icon view, and some windows
with text view ? (not very important, just-a-little :)
5) Possible to choose font to use in text-windows ?
(not very important)
6) Number of open windows limited only by available ram/AES version ?
(very important)

rR> --
rR> Rick Flashman, Gribnif Software Tel 413.247.5620
rR> P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
rR> For customer support/information please email "gribnif@genie.geis.com".
rR>

Erling
(with his fingers crossed :-)

ATP/Unix 1.40 This is my tagline.

2679. comp-sys-atari-st@cs.utexas.edu

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 19:05:08 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9408221817.AA01751@ilmen.lanl.gov>
Source record: 181716

In article 64h@golem.wcc.govt.nz, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>In article <334k9q$mpe@kelly.teleport.com>, steve-j@teleport.com (Steve Johnson) writes:
>>
>>Whoa!!! Watch what you're saying there! Bob Brodie made
>>it quite clear why he was quitting -- he wanted to spend
>>more time with his family and found another job (at a
>>NeXTStep developer) that would allow him to do more work
>>at home. [...]
>
>Well I never believed any thing that came out of the persons mouth, and also I
>think he was asked to leave, there was no point in him staying..

That's OK, Roger. I doubt if Bob Brodie would believe anything YOU said, either.

The TRUTH is (not that you seem to put much stock into it) is just what Steve said. Bob quit _amicably_ from Atari so he could spend more time with his family at a job that was much closer to his home on those days he must go to the office. I haven't spoken to him since just after he left, but he seemed happier then.

Unlike many before him that were swept out by Atari's infamous 'revolving door,' Bob left on good terms with the Tramiels. And those that _know_ him will miss him as a true user's representative at Atari. No, he wasn't perfect, but he was the closest thing that we could realistically hope for.

>When ever was stated, is what he wanted for you to hear, weather this is the
>truth is any ones guess..

Trying to insinuate he lied about his situation is extremely childish, IMHO. But I suppose we must consider the source...

-Hutch- @ Fair Dinkum Tech

2680. Re: Atari ST Emulator for IBM

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 19:07:50 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9408221820.AA01756@ilmen.lanl.gov>
Source record: 181717

In article jp9@search01.news.aol.com, wozzel@aol.com (Wozzel) writes:
>Does anyone know of an ATARI ST emulator for the IBM PC ????
>I need to run ATARI ST software on my PC if possible.
>Any assisitance will be greatly appreciated.

Check out the Gemulator from Branch Always Software. You can email
the developer directly to ask any questions at darekm@microsoft.com.
From a user's perspective, myself or several others in this newsgroup
can help you out via email.

-Hutch- @ Fair Dinkum Tech

2681. Re: GFA FTP sites

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 19:23:30 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9408221836.AA01767@ilmen.lanl.gov>
Source record: 181723

In article H88@usa.net, ross@cscns.com (Frederick Matzen) writes:
>Anyone know of any GFA basic FTP sites with source code and ?.
>I've found one with STOS and several with assembler and C but no GFA.
>I'm surprised that I haven't found a German site with it but then I
>haven't checked all of them yet.

I don't know of any ftp sites that have specialized GFA source code areas, although they may exist in my ignorance.

GEnie does have a fairly good library of GFA programs and routines, although most are fairly dated now. There is an active GFA discussion group at CATegory 22, as well.

-Hutch- @ Fair Dinkum Tech

2682. Re: Tempus 2.21

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 19:38:58 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <33ausi$3j9@ra.ibr.cs.tu-bs.de>
Source record: 181726

Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:
: In article <1994Aug21.195234.14758@eurom.rhein-main.de>, natx@wega.fibronics.de (Georg Wallmann) writes:
: >
: >(this is a test post, but I might as well post something 'valuable')
: >
: >Tempus 2.21 (just recently released), in my opinion still the best
: >Editor in the world, now can run in all resolutions (including
: >FakeColor (er TrueColor) modes) as long as the rez is 640 across at
: >least.

: Come on you Germans, English is main language of the world, so how about
: supporting it...

But not in the Atari-World. Come on you main-language-speaker,
learn a little German. Starting today! Some words per week.

Today:
Rechner computer
Kiste box (more likely computer)
Laden load
"Offnen open
Schlie"sen close
Ende end (or quit)
Abbrechen abort
Drucken print
Tastatur keyboard
Maus mouse

See you next week!

More importand:
Does Tempus work with MiNT or even support it?
(Support long filenames or at least a fileselector that does?)

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

2683. Re: American On-Line with MegaSTe?

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 19:50:07 UTC
From: ab164@yfn.ysu.edu
Message-ID: <33avhf$om6@news.ysu.edu>
Source record: 181725

>Follow up question: I have Spectre GCR. Let's say I could get America On-Line
>or Mercury Center software to work with GCR. How would I get my modem to work?
>I use FLASH software to run my modem. So, lets say I turn on my modem, and
>then boot up FLASH, and dial America On-Line, or Mercury Center, or whatever,
>in Atari Mode. Then what?
You have to start up in Spectre and you would have to get a Mac comms
program like White Knight, or possibly America on Line comes with it's
own interface software for the Mac, but whatever you use, it will be Mac
software, as ST software won't work on a Macintosh computer, which is
what you will be using once you enter specter mode
--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

2684. Re: Internet Site For Atari 2

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 20:47:48 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EHWVDCVE@ttgk.textlitho.nl>
Source record: 181729

In <8453dfec@f422.n250.z1.tor250.org> Dan Dreibelbis wrote :

> You've got a 260ST? That's definitely a rare piece of kit you've
>got there - only the second one I've run into.
>
> Definitely a candidate for a memory and TOS upgrade :)

Not so rare, in 1986 I bought a 260ST which was just a 520 without anything... No TOS in ROM, no mouse, a single sided floppy and a boot disk, no modulator either, I had it connected to a Philips green screen mono monitor... The machine was upgraded to TOS in ROM (1.0) a few weeks after... :-) And the memory was 512k not 256 as the name might have suggested... Yep, those were the days... :-)

Gert

--

-- --
Atari TT-Point
-- --

2685. Re: Freeze Dried VT100

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 20:56:14 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <33b3de$t6m@golem.wcc.govt.nz>
Source record: 181728

] Does it work on irc? I've had VT-100 emulation problems on irc with many
] programs...

Only 100% VT-100 compatible emulation works on IRC (Including VT200, 300
etc.). Some of the text-positiong commands are different from ANSI.

2686. Re: Pretty Good Privacy

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 20:56:40 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EHWVDCVH@ttgk.textlitho.nl>
Source record: 181730

In <3322ml$fhu@nof.abdn.ac.uk> uma3034 wrote :

>I heard somewhere that there was now a program which could incorporate encrypted
>data into GIF files so that the files are hardly effected and you can't tell
>that the extra data is there...this would be a way to get round the law you
>mention, if they don't know (or can't prove) you are transmiting encrypted
>data, then they can't stop you!

And it's very simple too !! Just use one bit of every byte of data (so you
get 'only' 255 colors instead of 256) and put in your piece of data. A
simple 'scan' program reads in the 'redundant' bits and recreates your
masterpiece... And you can ZIP or LZH with a password before encoding it
into your picture file and voila, APPGP (Almost Perfect Pretty Good
Privacy) and you can take the 'Pretty' literally when using 'appropriate'
pictures ;-)

Gert

--

-- --
Atari TT-Point
-- --

2687. Re: Atari ST Emulator for IBM

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 21:09:38 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <CuyG42.261@cix.compulink.co.uk>
Source record: 181727

>Does anyone know of an ATARI ST emulator for the IBM PC ????
>I need to run ATARI ST software on my PC if possible.
>Any assisitance will be greatly appreciated.

I am aware of 2 hardware emulators.

IIRC both use Atari ROMS, Gemulator has been available for a while,
whilst Janus, from VHF in Germany is more recent.

Barry wilsontjb@cix.compulink.co.uk

2688. Bob Brodie (Was: Atari News?)

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 23:05:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2e593f70@ct.se>
Source record: 181747

Hi, Steve! On 20 Aug 94, you wrote:

SJ> Whoa!!! Watch what you're saying there! Bob Brodie made
SJ> it quite clear why he was quitting -- he wanted to spend
SJ> more time with his family and found another job (at a
SJ> NeXTStep developer) that would allow him to do more work
SJ> at home. Just because he didn't send you personal Email
SJ> about it doesn't mean NOBODY is saying anything (almost
SJ> everyone on GEnie knows). <grin>

He also stated that his primary interest was in the computer business and that he wasn't very excited to work for a game oriented company like Atari is today. He always was very fond of the Falcon and to see it fail must have affected his decision to leave. At least that's what I think...

2689. Re: ST Review - gone!

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 23:15:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2e5941e5@ct.se>
Source record: 181748

Hi, Iain! On 20 Aug 94, you wrote:

IL> From: ilaskey@cix.compulink.co.uk ("Iain Laskey")
IL>
IL> Vic just confirmed that ST User has folded. Some of the staff writers
IL> will move over to STR which is continuing.

Ironic that the very first ST magazine should also be the first to go. I would hereby like to thank the current and past staff of ST User for all these years. Some were good, some were bad, but they will all be carried deep in the heart of all true ST poineers. Sob.

2690. Re: GDOS Clone

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 23:45:01 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <33bd9t$288@golem.wcc.govt.nz>
Source record: 181744

In article <338rdg$ve@Tut.MsState.Edu>, bjr2@Ra.MsState.Edu (Brian J. Roland) writes:
>I recently got a file via FTP that claims to be a GDOS SW clone...problem
>is...it has no *.sys files with it and I haven't a clue what to do with
>it since I've never run GDOS before. A few questions are in order.
>
>
>Clueless,
>Brian

AMCGDOS is installed into you Auto folder, you also have a ASSIGN.SYS
in the root Directory of 'C' Partition, the first real entry in the ASSIGN.SYS
file must point the the GDOS system folder....

Here is a sample part of my STalker 3 comms program...

```
------------------------------------------------------------------------------
; ASSIGN.SYS for STalker 3 = Comment line..!!!
;
PATH = C:\GEMSYS\ ;GDOS fonts are loaded from here

01p SCREEN.SYS
02p SCREEN.SYS ;ST low rez (320*200)
IBM06.FNT ;6x6 PC font
IBM11.FNT ;8x8 PC font
IBM12.FNT ;8x16 PC font
------------------------------------------------------------------------------
```

A lot of ASSIGN.SYS files that you will find are set up for a floppy disk,
ie, PATH = A:\GEMSYS\

NOTE: GEMSYS folder is were all the GDOS system Drivers and Fonts are
stored, you can give it any name you like, Atari uses GDOS.SYS as a folder
name, but that name must be showen as the PATH in the ASSIGN.SYS file...

On the net, (FTP Sites) there is plenty of Info regarding GDOS and many many
utils to Automate the ASSIGN.SYS file set up, and to edit it....

Hope this is of help...


```
_____________________________________________________________________________
|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |
-----------------------------------------------------------------------------
```

2691. Re: Info on Mega St wanted

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 23:58:01 UTC
From: ch866@cleveland.Freenet.Edu
Message-ID: <33be29$boi@usenet.INS.CWRU.Edu>
Source record: 181733
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Check that it is STE... otherwise, you'll need to do some soldering for an
upgrade. Check the TOS type... otherwise, it is basically a 1040 with
a detatchable keyboard.
--
ch866@Cleveland.Freenet.Edu or usr1322a@tso.uc.edu
-Would you like the pasta or the noodles?
-The marinarra or the red sauce?

2692. Re: Ultima by Origin

Newsgroup: comp.sys.atari.st
Date: 1994-08-22 23:58:44 UTC
From: fillmore@pt.Cyanamid.COM
Message-ID: <Cuynxx.Hq4@cyanamid.uucp>
Source record: 181734

In article <332lna$qkr@catfish.valdosta.peachnet.edu>, bwallace@grits (Noname4U) says:
>
> have ultima 3 and 4 by origin on the atari. They have midi support built
>into these two. I was wondering if anyone knows if ultima 1 or 2 had midi support. The reason that I am asking is that Origin has no idea and I can't fi
>
They did not. (The original ULTIMA was never released on the ST, and ULTIMA II was a cheesey port from the 8-bit world).

2693. Re: Toad??

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 00:09:42 UTC
From: fillmore@pt.Cyanamid.COM
Message-ID: <CuyoG8.Huz@cyanamid.uucp>
Source record: 181735
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <32g326$ek@infa.central.susx.ac.uk>, andrewc@cogs.susx.ac.uk (Andrew Collington) says:
>
>I keep reading about people looking in Toad for prices and hardware, etc.
>Could someone please tell me what this is and if it is avalible in England, or
>where I can get one from.
>
>Thanks
>
>--
>Andrew Collington @ University of Sussex, England
TOAD COMPUTERS of Severna Park, MD (In the USA) is (I guess) the largest ATARI support retailer on the East Coast. Their Number is 1-800-448-TOAD. Ask for a Catalogue.

2694. Re: St Report - Objective Rep

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 00:14:34 UTC
From: dpj@delphi.com
Message-ID: <Rc8TNtK.dpj@delphi.com>
Source record: 181731

Gordie Meyer <biblinski@delphi.com> writes:

>his own. He has worked hard to make the Atari section of STReport as fair
>and unbiased as he can (although the same cannot be said of those portions
>that Ralph continues to write editorially), and has succeeded in building
>a bridge of communication between himself and Don Thomas at Atari. Don has
>been very supportive of Dana's efforts to inform the online community of
>events and developments in the Atari community (computer and game). If Atari

Thanks for the vote of confidence, Gordie.

As a sidenote, moreso to Dan (and others) rather than to you, it's
easy to make a generalization that members of a group, in this
instance STReport, all think alike because they all are part of
that group. However, it is unfair and usually wrong that the
individuals within that group feel the same way about all things.
I feel perfectly fine that I _share_ some of Ralph's views in a
number of things. I respect the man for having the ability for
"sayin' it like it is" although I don't always agree with how he's
said it. I also don't agree with everything that he's had to say over
the years and will be one of the first to tell him so. But this is
really a lot of water over the bridge. STReport has changed, for
better or worse, with time. We can debate the past and nothing
will change any of it. The present is quite different. Don Thomas
and others at Atari have been gracious and willing to work with me
for close to a year now. I'm proud of the relationship that's
grown over this time. I'll be the first to tell our readers what's
happening, good or bad; and I'll be fair and honest - something I've
always tried to do in the past.

Dana @ STReport International Online Magazine

2695. Re: St Report - Objective Rep

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 00:17:52 UTC
From: dpj@delphi.com
Message-ID: <R88T1zA.dpj@delphi.com>
Source record: 181732

Steve Johnson <steve-j@teleport.com> writes:

>So Ralph's busy ripping off PC users now instead of Atari users???
>THAT'S good to hear -- in a way! <grin>

Now that's not really fair, is it? He's not here to defend himself
and I don't run his business so I obviously can't reply to that.

-Dana

2696. 5250 Emulation Needed

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 01:28:28 UTC
From: tdcflcn@infinet.com
Message-ID: <33bjbs$7s6@rigel.infinet.com>
Source record: 181738

I'm looking for a Midrange/Mainframe 5250 terminal emulation program, has anyone see such a comm program? And if so, where?

Thomas (Tom) Chamberlain, tdcflcn@infinet.com
==========
Member of: | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
| P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *
==========
Also a IBM AS/400 RPG/3 Programmer/Analyst/Software Consultant

2697. Re: Ed-Hack

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 01:48:39 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <33bkhn$7pq@cxc1.cl.msu.edu>
Source record: 181740

wells_s@ix.wcc.govt.nz (Steve Wells) writes:

>Just wondering, is Ed-Hack commercial? If not, does anyone know an FTP
>site I can dig it up from, as I can't spot it on atari.archive.umich.edu
>anywhere (I haven't had a _good_ look around the others as yet though,
>mainly because they're slow as sin :)

EdHak is _DEFINITELY_ a commercial product. You can contact the author
in any of the following ways:

Craig Harvey
Clear Thinking
2753 Plymouth Rd, Suite 137
Ann Arbor, MI 48105
USA

GEnie e-mail: c.harvey
GEnie EdHak/Diary support area: CATegory 2, TOPic 40
CompuServe e-mail: 73047,600
Modem (Clear Thinking BBS): 313-971-6035 3/12/2400
Fax: 313-761-3299 (NOTE: Write the following voice number on any
fax sent to me so I will be notified of it.)
Voice: 313-971-8671 (non-business hours are best)
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

2698. Re: Ed-Hack

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 01:51:44 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <33bkng$7r3@cxc1.cl.msu.edu>
Source record: 181741

Ari Feldman <ari2550@delphi.com> writes:

>When last I heard, it was commercial - up to version 2.3 or something like
>that.

The latest incarnation of EdHak is now at v3.11 and has a new name now:

EdHak is now called "Edit Plus" which more accurately describes what it
does, and has less of a tendency to scare off novice users who cringed
at the thought of hacking something.
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

2699. Re: Pretty Good Privacy

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 02:13:18 UTC
From: sammcgee@crl.com
Message-ID: <33blvu$8op@crl4.crl.com>
Source record: 181742

Gert van der Knokke (gert@ttgk.textlitho.nl) wrote:

: And it's very simple too !! Just use one bit of every byte of data (so you
: get 'only' 255 colors instead of 256) and put in your piece of data.

Wouldn't you only get 128 colors with 7 bits instead of 8?

Sam

2700. Re: Atari ST Emulator for IBM

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 02:19:30 UTC
From: lairs@JSP.UMontreal.CA
Message-ID: <CuyuGJ.Iwu@cc.umontreal.ca>
Source record: 181746

BARRY WILSON (wilsontjb@cix.compulink.co.uk) wrote:
: >Does anyone know of an ATARI ST emulator for the IBM PC ????
: >I need to run ATARI ST software on my PC if possible.
: >Any assisitance will be greatly appreciated.

: I am aware of 2 hardware emulators.

: IIRC both use Atari ROMS, Gemulator has been available for a while,
: whilst Janus, from VHF in Germany is more recent.

Hi,

a -short- review on these emulators would be much appreciated.

- which one would you recommend ?
- capabilities/options for both ?
- average prices ? (if shareware ftp sites ?)

Thanks for the time to anyone who responds,

--
Simon Lair (lairs@jsp.umontreal.ca)

2701. Re: 520 ST systems for you:

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 02:21:00 UTC
From: etat@delphi.com
Message-ID: <pGzyldE.etat@delphi.com>
Source record: 181737

Looks like the freight alone would run over thirty bucks. Make me an offer I can't refuse....on the lot. (Already loaded with too much stuff but if nothing else, the spare parts might come in handy)

2702. Re: Tempus 2.21

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 02:45:53 UTC
From: sammcgee@crl.com
Message-ID: <33bnt1$a03@crl4.crl.com>
Source record: 181743

Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:

: May a few of the new users don't know this, but from memory this was the very
: first German program to be brought out in English..

: So when is this version going to come out in English, it could be the best egg
: beater in the world, but if its only for left handed people, then its not
: much good to the rest of us, is it....????

: Come on you Germans, English is main language of the world, so how about
: supporting it...

Roger, did you ever hear the saying that you can catch more flies with
honey than you can with sour grapes? Or something like that, I always
mess-up these things. Anyway, Germans are a proud people who don't like
other languages shoved down their throat. Who does?

Perhaps you should get into public relations. ;)

: Thanks.....

I hope that was enough.

2703. Hard Drive Case

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 03:08:05 UTC
From: stchip@delphi.com
Message-ID: <hK4T9hF.stchip@delphi.com>
Source record: 181739

Does anyone one have the phone # for the Company that makes Impulse cases?
I got my case from Carter Graphics out of Utah but he took the company
name off before he shipped. I would even like an E-mail address for the
company or for Carter Graphics.
Its a good case just need another set of mounting brackets.

Jon O:}

2704. Archive Efficiency Improvement

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 03:28:29 UTC
From: jbaumgar@bronze.coil.com
Message-ID: <33bqct$5hu@bronze.coil.com>
Source record: 181745

You know, most of the atari archives out there have mostly the same files. ftp.uni-kl.de, ftp.cnam.fr, ftp.tu-clausthal.de, etc, etc are, for the most part mirrors of atari.archive.umich.edu. This is quite a bit of wasted space on the net, don't you think?

Why not dedicate certain sites for the collection of say, old source code for renovation, or old START disks or STF or whatever. The archive system is very satisfactory... I can go back and download old files, etc whenever I wish. But is it truly necessary to have 12 or 15 copies of the same file all over the net?

We certainly could save a great deal of space as well as net usage (we all know how busy a.a.u.e can be).

--
Jim Baumgardner (jbaumgar@bronze.coil.com)
"Would you _please_ stop clicking my head?"

2705. Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 04:16:00 UTC
From: dan.dreibelbis@f422.n250.z1.tor250.org
Message-ID: <697d400a@f422.n250.z1.tor250.org>
Source record: 181692

A > Your right, the death of the Atari home computer is premature.
A > There is no chance that Atari could survive if they tried to
A > hack it on the ST/TT/Falcon030. I love the machines, but
A > without a serious redesign and a positive cash flow no company
A > could stay in business. The Jaguar development will give us a
A > base of technology that no other PC can match off the line.
A > Andreas@AEO

Gee, somebody associated intimately with Atari who agrees with
me. I'm impressed. :)

Thanks, Andreas.

... Mr. Safety Tip #9 - Concrete blocks make LOUSY water wings.
___ Mountain Reader II - #00000007

2706. St Report - Objective

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 04:16:00 UTC
From: dan.dreibelbis@f422.n250.z1.tor250.org
Message-ID: <1a3adadd@f422.n250.z1.tor250.org>
Source record: 181693

GM> Dana is not Ralph. While I won't take issue with your
GM> opinions of Mr. Mariano, in the interests of saving bandwidth,
GM> I will take issue with your supposition that Dana is somehow
GM> Ralph's mouthpiece. I've known Dana online for longer than
GM> he's been associated with STReport, and he most definitely has
GM> a mind of his own. He has worked hard to make the Atari
GM> section of STReport as fair and unbiased as he can (although
GM> the same cannot be said of those portions that Ralph continues
GM> to write editorially), and has succeeded in building a bridge
GM> of communication between himself and Don Thomas at Atari. Don
GM> has been very supportive of Dana's efforts to inform the
GM> online community of events and developments in the Atari
GM> community (computer and game). If Atari is willing to give
GM> STReport a second chance, albeit a carefully watched one,

I'm glad to hear that Dana is making efforts to correct some of the ill feeling between ST Report and Atari Corporation that has taken place over the last couple of years. It's a good start (and more power to him to it).

However, it is my opinion (and a lot of other Atarians in these parts) that as long as Ralph Mariano is editor of ST Report, that it will still be viewed with suspicion regarding journalistic integrity and accuracy. The article earlier this year regarding whether or not DMC Software still supported Calamus or had the rights to it certainly proved that Ralph hasn't changed regarding his particular form of yellow journalism, or towards those who he feels have wronged him.

I wish Dana well in his endevours - it's a shame that Ralph has to constantly sabotage any attempt to bring new respectability to ST Report with his putting his foot in his mouth.

... I get into enough trouble without a tagline!
___ Mountain Reader II - #00000007

2707. Mosaic/WWW Client for ST

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 05:09:38 UTC
From: herbivor@teleport.com
Message-ID: <33c0ai$hjr@kelly.teleport.com>
Source record: 181750

I heard a rumour that there is a beta version of a Mosaic WWW Client program for the ST available at an ftp site in Britain.

Does anyone know if this is true, and if so, what is the ftp address and directory.

Robb

--
" " " herbivor@teleport.com
\00/ (public access user, not affiliated with Teleport)
\/
\/ "Love animals, don't eat them"

2708. Re: The future of Atari Computers

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 05:40:48 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <pS6xtLA.ari2550@delphi.com>
Source record: 181749

All of those suggestions sound great - except for the fact that Atari isn't in such hot shape right now and 99% of its eggs are in the Jag basket.

Even if Atari weathers the storm and is profitable again, you probably won't see another Atari computer, instead you'll see an IBM PS1 with a Jag chipset for awesome AV capabilites.

TOS is an endangered OS...it's a shame!

2709. Re: Info on Mega St wanted

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 10:03:52 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <33chi8$8sf@golem.wcc.govt.nz>
Source record: 181654
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <33aj8d$786@clss3.bangor.ac.uk>, dbanarse@sees.bangor.ac.uk (D S Banarse) writes:
>
>
>Hello,
>I've recently been thinking about spicing up my STe with an accelerator or
>something. Today someone offered me a Mega ST(fm) 1 for not much money.
>I was wondering how compatable games and other s/w that I run on the STe
>will be on it ? Is it worth upgrading to a mega ST - I don't know much
>about them at all ! - do they take simms ?
>
>Any help/info would be greatly appreciated - and if you could e-mail it to
>me I would be even more grateful !!
>
>Cheers,
>Dylan
>dbanarse@sees.bangor.ac.uk

The MEGA ST is way older than your STE, but they are in some ways a better system, you can fit graphics cards, also used to drive the Monoterm monitor, they only use drams, not sipps, and they don't have the same sound and graphic features that the STE has..

The Mega ST was Ataries Pro version of a STF, what you need is a MEGA STE..

>
>
>
>
>

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

2710. Re: Papyrus Gold: first opinions

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 10:05:53 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <33chm1$sao@brachio.zrz.TU-Berlin.DE>
Source record: 181651

In article <33204e$3ml@percy.cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk
(Chris Ridd) writes:
>Apparently Papyrus doesn't yet work with Geneva; ROM doesn't have a
>copy of Geneva to test Papyrus with.

Yes, I stil couldn't get hold of one. Geneva is not distributed in Germany
yet AFAIK.

>It would be nice though to be able to get to some of the extra Speedo
>characters from the keyboard, like curly quotes, em and en dashes, and
>so on.

I just did that using Atari's CHARMAP.PRG or the similar X4U (available
from us, DM 25,- + P&P) to edit Speedo's mapping and CKBD to put the keys
on the keyboard. The latter part is currently for German keyboards only.
Keyboard maps are still tricky to edit since there is no graphical
editor available, though I hear someone is working on that in Germany.

For a commercial solution, Harlekin has a graphical keymap editor.

>>6. The icing on the cake - how about being able to redefine all key
>>short cuts, like in Calamus SL :) ?
>
>This will happen. Christian is on the gem-list discussion group which
>is defining a way to allow apps to get key shortcuts from a global
>file (and lots more besides!)

If you are familar with a RCS you can also simply change them in the
menu for the moment. Of course you'll have to do it again next update.

mike@divsun.unige.ch (Mike Morris) wrote:

> Table functions work well, once you get the hang of 'em. But I cannot
> work out how to align figures to a decimal tab. I managed it once, but how?

A bit tricky. Put a decimal tab in the ruler, make sure it's dot or comma,
whatever you prefer. Make sure it's left justified. Type in "[tab]" as
"insert before" string in the number format dialog.

> 1. MACROS - MACROS - MACROS ! Please, I need to be able to set up macros
> quickly and easily; for both phrases and single characters (eg "Send copy
> for information to:", or typing "mu" at the current point size...).

A phrase function will soon be added, though this is actually not
much different from "Insert file" in combination with an
autolocating file selector like Selectric. If an ASCII text is
inserted, the text style will come from the cursor position.

For dialog macros etc. separate PD macro recorders can be used.

> 3. It's nice to be able to save styles to function keys: but could these
> _toggle_ like the predefined ones?

That is a complete text style with font, size etc. How could this toggle?
We currently discuss redesigning text style handling, though. It will
probably become document specific and additionally go into a popup like
paragraph formats.

> 4. Better short cuts for moving and deleting (Redacteur is fabulous for
> these): delete/select word L/R, line, sentence, para.

Some of these will change once the gem-list standard currently under discussion
will be decided.
What's wrong with Alt-C, Alt-W, Alt-S, Alt-A, Alt-Y for selecting characters,
words, sentences, paragraphs and pages ? (better look them up in the manual,
since some are language specific)

> 7. (As has been mentioned before here): french dico. please!

We're currently negotiating about that.

Christian

/--\
Christian Nieber	Television: A medium.
email chris@buran.fb10.tu-berlin.de	So called because it is
R.O.M. Logicware, the Home of Papyrus	neither rare nor well done.
Raschdorffstr. 99, 13409 Berlin	
Tel. ++49/30/492 41 27, FAX 491 93 67	Ernie Kovacs

2711. Re: SpeedoGDOS 5 Compatibility problems

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 10:24:28 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <33cios$sv5@brachio.zrz.TU-Berlin.DE>
Source record: 181652

In article <32v4jm$b50@percy.cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>Is it possible to get technical information on writing drivers for
>NVDI? I understand the NVDI cookie is a pointer to a small jump table,
>but I don't know how to use it.

It's still partly under construction. Contact Wilfried_Behne@maush.han.de
for technical information.

BTW I just heard NVDI 3 will interface with older GDOS drivers, so a
Postscript driver might work anyway if anyone makes one.

Christian (R.O.M. logicware)

2712. Re: Motorola 56001 DSP question

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 11:46:40 UTC
From: raphael@brasil.frmug.fr.net
Message-ID: <33cnj0$5hp@brasil.frmug.fr.net>
Source record: 181677
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Patrick Peter (petep@info.isbiel.ch) wrote:

```
: i tried to generate a karaoke example, loaded it with brainstorms dsp debugger
: v 1.07 (for ataris falcon030)and got the following message:
:
: error in line 6 in file karaoke.lod <memory access violation>
:
: any idea what this could mean? please e-mail me if you can help me.
:
: karaoke.asm:
: ------------
: ORG P:I_RESET
: JMP VMAIN

: ORG P:I_STACK
: JMP VSTACKERR
: [Lot of stuff...]
```

You try to change the stack-error vector, which is a vector used by the debugger (for catching errors). Don' catch it.

Raphael Lemoine (Brainstorm)
raphael@brasil.frmug.fr.net

2713. Re: Atari ST Emulator for IBM

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 12:00:28 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <33cocs$cfq@infa.central.susx.ac.uk>
Source record: 181655

Lair Simon (lairs@JSP.UMontreal.CA) wrote:
: BARRY WILSON (wilsontjb@cix.compulink.co.uk) wrote:
: : >Does anyone know of an ATARI ST emulator for the IBM PC ????
: : >I need to run ATARI ST software on my PC if possible.
: : >Any assisitance will be greatly appreciated.

: : I am aware of 2 hardware emulators.

: : IIRC both use Atari ROMS, Gemulator has been available for a while,
: : whilst Janus, from VHF in Germany is more recent.

: Hi,

: a -short- review on these emulators would be much appreciated.

: - which one would you recommend ?
: - capabilities/options for both ?
: - average prices ? (if shareware ftp sites ?)

: Thanks for the time to anyone who responds,

: --
: Simon Lair (lairs@jsp.umontreal.ca)

I read something in STReview about Janus -pretty meaty by all accounts.

Steve

2714. greenhorn needs help

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 12:47:25 UTC
From: belitz@informatik.rwth-aachen.de
Message-ID: <belitz.36.000CCAAE@informatik.rwth-aachen.de>
Source record: 181653

Hi !!!

I`ve bought an atari 260 ST with monitor SM 124 and floppy SF 354 for DM 40,-

What can I do with this stuff?

Matt

2715. Re: Papyrus Gold: first opinions

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 13:38:31 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Aug23.133831.24025@news.unige.ch>
Source record: 181656

>>
>>> 1. MACROS - MACROS - MACROS ! Please, I need to be able to set up macros
>>> quickly and easily;
>>A phrase function will soon be added
>>
>>For dialog macros etc. separate PD macro recorders can be used.

The Harlekin one works well for phrases; but I still do not know how to
get e.g. alpha, beta, or mu AT THE CURRENT POINT SIZE. If the letter
happens to exist in the current font, can be done with Harlekin and
ALT-keypad codes, but this is limited.

>>> 3. It's nice to be able to save styles to function keys: but could these
>>> _toggle_ like the predefined ones?
>>
>>That is a complete text style with font, size etc. How could this toggle?
>>We currently discuss redesigning text style handling, though. It will
>>probably become document specific and additionally go into a popup like
>>paragraph formats.

I would like to be able to switch font like I can switch style (ie go to
Symbol as easily as going to Bold).

>>> 4. Better short cuts for moving and deleting (Redacteur is fabulous for
>>> these): delete/select word L/R, line, sentence, para.
>>
>>Some of these will change once the gem-list standard currently under discussion
>>will be decided.
>>What's wrong with Alt-C, Alt-W, Alt-S, Alt-A, Alt-Y for selecting characters,
>>words, sentences, paragraphs and pages ?

It is just a bit slower: the quickest system I have ever found is the
Redacteur one (Ctrl=word, Alt=sentence, Shift=line; combined with arrows
to move (L & R) or with DEL or B/S for deleting R & L). But I agree that
this is partly personal.

>>> 7. (As has been mentioned before here): french dico. please!
>>
>>We're currently negotiating about that.
>>
Great! You realise that when it comes out I'll ask for a thesaurus
and a conjugation aid ;) ?

Does anyone know if any ftp sites have collections of peronalised
word lists? I've never seen one. I would happily contribute Genetics
lists for Redacteur and Papyrus (I'll bet there's a lot of demand

for them!)

Mike

****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

2716. Falcon, but no SGDOS!

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 14:31:54 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <CuzsD6.DpA@bbc.co.uk>
Source record: 181657

I've just bought a falcon secon hand. It has an internal hard drive and
all the usual stuff supplied with it ... excep SGDOS. How can I get hold
of it ... am I entitled to it?

-David White

--

One STFM and gone up |||
FALCON 030 |||
david.white@rd.eng.bbc.co.uk |||
STANDARD DISCLAIMER # / | \

2717. Re: Toad??

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 14:58:52 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9408231411.AA01940@ilmen.lanl.gov>
Source record: 181658

In article Huz@cyanamid.uucp, fillmore@pt.Cyanamid.COM (Bob Fillmore) writes:
>In article <32g326$ek@infa.central.susx.ac.uk>, andrewc@cogs.susx.ac.uk (Andrew Collington) says:
>>
>>I keep reading about people looking in Toad for prices and hardware, etc.
>>Could someone please tell me what this is and if it is avalible in England, or
>>where I can get one from.
>
>TOAD COMPUTERS of Severna Park, MD (In the USA) is (I guess) the largest ATARI
>support retailer on the East Coast. Their Number is 1-800-448-TOAD. Ask for a
>Catalogue.

Since overseas users cannot make use of a USA toll free 800 number, I would suggest he might try calling 301-544-6943 or fax to 301-544-1329 or email to toad@genie.geis.com.

-Hutch- @ Fair Dinkum Tech

2718. NEODESK 4 on a.a.u.e.

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 15:32:35 UTC
From: lenn@expert.cc.purdue.edu
Message-ID: <lenn.777655955@expert.cc.purdue.edu>
Source record: 181661

The demo of NeoDesk 4.0 is on a.a. in /Demos/neo4dem2.lzh

Has been for a few days,
Jody
--
Jody M. Lenn Umich Atari Posse:
lenn@expert.cc.purdue.edu ||| lenn@atari.archive.umich.edu
||| lenn@terminator.rs.itd.umich.edu
Elevation 14,400 BPS / | \ GEnie: j.lenn1@genie.geis.com

2719. Re: Pretty Good Privacy

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 16:10:49 UTC
From: uma3034@nof.abdn.ac.uk
Message-ID: <33d729$3q5@nof.abdn.ac.uk>
Source record: 181659

Gert van der Knokke (gert@ttgk.textlitho.nl) wrote:
: In <3322ml$fhu@nof.abdn.ac.uk> uma3034 wrote :

: >I heard somewhere that there was now a program which could incorporate encrypted
: >data into GIF files so that the files are hardly effected and you can't tell
: >that the extra data is there...this would be a way to get round the law you
: >mention, if they don't know (or can't prove) you are transmiting encrypted
: >data, then they can't stop you!

: And it's very simple too !! Just use one bit of every byte of data (so you
: get 'only' 255 colors instead of 256) and put in your piece of data. A

em, if you use one bit for the data that would leave only 7 for the picture
meaning 128 colours, or am I wrong?

: simple 'scan' program reads in the 'redundant' bits and recreates your
: masterpiece... And you can ZIP or LZH with a password before encoding it
: into your picture file and voila, APPGP (Almost Perfect Pretty Good
: Privacy) and you can take the 'Pretty' literally when using 'appropriate'
: pictures ;-)

: Gert

: --

: -- --
: Atari TT-Point
: --

2720. Re: HD Bootsectors

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 16:28:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2e5a3272@ct.se>
Source record: 181683

Hi, Roger! On 22 Aug 94, you wrote:

RS> From: sheppard_r@ix.wcc.govt.nz (Roger Sheppard.)
RS>
RS> I was quoting from Ataries AHDI 3.0 Doc's, and again there are NO
RS> SECTOR ZEROS on a FLOPPY, they start from sector 1...!!!!!

It's only a matter of definition. There's always a first physical sector, what you call it is irrelevant. I prefer 0 and so does most of my s/w.

2721. Re: Price on FALCON in Germany ???

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 16:46:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2e5a382b@ct.se>
Source record: 181684

```
Hi, Klaus! On 22 Aug 94, you wrote:

KT> From: I3464@dc.dk (Klaus T. Ch.)
KT>
KT> Hi, I'm living in Denmark where prices usually are a LOT higher than
KT> anywhere else. Therefore I'd like to check if it would be cheaper in
KT> Germany.
KT> What I'm looking for is a FALCON with 4MB and 65->85MB HD. I'd like
KT> to know the street prices, and if possibul a dealer.
KT>
KT> (I dont know the exact currency rates but I think the price in
KT> Denmark is just about 2500DM)
```

Ouch! Why, when you can go over to Sweden and buy them for only 7500SEK (~6000DKR, 1500DM, $1000USD, £650GBP) ? And we have the same tax rate (25%) as Denmark so you will loose little or nothing.

2722. Re: NEODESK 4..!! - followup to c.s.a.announce

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 17:13:48 UTC
From: erkamp@janus.arc.ab.ca
Message-ID: <Cuzzv1.6wM@arc.ab.ca>
Source record: 181662

In article <CuyBzL.40r@world.std.com>, djs@jet.uk (David Stevenson) writes:
>In <CurwyJ.CBL@world.std.com> sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>
>>NOTE: There is a demo version of Neodesk 4 on GEnie, may be some one
>> with better Internet access can post this on A.A....??
>There is a demo on CIX too, but it is not freely distributable. Now,
>there are several BIG fans of NeoDesk 3 (myself included) on CIX, and
>we have nearly all concluded that NeoDesk 4 is HORRIBLE. They really
>cocked up. Get the demo, and you'll see what I mean. I hope Compo
>are forwarding the comments from CIX to Gribnif. They won't be getting
>many upgrade orders from us, unless they sort it out.
>
>--
>David Stevenson, JET Joint Undertaking +44 1235 465028
>Email: djs@jet.uk or hoagy@cix.compulink.co.uk
>- Disclaimer: Please note that the above is a personal view and should not
> be construed as an official comment from the JET project.

Please elaborate....I am a big fan of NeoDesk 3 and have been considering moving
to 4 and Geneva. I am sure other c.s.a.s readers would be curious as to why you
say 4 is HORRIBLE.

Bob Erkamp --> It Could Happen <-- A L B E R T A
erkamp@arc.ab.ca R E S E A R C H
http://saturn.arc.ab.ca/~erkamp/ C O U N C I L

2723. Re: Archon Clone

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 17:34:30 UTC
From: gaghon@nevada.edu
Message-ID: <33dbv6$fto@post-office.nevada.edu>
Source record: 181667

Bryan Huy Tran (bhtran@soda.CSUA.Berkeley.EDU) wrote:

: Anyways, I know that EA never got around to making an ST version, though
: an Amiga version was made. I've heard that there was an Archon clone
: that was floating around for the ST, released w/ "ST News" (the online
: disk magazine). Any info about the name of the clone, where I could get a hold
: of a copy (FTP?), or which "ST News" it came with and location (I think I
: was included with stnews80.msa, but I cant check because I dont seem to
: be able to find that issue on any FTP sites) will be greatly appreciated.

There is a game that was released to shareware by JV Enterprises. They
made Towers. It is called Medieval Chess. I don't know if it is on an
FTP site or not, but I know it is available on GEnie.

George

2724. Re: Ed-Hack

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 18:25:04 UTC
From: jaycee@midmarsh.demon.co.uk
Message-ID: <777666304snz@midmarsh.demon.co.uk>
Source record: 181675

In article <334cl0$clc@golem.wcc.govt.nz>
wells_s@ix.wcc.govt.nz "Steve Wells" writes:

> Just wondering, is Ed-Hack commercial? If not, does anyone know an FTP

I use EdHak v3.03 which is indeed commercial.

--

| beST wishes >> JayCee << |

2725. Re: 520 ST systems for you:

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 19:37:29 UTC
From: kslate@mhc.mtholyoke.edu
Message-ID: <33d8ma$n5@mudraker.mtholyoke.edu>
Source record: 181660

In article <kD4BRc1w165w@mindvox.phantom.com>, <kurtphil@mindvox.phantom.com>
writes:
> Path:
news.mtholyoke.edu!uhog.mit.edu!news.kei.com!MathWorks.Com!solaris.cc.vt.edu!uu
net!dockmaster.phantom.com!kurtphil
> From: kurtphil@mindvox.phantom.com (Terry Frisk)
> Newsgroups: comp.sys.atari.st
> Subject: 520 ST systems for you:
> Date: Fri, 19 Aug 94 21:59:19 EDT
> Organization: [MindVox] / Phantom Access Technologies / (+1 800-MindVox)
> Lines: 32
> Message-ID: <kD4BRc1w165w@mindvox.phantom.com>
> NNTP-Posting-Host: mindvox.phantom.com
> Keywords: atari, ST, sale
> Originator: kurtphil@mindvox
>
>
> I posted a little while ago about 2 520 ST systems I want to get rid
> of. I'll take just about any price offered. Below is a complete list of
> all the atari items I have. Mail me telling me what you'd be willing to
> pay for any/all of the items.
>
>
> List of Atari equipment:
>
> Monitors: SM 124 (mono)
> SC 1224 (color)
>
I'll give you $50.00 for the Color.

Kevin

2726. Re: Stacy HD upgrade ?

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 20:37:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2e5a713b@ct.se>
Source record: 181622

Mike Morris wrote using postfix electrons on 17 Aug 94 (to All)...
> I would like to put a bigger, faster HD into Stacy than her
> original 40 Mb Conner. Has anybody upgraded themselves? What are
> the pitfalls? (If it is solder-free I can cope, otherwise no way!)

As was noted by a previous reply, the two required characteristics of the new drive are 1) physical size (low profile 3.5"), and 2) that the parity check option must be able to be disabled (since the internal SCSI-card does not handle parity). PLEASE NOTE: not all drives will allow parity-check-disable EVEN THOUGH THEIR DOCUMENTATION SAYS SO. Later production runs have omitted this option, and even the manufacturer's technical support won't always give you correct info on the first try! Some drives (Quantum) have software disable only, which won't be very helpful unless you can set this on another (parity) system first before installing the drive.

A warning: when I changed my 40M to a Maxtor 245, I had to turn the SCSI cable end-to-end in order to be able to connect it properly, since pin 1 on the drive was oriented in the opposite sense compared to the Conner. Just turning the connector didn't work because the 2 x 90 bends wouldn't come out with enough slack, but reversing the cable made it work, just. A bit of extra work was required to cut and file off the cable connector key so that it would fit in the Maxtor socket.

Final note: most drives are not as fast in spin-up as the original Conners. This may give you some confusion in that your drive may not come up properly when you turn on the Stacy. Depending on the drive you may have to get the habit of hitting reset, leaving the boot disk out of the drive a short while, or some other method of delaying the HD-access attempt just a tad. I've heard this is a fairly common problem with Stacy 1/20 since their memory test is completed much faster and even the Conners aren't always ready then. Some drives may even lock-up on the first power-on attempt requiring a power-off, wait and power-on.

That said, a Stacy 4/245 is a distinct improvement over the 4/40.

(illegible signature) Bo Leuf

2727. Software for sale or trade

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 22:13:52 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <33dsb0$54i@mailer.fsu.edu>
Source record: 181603
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

For sale or trade:

Well, time to clean out the software shelf! Below are a bunch of items I want to sell or trade. For buyers, highest reasonable offer gets the item, with preference going to those that buy more than one item. Shipping will be negotiated with the offer.

As for trades, let me know what you have and we may be able to work something out. I am looking for some games (Vroom, Chaos Engine, Armorgeddon, Prince of Persia, and many others), Stereotek 3D glasses, working Wico bat handle or Ergo joysticks, European ST magazines (ST Action and ST Review particularly) and probably lots of other stuff. Cash can make up for deficient trade material from either party. Shipping will be negotiated with the trade (though for trades, I often suggest that both parties eat the shipping). Don't be shy, send me some email and let me know what you have to trade.

All of the items below are original commercial products owned by me. Unless otherwise noted, all original boxes, manuals, and disks are included. I have cheats for some of the games, and will include them with the sale/trade.

Please reply via email.

****Application and Utility****

Tempus v1.x, excellent text editor, not as good as Tempus II, but no slouch either. Blazingly fast (hence its name), even on a box-stock 8mHz system. Designed for programming, great for general editing as well.

Neodesk Command Line Interpreter, v. 2.0, adds a command line interface to Neodesk with MSDOS/UNIX style commands. More commands can easily be added (the GNU versions of standard UNIX utilities, for example). This version is really more MSDOS-like than UNIX-like, but the new version 2.1 (to which this can be upgraded) is supposed to be more UNIX-like. There are a couple of neat things about this CLI. First, it pops up in a window on the desktop, so a CLI is only a mouse click (or keyboard macro) away. One can drop batch files onto the CLI icon to execute them, which can be quite handy. Finally, it is quite small, primarily because it reuses the routines in Neodesk to do standard file operations (i.e. when the CLI copies a file, it uses the code already in Neodesk to do it). Only works with Neodesk.

Wordup v3.x, Neocept, with the large thesaurus and large dictionary extra options, plus lots of Genie notes about bug fixes and work-arounds. This is an excellent WYSIWYG word processor, but it does have some bugs. The rights to the code were purchased by Atari (and some of the code used in Atari Works, or so I hear). It is not buggy enough

to be unusable, just irritating at times. This is the final version
that was released.

TurboJet, Neocept, fast GDOS print driver for HP Deskjet and Laserjet printers,
includes a bunch of 150 and 300dpi fonts. Claims to be 200-500%
faster than other HP drivers (for that time, I don't know if there
are faster ones out now).

Microsoft Write for ST, buggy WYSIWYG word processor, the only Microsoft
product ever made for the Atari that I know of, includes a full
copy of Atari GDOS. Can be run from floppies and a ramdisk (Jeez,
did I really do that? I must have been really patient back then :-).
I managed to produce a bunch of papers and letters with it using only
a floppy and color monitor, so it is somewhat useful.

Personal Pascal, ICD, I believe this is the final version of this compiler.
The only limitation with it that I know about is that one cannot
pass functions as arguments. Other than that, it is a complete
Pascal compiler environment. The lack of this feature will not
hamper most Pascal programmers, IMHO. Good docs on both Pascal and
the Atari programming environment (it's a big fat softcover book).

Home Accountant, Haba systems, personal financial management software. One
can manage budgets, bank accounts, credit cards, print checks, etc.
It can also generate a tax summary and other budget things.

Time Link, Batteries Included. Excellent personal scheduling software.
Has a few bugs, greatly useful stuff. Can search/sort database
of entries, shows one's schedule by the week, month, year, etc.
Very easy to use, well-designed GEM user interface.

CAD 3-D v1.0, Antic, original disk accidently laundered (don't ask :-),
includes original docs plus backup floppy. This is not really for
architectural design (i.e. Dynacadd or Autocad), but to make nifty
3D animations for fun.

****GAMES (Arcade Action)****

Alien Syndrome, overhead view scrolling shoot'em up, lots of fun for two
simultaneous players. Plenty of fast and furious shooting.

Captain Fizz Meets the Blaster-Trons, Psygnosis, sort of like a Gauntlet II
in space, best with two simultaneous players (screen is split to give
each player their own view). Overhead view, destruction galore.

Ballistix, Psygnosis, Bizzare soccer style game, where one shoots at the
ball to move it around. Really great graphics, so-so gameplay.

Baal, Psygnosis, Excellent platform/adventure game (mostly arcade action).
Future setting, sideways scrolling, large sprites, good guns. This
is a pretty hard game, but lots of fun.

Enduro Racer and Crazy Cars, combo pack, no docs, Enduro Racer is a cross
country motorcycle racing game, Crazy Cars is a racing game. Both

are OK, though quite old.

Super Cycle, Epyx, no docs, oval track motorcycle racing.

Custodian, futuristic platform shoot'em up game, excellent graphics, fast scrolling, lots of weapons, etc.

Frostbyte, Starsoft, side-view platform game, I would recommend it for a small child (in terms of its difficulty). A bit boring for us big children, IMHO.

President Elect 1988 edition, SSI, presidential election simulation, graphics are quite lame (mostly text, in fact), but I suppose a political process fan might like it. It does not appear to be particularly tied to the 1988 elections, and has data for US elections all the way back to 1960. Can apparently be used to predict elections as well.

****Adventures (Graphical Adventures, most with some arcade action)****

Temple of Apshai Trilogy (includes Temple of Apshai, Upper Reaches of Apshai, Curse of Ra), Epyx, full docs, classic blast from the past, nicely done. These are overhead view graphical role playing games (RPG).

Ultima III, Origin, with all docs, cloth map, box. Classic RPG adventure, by Lord British.

Questron II, SSI, RPG, very similar in look/feel to Ultima IV, in terms of graphics and gameplay. Medievil setting.

Bard's Tale, Electronic Arts, yet another RPG, very good. Graphically impressive for its time. Search through buildings, dungeons, and towns (Skara Brae) in 1st person 3-D graphics (small graphics window and restricted movement, but this was many years before anything like Doom was ever seen :-).

Mercenary: Escape from Targ and Second City, early 1st person 3D vector graphics adventures. Future setting.

Gold of the Realm, Magnetic Images, very similar in look/feel to Ultima III, in terms of graphics and gameplay. Medievil setting.

Breach, Omnitrend, classic RPG game, GEM interface mostly, future setting, control a bunch of Marines as they search and shoot stuff.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2728. Re: Archive Efficiency Improvement

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 22:56:17 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <33duqh$h4k@golem.wcc.govt.nz>
Source record: 181666

In article <33bqct$5hu@bronze.coil.com>, jbaumgar@bronze.coil.com (James E. Baumgardner II) writes:
> You know, most of the atari archives out there have mostly the
>same files. ftp.uni-kl.de, ftp.cnam.fr, ftp.tu-clausthal.de, etc, etc
>are, for the most part mirrors of atari.archive.umich.edu. This is quite
>a bit of wasted space on the net, don't you think?
>
> Why not dedicate certain sites for the collection of say, old
>source code for renovation, or old START disks or STF or whatever. The
>archive system is very satisfactory... I can go back and download old
>files, etc whenever I wish. But is it truly necessary to have 12 or 15
>copies of the same file all over the net?

>Jim Baumgardner (jbaumgar@bronze.coil.com)
>"Would you _please_ stop clicking my head?"

Well we should have at least one mirror site, the other Big problem
is very little Standards, the European Sites have very good Mail Servers,
A.A does not...

The other problem is the directories on all sites, No standards, Hansa
being one of the worsed to use, come on chap lets have some nice Director
standards, and full commented Indexes for those Directories...

Gopher servers that don't work, there Tables are only set up for MSDOS file
exstenders, you can' get those .TOS files ,etc....

One German site stated that they were going to fix there Gopher server,
but after 6 weeks, its still not fixed, I contacted a few Gopher servers
about 4/5, so far only one fixed up there server problems, and that was
tu-berlin, good on you...

What we need is good standard, not this willy nilly way thing are done now...

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

2729. Fujilogo POV-script Wanted!

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 22:58:00 UTC
From: mikke.mattsson@tnogobl.ct.se
Message-ID: <2e5a8de6@ct.se>
Source record: 181685

Hia Y'all!

I am searching for a really good Raytraced Atari fuji-logo.

If anybody has got a Fujilogo POV-script, then It would be greately appreciated
if I could recieve a copy of it.

-Mikke M.
mikke@tnogobl.ct.se

2730. Migraph?

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 23:05:10 UTC
From: daveh@netcom.com
Message-ID: <davehCv0G4n.J8u@netcom.com>
Source record: 181665

Does Migraph still exist? I have just picked up one of their hand scanners complete with Touchup and would like to update Touchup to the latest version.

Also, can I use the scanner interface (cartridge) with any scanners other than the one that comes with the interface. I am hoping to connect a colour or at least a grey scale scanner.

Thanks,

Dave.

2731. Re: Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 23:23:57 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <33e0ed$p3j@msuinfo.cl.msu.edu>
Source record: 181663

In article <33do0d$fdu@m.ehd.hwc.ca>, bdean@hpb.hwc.ca (BLAIR DEAN) writes:
>55000-Daryl Monge(ih1439)392 (daryl@druid.adept.ih.att.com) wrote:
>
>.... Stuff Deleted
>
>: Page 6 on Other Products, including the St, TT, XE, 2600 and 7800:
>
>: "As a result of these inventories being technologically obsolete and
>: noncompetitive, the Company has written off these inventories"
>
>If they are going to write these off, what are the chances of them
>writting a TT off in my direction? I wouldn't mind being
>"technologically obsolete." Anybody else?

Sounds good. Who do we contact?

Regards,
Tom
hopper_t@msupa.pa.msu.edu

2732. Re: Gif & Jpg viewer

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 23:27:45 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <33e0lh$fl2@nyheter.chalmers.se>
Source record: 181664

In article <EHMWEHUQUp@dksoft.ping.dk>,
Kim Andersen <Kim@dksoft.ping.dk> wrote:
>
>The best Gif viewer i have seen for the Falcon is made by a german user
>on the mausnet. It's called Turbo Gif, and this guy, (hmm i think it's a
>girl), sure layed her hands on the turbo expression.

I found TurboGIF v1.2 (94-07-18), by Sascha Springer, on a BBS a few days
ago. I suppose that's the program you're talking about.

>It runs on the Falcon only, no matter what color mode you'r in. (it'll change

It screws up the screen totally on my Falcon with BlowUP030 Hard II.

>by itself), and it's the fastest i have ever seen.

Yes, the decoder is actually a bit faster than my latest version of MGIF,
but the drawing is slower. It'll be interesting to see which program is
faster when I've removed the last memory variables in my code.

>I can only recommend it, cause it's also freeware.

So is MGIF. ;-)

>Ups. Forgot to mention, it also has somekind of hardware scrolling. Sure

MGIF 4.4 has no internal support for scrolling right now, but the hardware
scrolling used by BlowUP030 works fine with it.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

2733. Re: St Format (was RE: UPLOADIG! I've done my bit....)

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 23:41:55 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cv0Htw.13L@cix.compulink.co.uk>
Source record: 181668

> rg> Granted - STF has always been a bit too glossy, and a bit too
> rg> inaccurate for its own good, but its better than it has been in the
> rg> past (although not as good as it originally was).
>
>Erm, how do you define 'the past' ? I used to get STF in Nineteen Eighty som
>ething !, and it was quite good then. Perhaps I have missed out on a particu
>larly bad patch !

Back when it was ST Amiga Format, it was quite good. This must have been
in the late 80s. Around 90/91 it was pretty poor IMO. I dropped it for
about 6 months, but continued to get STU. I still looked at STF on the
shelf, and after a bit - decided it was *better* than STU was, so I started
buying it again.

> to them. After reading it, I now wish to say that my original statement, wh
>ich I apologised for as being a bit 'OTT', was in fact, not OTT enough.

The main problem IMO is the inaccracies. STF cannot be taken seriously
because you cannot trust the info in it. As for something interesting to
read - I find it worth buying.

>The only mitigating point is that I accept that STF *is* aimed at teenageers,
> and, at 30, I may not be appreciating the 'teen appeal' aspect of it's conte

Yep, and I'm 25, and its a bit juvenile for me also. OTOH back in the truly
early days they paid me 30ukp for a single letter, so I've always had a
bit of a soft spot for it ;-)

> production & R&D of all machines, bar the Jag. So folks, the ST, TT & Falc
>on are all on their way down the Swanee together. I'm not happy, particularl
>y at the fact that the newer machines have been dropped so soon, but the ST's
> demise was on the cards.

But does it really matter?:

1) Atari have done so little for us in the last 2 years, I'm sure we can
all manage the next 2 without their help.
2) In 2 years time, I will have owned an ST for 10 years, and I think I'll
treat myself to some horrendusly powerful RISC workstation! ;-)

:-)

Roland.

@CiX

2734. Re: Tempus 2.21

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 23:41:58 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cv0Hty.14A@cix.compulink.co.uk>
Source record: 181669

>But not in the Atari-World. Come on you main-language-speaker,
>learn a little German. Starting today! Some words per week.

Believe it or not, this is exactly what I'm intending to do. Yesterday I went out and bought a German/English dictionary and a little book on Colloquial German.

All those German READ.ME files convinced me!

:-)

Roland.

@CiX

PS Not that I'll ever be able to speak German. If I could even *read* it I'd be happy!

2735. Re: Pretty Good Privacy

Newsgroup: comp.sys.atari.st
Date: 1994-08-23 23:42:56 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EHXXFEUW@ttgk.textlitho.nl>
Source record: 181672

In <33blvu$8op@crl4.crl.com> Sam McGee wrote :

>Gert van der Knokke (gert@ttgk.textlitho.nl) wrote:
>
>: And it's very simple too !! Just use one bit of every byte of data (so you
>: get 'only' 255 colors instead of 256) and put in your piece of data.
>
>Wouldn't you only get 128 colors with 7 bits instead of 8?

Sorry, my mistake, you only have 128 colors left, but who cares for the
picture quality :-)

Gert

--

-- --
Atari TT-Point
-- --

2736. Re: Dungeon Master Spell List Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 00:30:20 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <33e4as$li8@charm.magnus.acs.ohio-state.edu>
Source record: 181670

re. Dungeon Master Spell List

It's available at atari.archive.umich.edu under atari/Games/Gameutil, I can't tell you the specific file name, but it's there. I think it's something along the lines of dmspell.zoo.

Dan Ackerman
ackerman.29@osu.edu

2737. Re: Telecom programs for Atari 520ST.

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 01:48:52 UTC
From: Edward Piecewicz <ed_p@delphi.com>
Message-ID: <J6wytZc.ed_p@delphi.com>
Source record: 181671

Thanks for the info re ANSITERM, but I dislike it,. One drawback I found to it was that the default paths were set to a D:\ drive, and they could NOT be changed to either the A or B floppy drives.

I am not aware of TAZ using the XYZ.TTP program..

Ed

--
Edward Piecewicz Internet: ed_p@delphi.com
Assistant Manager - Commodore SIG
Delphi Internet Services Corporation

2738. Re: Atari ST Emulator for IBM

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 03:31:54 UTC
From: yee@ix.netcom.com
Message-ID: <33eeva$22q@ixnews1.ix.netcom.com>
Source record: 181673

In <CuyuGJ.Iwu@cc.umontreal.ca> lairs@JSP.UMontreal.CA (Lair Simon) writes:

>
>BARRY WILSON (wilsontjb@cix.compulink.co.uk) wrote:
>: >Does anyone know of an ATARI ST emulator for the IBM PC ????
>: >I need to run ATARI ST software on my PC if possible.
>: >Any assisitance will be greatly appreciated.
>
>: I am aware of 2 hardware emulators.
>
>: IIRC both use Atari ROMS, Gemulator has been available for a while,
>: whilst Janus, from VHF in Germany is more recent.
>
> Hi,
>
> a -short- review on these emulators would be much appreciated.
>
> - which one would you recommend ?
> - capabilities/options for both ?
> - average prices ? (if shareware ftp sites ?)
>
> Thanks for the time to anyone who responds,
>
>--
> Simon Lair (lairs@jsp.umontreal.ca)
>

I am currently using Gemulator; therefore, I only know
the Gemulator. Gemulator can accept 4 different TOS (2 bios each).
That means that you can power up a different TOS each time
if you have 4 different TOS in the Gemulator.

Gemulator came with the latest TOS (2.01 I think, but sure on
the version number).

You can run under windows, DOS, OS/2. It uses DPMI (I think).
You can have 2M-8M of memory. Their latest software is version
3.1. You can have virtual HD. This means that it writes your
atari files in 1 one big file which Gemulator understand. It acts
like a hard disk to the Gemulator.

It is very good. It does its job. I think Toad Computer is selling
it for $200. Prices might be lower now.
--

Allen Yee Personal Internet: yee@ix.netcom.com

Work Internet: allen_yee@internet.uscs.com

I'm an Unix developer and OS/2 user...I don't NEED a life!

2739. Re: Migraph?

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 03:45:47 UTC
From: dpj@delphi.com
Message-ID: <J82QNPb.dpj@delphi.com>
Source record: 181700

Dave Halliday <daveh@netcom.com> writes:

>Does Migraph still exist? I have just picked up one of their hand scanners
>complete with Touchup and would like to update Touchup to the latest
>version.

Yes, as a matter of fact, I just received their latest newsletter which described a new upgrade for Touch-Up and other goodies!! Their order number is 800-223-3729. Address is: 32700 Pacific Highway S. #14, Federal Way, WA 98003.

Dana @ STReport International Online Magazine

2740. Re: American On-Line with MegaSTe?

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 05:55:00 UTC
From: dag.dao@dada.ct.se
Message-ID: <2e5aef12@ct.se>
Source record: 181613

> AOL requires special software to access it, that runs on Mac or
> DOS/Windows machines. You woudl need an emulator to run the software
> on your Atari. (The older Mac software had trouble running under
> Spectre, but the newer versions are said to work.)

Would that be the First Class software? If so - anyone for a client in GEM?

DaDa <dada@nn.apc.org>!

2741. Re: Archon Clone

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 07:27:48 UTC
From: bhtran@soda.CSUA.Berkeley.EDU
Message-ID: <33espk$ict@agate.berkeley.edu>
Source record: 181676

In article <33dbv6$fto@post-office.nevada.edu>,
GEORGE GAGHON <gaghon@nevada.edu> wrote:
>There is a game that was released to shareware by JV Enterprises. They
>made Towers. It is called Medieval Chess. I don't know if it is on an
>FTP site or not, but I know it is available on GEnie.
>
>George
>

Thanks, at least I have a name to go on now! :)
Anyone willing to U/L Medieval Chess (if they have it) to an Atari FTP site?
I wouldn't want anyone to go through the trouble of paying/getting it from
Genie just to put it up on an FTP site for me(though I really wouldn't mind if
someone did). :)
BTW, what is this game like? very similar to the original Archon?
almost an exact port with slight modifications? fast? quick? two-players?

Bryan
--
~~~~~~ {~._.~}
|| bhtran@soda.berkeley.edu || _(Y)_
|| bhtran@uclink.berkeley.edu || (: CAL :)
||_____bhtran@ocf.berkeley.edu____|| (_)-(_)
~~~~~~

2742. Re: STF issue 35 wanted!

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 07:59:18 UTC
From: frank@theshack.demon.co.uk
Message-ID: <940824Z075918.404frank@theshack.demon.co.uk>
Source record: 181635

In article <33a060$l55@infa.central.susx.ac.uk>
kaps3@central.susx.ac.uk "Steven Constantine" writes:

> Tom, I think you'll find that you're not legally allowed to buy the disk
> without the mag.

That's an interesting point, actually - I'llcheck up on this with
Trenton and post the results. Clive, you reading this?

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

2743. Re: St Format (was RE: UPLOADIG! I've done my bit....)

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 08:13:36 UTC
From: frank@theshack.demon.co.uk
Message-ID: <940824Z081336.769frank@theshack.demon.co.uk>
Source record: 181636

In article <987_9408222243@seuk.com>
Kevan.Winch@eccles.seuk.com "Kevan Winch" writes:

> Incidentally, is anyone from STF reading this thread ?

Er, yes - but as a freelancer, not an in-house writer, so as such I have input as to editorial style or whatever.

> Stand up and account for yourselves !

In what way? What exactly is it that's put this huge bug up your backside regarding STF? Incidentally, having been offline for the better part of a week through illness, I'm told you posted a personal attack against me in here. Is this right? If so, would you care to repost it?

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

2744. FAQ: GDOS 2.1 (German)

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 08:22:05 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <33evvd$dj3@info2.rus.uni-stuttgart.de>
Source record: 181678

Hello,

the English version of the GDOS FAQ 2.1 will probably come soon.
"soon" is (TM) Atari.

This is the German version:

Hallo,

ich habe gerade das GDOS-FAQ, Version 2.1 in de.comp.sys.st und
maus.gui.gem gepostet.
In dieser Gruppe kommt nur dieser Hinweis um Bandbreite zu sparen.

de.comp.sys.st: ein File als TeX-Version und eines als ascii-Version
maus.gui.gem : ascii-Version, wegen der 16K-Grenze gesplittet
comp.sys.atari.st: englische Version 2.1 als ascii-File (demnaechst)

Name in Fileservern und Mailboxen: gdosi21 bzw. gdosinf21

TeX+ascii-Version werden von Uwe Seidler in den Programmteil der Maus
@S3 gelegt. In der Maus @B sollten sie schon liegen.
Ebenso in ftp.cs.tu-berlin.de:pub/atari/Gdos/gdosi21*

Aus dem Inhalt:
- alle mir bekannten Drucker- und Bildschirmtreiber mit Bezugsquellen
- alle mir bekannten Programme, die ueber GDOS ausdrucken (ueber 40)
- Hilfsprogramme zum Arbeiten mit GDOS
- Tips und Tricks
- Adressen, bei denen man die genannten Produkte bekommt
- kommentiertes Literaturverzeichnis
- und vieles mehr

Neu an der Version 2.1:

Neue Kapitel/Infos sind mit + gekennzeichnet, ge"anderte mit *.

+ Programme DPE, MIDI File Printer, TRIPLE_D, GRAPH, 7Up
+ Programme UpToCase, Chemograph Plus, GEM-View, Solutions
+ "Uberschriebene Speedo-Schnitte
* PAINTJET Farben
* BasiChart
+ X4U
+ SpeedoGDOS 5.0a/b/c + Treiber
+ Fonts
+ Verschiedene GDOS-Versionen

Viel Vergnuegen damit.

MfG,
Gerd

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

2745. Re: Epic on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 08:41:07 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <Cv16sJ.MuL@bbc.co.uk>
Source record: 181679

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
:] Has anybody managed to get epic running on the falcon?

: Try Backwards with the full-works. Epic is a pretty intensive game, so
: I wouldn't fancy your chances!

I tried that ... it gets past the opening crdeits and then crashes when it
tries to load the sound
:-/

-David White
--

One STFM and gone up |||
david.white@rd.eng.bbc.co.uk |||
STANDARD DISCLAIMER # / | \

2746. Re: Migraph?

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 08:55:34 UTC
From: stchip@delphi.com
Message-ID: <RyyytZW.stchip@delphi.com>
Source record: 181601

Dave Halliday <daveh@netcom.com> writes:

>Does Migraph still exist? I have just picked up one of their hand scanners
>complete with Touchup and would like to update Touchup to the latest
>version.
>
>Also, can I use the scanner interface (cartridge) with any scanners other
>than the one that comes with the interface. I am hoping to connect a colour
>or at least a grey scale scanner.

>
>Thanks,
>
>Dave.

Yes it does exist.
Their address is:

Migraph Inc.
32700 Pacific Hwy. S. #14
Federal Way, Wa 98003

They are having their 10th anniversary sale right now. They also just upgraded
Touch Up to 2.5.

BTW, their phone is 1-800-223-3729.

Jon O:}

May you live as long as you want to and want to as long as you live.

2747. Re: Archive Efficiency Improvement

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 09:12:07 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cv189D.G9H@westminster.ac.uk>
Source record: 181680

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: In article <33bqct$5hu@bronze.coil.com>, jbaumgar@bronze.coil.com (James E. Baumgardner II) writes:

: The other problem is the directories on all sites, No standards, Hansa
: being one of the worsed to use, come on chap lets have some nice Director
: standards, and full commented Indexes for those Directories...

Sorry to be picky...but you mean Hensa...and not hansa.

Oh, and BTW, it was not my idea to have these directory structures at hensa. This started a long time before I got here. I got here in April...the site having been going since 1987.

If you want a full explanation of why the directory structure is as such, then do contact me privately...or refer to some other article in this newsgroup.

The directories, OK, are not very nice to come across, but then, that is only for ftp sessions. What most people do in ftp sessions is to find a file via archie (hensa is now included), and then go to that path directly to get the file. Or a lot of people download an index, and find the path through that.

Hensa, IMHO, is one of the best places to go for software, if you use gopher, or WWW. Try it, and see.

Also, the index files are fully commented. Each of the different packages, contain a .MSG file, which describes the package, so you can see whether it is worth downloading.

The files are sorted via keywords...such as Programming languages....text editors....Software development tools...archiving programs. The files in a particular microcomputer section can then be searched via keywords...(gopher/telnet/WWW)

: Gopher servers that don't work, there Tables are only set up for MSDOS file
: exstenders, you can' get those .TOS files ,etc....

This was the first thing that I tried to fix, when I got to hensa. The fault is not with the tables, as this was put in near enough straight away, as were others, such as gz, tgz, tar, msa, etc. The fault is within gopher itself... a few bits of extra code may have to be put in somewhere...something which we are looking into...and it's not easy, as there are other things of priority, seeing as we have just installed a new machine, and finding things going wrong. But the TOS extender problem is certainly on the list.

What happens, is that even though TOS is placed in the tables, gopher does not recognise it...and when looking into it...the filename displayed does not include the extender...even when the file is specified as an .EXE PC file, or a PC Bin file.

: What we need is good standard, not this willy nilly way thing are done now...

OK...but then, say if Atari Works was a PD program....what section would it go under? Word Processing...Spreadsheets...databases...other...Misc?

A lot of programs fall under different categories...and so this way, the hensa keyword system works. There are 3 types of index available at hensa...a normal one which lists the package code and the name of the program and a short description. Also, there is a keyworded index...and a comma delimited index...which you may load into your database or spreadsheet, and browse/search via there. There is also a ls-lr.Z file...listing the filenames, and their paths only.

You takes your pick.

Danny

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2748. Re: Archive Efficiency Improvement

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 09:23:26 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cv18s7.Gor@westminster.ac.uk>
Source record: 181681

James E. Baumgardner II (jbaumgar@bronze.coil.com) wrote:

: Two words: linked filesystem

Two reasons....

1 - Increased load on one system....something that is not desired by
the moderators/maintainers...machine crashing, etc. NFS is quite buggy
in that way. What is desired is a lot of people logging in, but then we
do not desire a massive load. This also slows the system down.

2 - Security loopholes on the host system. The host will make publicly
available their filesystem.....and it is based on trus between
hosts...but then due to security loopholes...any Tom, Dick and Harry
can walk all over the system.

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2749. Re: ST Review - gone!

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 09:54:12 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Cv1A6C.ABy@cix.compulink.co.uk>
Source record: 181682

> IL> From: ilaskey@cix.compulink.co.uk ("Iain Laskey")
> IL>
> IL> Vic just confirmed that ST User has folded. Some of the staff writers
> IL> will move over to STR which is continuing.
>
>Ironic that the very first ST magazine should also be the first to go. I woul
>hereby like to thank the current and past staff of ST User for all these year
>Some were good, some were bad, but they will all be carried deep in the heart
>of all true ST poineers. Sob.
It's not the first by any means. There was a UK mag that came out about
the same time but only lasted about 8 issues, plus ST World (much missed).
I think there was also a 'The One' for the ST too.

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari Falcon & Unix user

2750. Re: St Report - Objective Rep

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 10:12:14 UTC
From: steve-j@teleport.com
Message-ID: <33f6du$1v6@sandra.teleport.com>
Source record: 181686

In article <R88T1zA.dpj@delphi.com>, <dpj@delphi.com> wrote:

>>So Ralph's busy ripping off PC users now instead of Atari users???
>>THAT'S good to hear -- in a way! <grin>

>Now that's not really fair, is it? He's not here to defend himself
>and I don't run his business so I obviously can't reply to that.

Well, lying to and ripping off customers isn't really fair either, is
it?

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2751. Re: Falcon, but no SGDOS!

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 10:19:09 UTC
From: steve-j@teleport.com
Message-ID: <33f6qt$22c@sandra.teleport.com>
Source record: 181687

In article <CuzsD6.DpA@bbc.co.uk>, David White <dwhite@rd.eng.bbc.co.uk> wrote:

>I've just bought a falcon secon hand. It has an internal hard drive and
>all the usual stuff supplied with it ... excep SGDOS. How can I get hold
>of it ... am I entitled to it?

If it came with AtariWorks, it SHOULD also have SpeedoGDOS. If
you don't have AtariWorks, then there's no reason to expect
SpeedoGDOS to be included. If you have AW w/o SpeedoGDOS, then
whoever you bought it from may have either kept it or forgotten
to give it to you. Having bought it used, though, Atari is under
no obligation to give you a copy.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2752. Re: Falcon, but no SGDOS!

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 10:37:11 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <Cv1C60.135@bbc.co.uk>
Source record: 181688

Steve Johnson (steve-j@teleport.com) wrote:
: In article <CuzsD6.DpA@bbc.co.uk>, David White <dwhite@rd.eng.bbc.co.uk> wrote:

: >I've just bought a falcon secon hand. It has an internal hard drive and
: >all the usual stuff supplied with it ... excep SGDOS. How can I get hold
: >of it ... am I entitled to it?

: If it came with AtariWorks, it SHOULD also have SpeedoGDOS. If
: you don't have AtariWorks, then there's no reason to expect
: SpeedoGDOS to be included. If you have AW w/o SpeedoGDOS, then
: whoever you bought it from may have either kept it or forgotten
: to give it to you. Having bought it used, though, Atari is under
: no obligation to give you a copy.

Falcons in the UK did not come supplied with Atari Works, but those with a
hard disk did have SGDOS. If the bloke who had this computer before me
simply didn't claim it, would that change anything?

Remember, not everyone is American :-)

David White

--

One STFM and gone up |||
david.white@rd.eng.bbc.co.uk |||
STANDARD DISCLAIMER # / | \

2753. Atari Stacy for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 11:49:11 UTC
From: mparrott@connected.com
Message-ID: <33fc3n$o4f@hebron.connected.com>
Source record: 181689

```
**********************************************************
* F O R S A L E *
* *
* Atari Stacy Portable Computer *
* - 4 Megs RAM, 105 Mb Quantum HD - *
* - 20 Mhz Accelerated! - *
* - Includes Optical Mouse, Padded Case - *
* *
* $995 *
* *
**********************************************************

o Includes Shipping/Insurance in Continental U.S.

Send E-mail queries/offers via Internet to:

mparrott@hebron.connnected.com

Or, call Mike at (206)830-2277 just about anytime!
```

2754. Papyrus and colour?

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 11:52:29 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Aug24.115229.7387@news.unige.ch>
Source record: 181691

I want to print from Papyrus to my HP1200C inkjet (a bit like a 550C, with separate CYMK cartridges, but better...). The 550C driver prints the black fine, but nothing for colour bits. The 500C driver, which is written for only 3 colour cartridges, prints everything fine : but not in the expected colours.
How do I get a correlation between the text in the colour dialogue (ie the colour names), the on-screen colour, and the printed colour? (I do not want a Focoltone-style correlation: I just want blue blue, red red, and you can guess the rest).

I mentioned in an earlier post that the Harlekin macro function was great for text macros in Papyrus. But I have now realised of course that you have to switch the damn thing off when you use other programs (including the desktop!).

****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

2755. Re: Epic on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 12:01:41 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <33fcr5$ja2@nyheter.chalmers.se>
Source record: 181690

In article <Cv16sJ.MuL@bbc.co.uk>, David White <dwhite@rd.eng.bbc.co.uk> wrote:
>Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
>: Try Backwards with the full-works. Epic is a pretty intensive game, so
>: I wouldn't fancy your chances!
>
>I tried that ... it gets past the opening crdeits and then crashes when it
>tries to load the sound

With the correct Backwards settings (I don't remember which), I got Epic
to run correctly through the whole introduction. The 3D graphics worked
perfectly, but I think the sound was a bit too fast. I was allowed to type
in call sign and level password too, but the game then stopped directly after
the first screen update from inside the cockpit.

I don't think the problem could be very difficult to fix, given that so
much works, but I don't have the time to do it right now.
Usually the compatibility problems are very localized, like in Civilization
and Microprose Golf, so it should not be too much work, I think.

I suggested here a couple of months ago that the pirate groups should try
to redeem themselves by doing these kinds of fixes. I've not heard anything
about that since. Perhaps none of them have access to the net or maybe they
are just not good enough to do it. ;-)

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

2756. Re: ST Review - gone!

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 12:18:14 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cv1GvL.M6p@westminster.ac.uk>
Source record: 181694

Iain Laskey (ilaskey@cix.compulink.co.uk) wrote:
: >Ironic that the very first ST magazine should also be the first to go. I woul
: >hereby like to thank the current and past staff of ST User for all these year
: >Some were good, some were bad, but they will all be carried deep in the heart
: >of all true ST poineers. Sob.
: It's not the first by any means. There was a UK mag that came out about
: the same time but only lasted about 8 issues, plus ST World (much missed).
: I think there was also a 'The One' for the ST too.

This eight issue one...was it called ST Update by any chance? I have a
few copies lying around....even though I only came into the Atari
market in 1991...the mag is from circa 1986/87. ;->

Danny

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2757. MIDI thru code

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 12:20:10 UTC
From: bouronm@trout.ime.dec.com
Message-ID: <1994Aug24.122010.9730@peavax.mlo.dec.com>
Source record: 181695

```
Hi People,

A while back, Ted Lyngmo asked that I post a snippet of code that I sent
him which echoes MIDI in to MIDI thru. Here it is:

---- cut here ----
*
* through.s -- MIDI input handler routine to simulate MIDI thru
*

csect text,code
xdef _install_thru,_uninstall_thru ; export entry points
xref _thru_channel ; reference external value

midisend equ $fffffc06 ; MIDI output register
midiread equ $fffffc06 ; MIDI input register
midictrl equ $fffffc04 ; ACIA control register
midistat equ $fffffc04 ; ACIA status register
mfpiis equ $fffffa11 ; MFP
bit6 equ $40 ; ..MIDI ACIA bit
notbit6 equ $bf

_install_thru:
move.w #$0022,-(a7) ; push Kbdvbase function code
trap #14 ; Xbios
addq.l #2,a7 ; tidy stack after Xbios
movea.l d0,a0 ; copy address of Kbdvbase table
move.l (a0),oldvec ; save first entry (midivec)
move.l #interrupt,(a0) ; install our routine
rts ; return

_uninstall_thru:
move.w #$0022,-(a7) ; Kbdvbase
trap #14 ; Xbios
addq.l #2,a7 ; tidy
movea.l d0,a0 ; copy table pointer
move.l oldvec,(a0) ; restore old value
rts ; return

interrupt:
btst #3,midistat ; check MIDI output status
bne.b notready
cmp.b #$ef,d0 ; system byte?
bhi notready ; don't forward system messages
tst.b d0 ; status byte?
bpl send ; don't touch data byte
```

```
andi.b #$f0,d0 ; zero channel
or.b _thru_channel,d0 ; set to global "thru_channel"
send:
move.b d0,midisend ; echo MIDI IN to MIDI OUT
notready:
andi.b #notbit6,mfpiis ; disable interrupt-in-service bit
rts ; return

csect storage,bss
oldvec:
ds.l 1 ; old midivec place saver

end
```

*** through.s ***
---- cut here ----

To use, assemble this code, then link it into your C application. Set the global variable "thru_channel" to be the MIDI channel for the resulting output stream (this bit of code can be hacked to make the thru stream verbatim, rather than channel-shifted). Now you can call "install_thru" and "uninstall_thru".

I hope someone finds it useful. BTW, I originally got this from someone else: alas, I don't remember who. If anyone recognises their code, please feel suitably pleased with yourself. :-)

Cheers,

[M][a][r][c]

** -------------------------- ** -------------------------- **
** Marc CR Bouron ** Digital Capital Markets. **
** +44 (0)895 208260 ** Harefield Place, The Drive, **
** Marc.Bouron@ime.mts.dec.com ** Uxbridge, Middlesex, **
** bouronm@trout.ime.dec.com ** UB10 8AQ. UK. **
** -------------------------- ** -------------------------- **

And for my next trick, I shall disappear in a puff of smo

2758. Enscript-like utility for DeskJet?

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 12:41:14 UTC
From: bouronm@trout.ime.dec.com
Message-ID: <1994Aug24.124114.10494@peavax.mlo.dec.com>
Source record: 181697

Hi People,

Does anyone know of a utility somewhat like enscript (or nenscript) which drives a DeskJet instead of PostScript. I would like to save paper, plus have "gaudy" headings and the like: -2rG. Any clues or pointers would be much appreciated.

Cheers,

[M][a][r][c]

** -------------------------- ** -------------------------- **
** Marc CR Bouron ** Digital Capital Markets. **
** +44 (0)895 208260 ** Harefield Place, The Drive, **
** Marc.Bouron@ime.mts.dec.com ** Uxbridge, Middlesex, **
** bouronm@trout.ime.dec.com ** UB10 8AQ. UK. **
** -------------------------- ** -------------------------- **

And for my next trick, I shall disappear in a puff of smo

2759. Re: NEODESK 4..!! - followup to c.s.a.announce

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 12:41:26 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Re8TtTW.lmcclure@delphi.com>
Source record: 181602

In a message dated 8-22-94, David Stevenson said:

"Now, there are several BIG fans of NeoDesk 3 (myself included)
on CIX, and we have nearly all concluded that NeoDesk 4 is
HORRIBLE. They really cocked up."

I have the demo, and I still do not see what you mean. Could you
state your specific dislikes?

I will admit I was not totally awed as I hoped I would be, but I
find quite a few "nifty" features, and a few that are truly useful.
However, I also see where a Geneva user, or someone with a Falcon,
TT, or MSTe with graphics card could get a lot more from it than
a mere standard STe user like me running on a SM124.

2760. Flight Simulator for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 12:56:01 UTC
From: tries@obelix.kph.uni-mainz.de
Message-ID: <33fg11$k4g@bambi.zdv.uni-mainz.de>
Source record: 181696

Dear Netters,

I'm lookin' for a Flight Simulator with instrumental equipment
(VOR/DME, ADF, Atitude Inicator, etc.) and som sectional charts for navigation.

Can anybode of you recommend a specific product?

Thanx

Volker
--
Volker tries@ockham.physik.uni-mainz.de
tries@obelix.kph.uni-mainz.de

Staudingerweg 7

2761. Atari ST and SCSI

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 13:09:18 UTC
From: csi021@cck.coventry.ac.uk
Message-ID: <33fgpu$q4d@cc_sysk.coventry.ac.uk>
Source record: 181698

I've asked this on the Mac newsgroups; they had no idea, but told me to come here. So...

In order to store some large sound samples, I'd like to use my Mac PowerBook 180c as a SCSI hard drive for my Atari ST. The PowerBook has a mode whereby it can be used as a SCSI drive, and the manual gives instructions to connect it to another Mac for this purpose. It doesn't mention connecting it to anything else. I understand that you can get interfaces for the Atari ST that let it use SCSI hard drives - so, does anyone know if this set-up would work?

Miles
--
-~ M I L E S ~- : EARTH CALLING ANGELA : eca@jericho.demon.co.uk
-o- : : (0342) 832300
miles@jericho.demon.co.uk +----------------------+------------------------
csi021@cck.coventry.ac.uk : Nec mortem effugere quisquam nec amorem potest

2762. Huge Atari ST lot for sale

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 13:36:21 UTC
From: jrl8@namaste.cc.columbia.edu
Message-ID: <33ficl$knh@apakabar.cc.columbia.edu>
Source record: 181606
Cross-posted to: comp.sys.atari.st,ny.forsale,nj.forsale,misc.forsale,misc.forsale.computers.other

Total price reduced from $895 to $795 for the entire list below.
What follows is the context of the original post. If you have any
questions let me know. All of this equipment is privately owned
by me, not JBJ of New York, Inc.

I have the following Atari ST equipment for sale. I would like
to sell everything together, but would consider serious offers
to break up the systems.

Atari 1040ST computer system w/mouse (TOS in ROM)
(includes built-in 3.5" drive) --- loose power cord but works great
Atari 520ST computer system w/mouse (TOS in ROM), works sometimes

2 Atari SC1224 color monitors
Atari SF314 double sided 3.5" disk drive
Atari SF354 single sided 3.5" disk drive

Supra 30 megabyte fast hard disk with NeoDesk operating system

All power cables, power supplies, and cables are included to
hook up everything.

The following software, all with original disks, boxes, and manuals:
Word Writer 2.0 Timeworks (barely used)
Timeworks Desktop publishing Timeworks (with bound manuals, never used)
Crazy Cars Titus
International Soccer Microdeal
Wizards Crown SSI
Questron II SSI
Heroes of the Lance SSI
SDI Cinemaware Interactive Movie
TetraQuest Microdeal
Prime Time First Row Software
Starglider Rainbird
Starglider II Rainbird
F15 Strike Eagle Microprose
Rings of Zilfin SSI
Speed Buggy Data East
Typhoon Thompson Broderbund
Guild of Thieves Rainbird
Outrun Sega
Captain Blood Mindscape, Inc.
Road Runner Mindscape, Inc.

Road Wars Electronic Arts
Obliterator Psygnosis
Sinbad Cinemaware Interactive Movie
Defender of the Crown Cinemaware Interactive Movie
Pinball Wizard Accolade
Bubble Ghost Accolade
Ultima IV Origin Systems (+ cluebook)
Dungeon Master FTL (no box)
Virus Rainbird (no docs)
Moebius Origin Systems (doesn't work)

The following software has original disks and manuals but no boxes:
Aegis Animator/ST Aegis
Impossible Mission 2 Epyx
ST Basic Atari
Flash Antic Software
Block Out California Dreams
SimCity Maxis
High Roller Mindscape
Time Bandit Michtron
Barbarian Psygnosis
Airball MicroDeal
Airball Construction Set MicroDeal
Skyfox EA
Neochrome Painting Program Atari
UMS Rainbird
ST Wars Miles Computing
Chaos Strikes Back FTL
Swiftar Accustar Software, Inc.

Plus dozens of other games (Rogue, Test Drive, Sundog, etc.) with
just original disks (no box or manuals), plus a TON of shareware
on disks, plus old Atari distribution disks (DB master one, megaroids,
languages, etc), plus an entire collection of START disks representing
about twenty issues.

There are also duplicates of some of the software (Dungeon
Master, Time Bandit, etc).

I am looking for $895 for the entire lot.

Please call or email if interested!

Best regards,
-JRL

James R. Lendino Phone: (718)-891-6741
Computer Sales Consultant Fax: (718)-891-3258
J.B.J. of New York, Inc. Email: jrl8@columbia.edu

2763. Re: Tempus 2.21

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 13:46:17 UTC
From: ab164@yfn.ysu.edu
Message-ID: <33fiv9$lgu@news.ysu.edu>
Source record: 181605

>All those German READ.ME files convinced me!
>
>:-)
>
>Roland.

I have a hellaciously large German dictionary (from my son), and
still can't figure out what half the stuff in Jr. Office was. I
finally bought Straight Fax instead! One lost sale for him! It
pays to be nice to the customers! Heck think of all the Sales
in China alone 8-)

--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

2764. Re: HD Bootsectors

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 13:51:38 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.777736298@acp5>
Source record: 181648

sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>I was quoting from Ataries AHDI 3.0 Doc's, and again there are NO SECTOR ZEROS
>on a FLOPPY, they start from sector 1...!!!!!

PHYSICAL sectors (i. e. sectors as the floppy controller sees them) always
start with 1 on each track, never with 0.
LOGICAL sectors (i. e. sectors as TOS sees them) on floppy disks always
start with sector 0 (this is the boot sector).

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

2765. Re: Atari ST and SCSI

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 13:54:09 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <33fje1$psf@ccpnws.in2p3.fr>
Source record: 181604

csi021@cck.coventry.ac.uk once wrote:

> I've asked this on the Mac newsgroups; they had no idea, but told me to come
> here. So...

> In order to store some large sound samples, I'd like to use my Mac PowerBook
> 180c as a SCSI hard drive for my Atari ST. The PowerBook has a mode whereby
> it can be used as a SCSI drive, and the manual gives instructions to connect
> it to another Mac for this purpose. It doesn't mention connecting it to
> anything else. I understand that you can get interfaces for the Atari ST that
> let it use SCSI hard drives - so, does anyone know if this set-up would work?

Why not ?
I think that in this mode the powerbook is "shut-down" in order to let disk
being accessed from another master BUT (there is always a but) partitions
on hard-disks are not the same on a Mac and on a ST, so I guess this will not
work unless you have a ST partition on the Mac. Am I correct ?

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+-------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+
"Ask a silly question and you'll get a silly answer"

2766. Re: Future of Atari mags (Was: UPLOADING! I've done my bit....)

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 14:44:30 UTC
From: s9205525@otto
Message-ID: <33fmcf$pa1@aggedor.rmit.EDU.AU>
Source record: 181607

```
: I subscribe to User & Review, and I buy Format from my local newsagent
: (here in Australia its cheaper to buy it than subscribe to it). I think
: each magazine serves its own little niche. For a good general read
: I think User is quite good. For games, Format is generally the best
: and for serious software and great tutorials, Review wins hands down.
: If one magazine could do all, then I probably would not worry about
: a magazine closing, but as none of these mags do it all, then I
: would be dissappointed if any of them closed shop. IMHO I think
: each mag does very well in its own particular area.
: ......John Moon s9205525@otto.bf.rmit.edu.au
```

2767. Re: Papyrus Gold: first opinions

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 15:17:51 UTC
From: oberle@informatik.uni-koblenz.de
Message-ID: <33foav$5h7@newshost.uni-koblenz.de>
Source record: 181578

In article <33chm1$sao@brachio.zrz.TU-Berlin.DE>, chris@buran.fb10.tu-berlin.de (Christian Nieber) writes:
|>
|> In article <33204e$3ml@percy.cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk
|> (Chris Ridd) writes:

... (discussion about papyrus features) ...

Christian, it would be very useful if the paragraph formats couldn't only be chosen with the mouse in the popup menu, but also with a keyboard short cut - especially if you type at the bottom the window and quickly want to change the current format.

Christoph

2768. Re: Atari ST and SCSI

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 15:20:52 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cv1pBz.585@westminster.ac.uk>
Source record: 181615

csi021@cck.coventry.ac.uk wrote:

: In order to store some large sound samples, I'd like to use my Mac PowerBook
: 180c as a SCSI hard drive for my Atari ST. The PowerBook has a mode whereby
: it can be used as a SCSI drive, and the manual gives instructions to connect
: it to another Mac for this purpose. It doesn't mention connecting it to
: anything else. I understand that you can get interfaces for the Atari ST that
: let it use SCSI hard drives - so, does anyone know if this set-up would work?

Well, if it is able to act as a second drive to other Macs, or even as
an external drive to a Mac, then you should be able to use it on your
ST. You will need somethink like the Link, or even better, a LINK 2.
With the link, you have to ensure that parity on the drive is
disabled.....this is not necessarty with the Link 2. The Link 2 costs
around 90 pounds.

Anyone think I'm wrong? If so, please correct me.

Danny.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2769. Misc. Stuff for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 15:21:15 UTC
From: caude@comtch.iea.com
Message-ID: <caude.20.000F5B1E@comtch.iea.com>
Source record: 181628

```
Atari ST Software
=================
XFormer Software & Cable (Atari 800/XL/XE Emulator)
GFA Draft Plus
IBM DOS 3.3 (for IBM emulators)
Ultima IV
Planetarium
GFA Basic 2.0 and 3.0 w/ ref manual
UltraScript
BBS Express! ST 1.79

If you are interested, make an offer and its yours. I (Chuck) can be
reached at:

509-235-8746 (voice)
caude@comtch.iea.com (InterNet EMail)
```

2770. Re: Papyrus Gold: first opinions

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 15:57:18 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <33fqku$h1b@percy.cs.bham.ac.uk>
Source record: 181609

mike@divsun.unige.ch (Mike Morris) writes:
> Does anyone know if any ftp sites have collections of peronalised
>word lists? I've never seen one. I would happily contribute Genetics
>lists for Redacteur and Papyrus (I'll bet there's a lot of demand
>for them!)

Have a look at ftp://black.ox.ac.uk/wordlists/....

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2771. Re: Enscript-like utility for DeskJet?

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 16:10:52 UTC
From: rm03@cscmgb.cc.ic.ac.uk
Message-ID: <1994Aug24.161052.9483@cc.ic.ac.uk>
Source record: 181608

in article <1994Aug24.124114.10494@peavax.mlo.dec.com>, Marc CR Bouron (bouronm@trout.ime.dec.com) wrote:
>Hi People,

>Does anyone know of a utility somewhat like enscript (or nenscript) which >drives a DeskJet instead of PostScript. I would like to save paper, plus >have "gaudy" headings and the like: -2rG. Any clues or pointers would be >much appreciated.

I'm not sure what 'enscript' is, but I guess it may be something like IdeaList. Idealist drives lots of printers, and should be available on atari.archive .

Don't forget to register!

-- Robert Mellish, F.O.G. --
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
-- and also the mrs joyful prize for rafia work. --

2772. Re: Programs on remote UNIX in window on ST

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 17:19:50 UTC
From: f91-men@alv.nada.kth.se
Message-ID: <33fvfm$dtj@news.kth.se>
Source record: 181610

Several people have asked me about the compressing multi-session terminal program Terminus. I regret to tell that what I said about portability is far too true:

- Mono mode is hard-coded
- 2400 bps is hard-coded, since it's all I've got. Though it is easy to change, the compression at least might lag with faster modems, unless I recode it in assembler.

I'd happily give away the source, but:

- Everything is in Swedish (comments etc)
- I use the incredibly ancient Megamax 1.0 pessimizing compiler with in-line asm at places, again since it's all I have. Cavemen probably had better tools when developing fire.

The most portable thing in the mess is probably the Unix-based multiplexer, which is written in ANSI C, compiles under SunOS and should be easy to port (if you understand Swedish, at least).

Anyway, if anyone still wants the source or binaries - perhaps to see how it works in order to write a better thing - drop me a mail. It still has its strengths, such an almost well-performing compression scheme, and a reasonably fast vt102 emulation with Latin-1 char set, scrollback buffer and some extra escape codes added. It's also small (<30k).

Humblest apologies for raised expectations,
o
Mattias Engdegard.

2773. Re: Archon Clone

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 17:39:18 UTC
From: gaghon@nevada.edu
Message-ID: <33g0k6$fqh@post-office.nevada.edu>
Source record: 181611

Bryan Huy Tran (bhtran@soda.CSUA.Berkeley.EDU) wrote:

: Thanks, at least I have a name to go on now! :)

: BTW, what is this game like? very similar to the original Archon?
: almost an exact port with slight modifications? fast? quick? two-players?

: Bryan

I just found out that Medieval Chess is in the Sept. Issue of STF's
cover disk.

It is a one or two player game, with chess rules. However, once you
'claim' a piece, you must go into battle in order to win/lose it. Its
much fun with digitized sounds, and good graphics. It works on the
Falcon too, as long as you are in Low rez.

George

2774. Re: Flight Simulator for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 17:54:25 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <33g1gi$qin@mailer.fsu.edu>
Source record: 181632

Volker Tries (tries@obelix.kph.uni-mainz.de) wrote:
> I'm lookin' for a Flight Simulator with instrumental equipment
> (VOR/DME, ADF, Atitude Inicator, etc.) and som sectional charts for navigation.
>
> Can anybode of you recommend a specific product?

Flight Simulator II is probably the most technically accurate flight sim
available for the ST (for small unarmed aircraft, at least :-). I am not
sure about all the specs you list above, but perhaps you could find out
from a software dealer. FSII was/is a pretty popular program, and there are
numerous data disks for it (even an adventure game of sorts, where one flys
over "clues" to the next destination - this is on the Hawaii data disk I
believe). Hope that helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2775. 1040STfm for sale.

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 18:46:18 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <33g4hq$hrd@msuinfo.cl.msu.edu>
Source record: 181616

Well, time to clear out the closet...

I have a 1040STfm, includes
TOS 1.02
1 Mb RAM
internal DSDD floppy
modem cable
several disks of utilities
original manuals

It's in excellent condition. I've never had any problems with this machine, and I'm the original owner. Used it mainly for word processing, telecommunications, and programming.

I'm asking $120 plus shipping. Price is somewhat negotiable (best offer over $100, or the first $120, gets it).

For another $20 I'll throw in WordUp from Neocept. Works great on this machine and provides you with multiple fonts, columns, graphic import, etc. Includes original box and docs (they're one and the same, actually).

Make me an offer via email. Please don't post offers to newsgroups.

Tom
hopper_t@msupa.pa.msu.edu

2776. Re: Mosaic/WWW Client for ST

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 19:09:28 UTC
From: lokirkby@cln.etc.bc.ca
Message-ID: <1994Aug24.190928.7588@news.etc.bc.ca>
Source record: 181620

In a previous article, vctec@westminster.ac.uk (Denesh Bhabuta) says:

>Denesh Bhabuta (vctec@westminster.ac.uk) wrote:
>: Robb Albright (herbivor@teleport.com) wrote:
>: : I heard a rumour that there is a beta version of a Mosaic WWW Client
>: : program for the ST available at an ftp site in Britain.
>
>: I have not come across it, so it can't be on Hensa, or it would be on
>: straight away (after testing, of course). About demon....I will have to
>: go and check in their directories....address: ftp.demon.co.uk
>
>Just checked Demon....and canm't see it anywhere....anyone any ideas?
>
>Danny
>--
>Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
> Computer Centre, Lancaster University, Lancaster LA1 4YW
> D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
> danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)
>

If anybody does find it, PLEASE let me know (e-mail or c.s.a.st).
Thanks in advance!-)
Loren Kirkby

2777. Atari TT030 for sale

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 19:12:02 UTC
From: Gary@gspencer.demon.co.uk
Message-ID: <940824Z191202.529Gary@gspencer.demon.co.uk>
Source record: 181634

```
Atari TT030 For Sale
M68030 processor at 32 Mhz
M68882 maths co-processor
2Mb ST RAM
8Mb TT fast-RAM on a GeoSoft MicroMic daughter board
48Mb Internal hard disk
720Kb Internal floppy disk
720Kb External floppy disk
External SyQuest SQ555 44Mb removable hard disk (SCSI) with one 44Mb
cartridge
Atari PTC1426 monitor
Naksha mouse

For more information contact me via email, gary@gspencer.demon.co.uk.
```

2778. Atari WWW Pages

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 19:36:22 UTC
From: lokirkby@cln.etc.bc.ca
Message-ID: <1994Aug24.193622.12276@news.etc.bc.ca>
Source record: 181621

I know this questions has been asked before, but I just got LYNX
installed on my system and would like to know of some Atari WWW pages. I
remember seeing a list, but that is long gone...
Thank You. Loren Kirkby

2779. Re: HELP - Stacy HD :(

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 19:37:51 UTC
From: bobbro@delphi.com
Message-ID: <p29TNdf.bobbro@delphi.com>
Source record: 181612

Hi Mike,

When you boot your Stacy, hold down the control, shift and alternate keys. That will signal the Stacy to bypass the HD. Get a different version of AHDI and boot with it off of a floppy, and then install drive C from under the OPTIONS menu. Delete the SHDRIVER.SYS file that AHDI 5.04 installed on your system, then run HINSTALL.PRG of something other than 5.04

All of the versions of AHDI 5.x were designed to have IDE support. You should be fine with just about any other version of AHDI, unless you have and ICD AdSpeed installed. Then be sure to stick to 4.x or less.

Hope that gets you going again.

regards,

Bob Brodie

bobbro@delphi.com

bob-brodie@genie.geis.com

bob@goldleaf.com

2780. Re: Atari Fax

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 19:43:57 UTC
From: bobbro@delphi.com
Message-ID: <pW2Sl3d.bobbro@delphi.com>
Source record: 181614

Hi Ian,

Actually there are a number of fax lines at Sunnyvale. The number for the Corp. executives area (where Jack and Sam are) is 408-745-8800. The number for the Games Developer Area (John Skruch et al) is 408-745-8861, the number for Developer Support and US Customer Service is 408-745-2088

The other numbers are more for the warehouse, purchasing, etc. Hope that helps!

regards,

Bob Brodie

2781. Re: Falcon, but no SGDOS!

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 20:00:34 UTC
From: bobbro@delphi.com
Message-ID: <pa4wtpS.bobbro@delphi.com>
Source record: 181617

Hi David,

If you purchased a Falcon second hand, your primary recourse should be to contact the seller and ask for the diskette. Atari UK's policy might be different than Atari US's, but as a rule there is no warranty for second hand gear.

On a different note, the version of SpeedoGDOS that Atari is shipping with the Falcon is not as current as the one that COMPO is now selling. I recommend that you contact them for the latest version. It's a major improvement over 4.x

regards,

Bob Brodie

2782. Re: Bob Brodie (Was: Atari News?)

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 20:07:10 UTC
From: bobbro@delphi.com
Message-ID: <haxQNNe.bobbro@delphi.com>
Source record: 181618

Patrik,

Steve has given you a better picture of why I left Atari. I was approached by a friend that started a company doing NEXTSTEP software with an opportunity to work for them at a handsome increase in pay AND the ability to work at home. The combination was such that I could not in good conscience to my family decline the offer.

I enjoyed my time at Atari tremendously, and still use Atari products. I count many good friends among their employees, and wish the company every success in their future endevors.

You're right, I am very fond of the Falcon (although I'm typing this on a TT030 at the moment!) and prefer the computer business to video games. But that wasn't much of a factor in my decision to leave Atari. My children are growing up fast, and I don't have too many years left with them at home. If I am to be the kind of Dad that I want to be, I need to be home more. That would have been very difficult to do at Atari.

regards,

Bob Brodie

2783. maxidisk ramdisk

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 20:12:29 UTC
From: RICHARDSON@sscl.uwo.ca
Message-ID: <RICHARDSON.15.2E5BA9AC@sscl.uwo.ca>
Source record: 181623

I thought i'd try this ramdisk last night and it seemed really easy to setup, but it wasn't!!! I wanted to copy some files to the ramdisk on startup, and then run one of the programs I had copied. Is this possible? I got the files to copy okay, but I couldn't get the program on the D: drive (the ramdisk) to start...the program just bombed out! Has anyone started a .prg from the ramdisk after just copying it there?

T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-----------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+---------------------------------------+ +--------------------------------+

2784. Re: Archon Clone

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 21:05:54 UTC
From: Frits_Van_Den_Akker@sterbbs.nl
Message-ID: <13426VAQYCFWXCDLFPK@sterbbs.nl>
Source record: 181619

Brayn (bhtran@soda.berkely.edu) wrote:
> Thanks, at least I have a name to go on now! :)
>Anyone willing to U/L Medieval Chess (if they have it) to an Atari
>FTP site?
I know it's on STF's coverdisk this month (#62). I didn't manage to unpack it. The menu program didn't unpack the .PRG file and when I did so "by hand" a file was missing. I could find what file. Maybe Frank knows wether it's my faulth or STF's. (Frank are you reading this?)

>I wouldn't want anyone to go through the trouble of paying/getting
>it from Genie just to put it up on an FTP site for me(though I
>really wouldn't mind if someone did). :)
I can't ftp yet, so I can't do it for you.

> BTW, what is this game like? very similar to the original
>Archon?
>almost an exact port with slight modifications? fast? quick?
>two-players?
>
I don't know what Archon is like. STF's review said it is an chess game with some altered rules (you have to fight for each piece, wether you moved or your opponent moved, so you can loose a piece if it's your turn or not...)

Frits.

Internet : Frits_Van_Den_Akker@sterbbs.nl | JFA Software
Add on first line : TO: Frits Van Den Akker | TOS AES VDI GEM!
Majornet : Frits Van Den Akker@STR | ST TT Falcon!

|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

======================== !!! Automated Notice !!! ======================
E-mail replies to this user should have the following on the first line of message text: TO: Frits Van Den Akker
==

2785. Re: maxidisk ramdisk

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 21:09:17 UTC
From: gbernath@oucsace.cs.ohiou.edu
Message-ID: <Cv25FH.G9p@oucsace.cs.ohiou.edu>
Source record: 181624

In article <RICHARDSON.15.2E5BA9AC@sscl.uwo.ca> RICHARDSON@sscl.uwo.ca writes:

>I thought i'd try this ramdisk last night and it seemed really easy to
>setup, but it wasn't!!! I wanted to copy some files to the ramdisk on
>startup, and then run one of the programs I had copied. Is this possible?
>I got the files to copy okay, but I couldn't get the program on the D:
>drive (the ramdisk) to start...the program just bombed out! Has anyone
>started a .prg from the ramdisk after just copying it there?

I'd avoid maxidisk altogether; it's not reliable, and it's slow. Version
1.5 worked OK with TOS 1.04, but when I upgraded to 2.06, v1.5 caused
file corruptions, and v2.2 locked up the machine if you tried to copy
large files.

My choice for a ramdisk is M-disk, which does everything I want, for free,
except data compression, and works great with TOS 2.06 (Though the fact
that you can only define the ramdisk as drive M is a little annoying.
Is there some historical reason why drive M seems to be a default for
ram disks?).

--
Greg Bernath gbernath@oucsace.cs.ohiou.edu

2786. Re: Archive Efficiency Improvement

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 21:19:36 UTC
From: daveh@netcom.com
Message-ID: <davehCv25wo.GCA@netcom.com>
Source record: 181626

So what if it wasts space, we have just purchased a 9Gig disk and it
was less than $2500 disk space is cheap these days and for the
redundancy and ease of access I think it is worth every penny.

James E. Baumgardner II (jbaumgar@bronze.coil.com) wrote:
: In article <CuzBs1.9wC@westminster.ac.uk>,
: Denesh Bhabuta <vctec@westminster.ac.uk> wrote:
: >James E. Baumgardner II (jbaumgar@bronze.coil.com) wrote:
: >
: >This would be a good idea.......but what are the copyright details
: >regarding any magazine coverdisk? Are ftp/archive sites allowed to
: >store these disks? I do not think so....

: There was a lot of old source code released into the public domain on
: those disks. I'm not talking about sticking Arabesque on the net, but
: some nice C source (or GFA or Pascal or LISP or ABC or whatever...) that
: could be updated with little work. Or maybe some PD games/utilities that
: have been lost to time and archives scrolling them off...

: >It is necessary to have so many copies of the same file over the
: >net...mainly due to the reason I mentioned above....the ease with which
: >to get files. You will be able to go to a site with a faster link, or
: >one which is closer to you...and also remember, some of these sites
: >(some German, and HENSA in the UK) have dial-up access. Lots of people
: >do not yet have internet access, so they would use these archive sites,
: >like a dial-up BBS.

: But that's an absurd way of doing it. You waste so much space that could
: be conserved by using AFS or NFS. If you want "multiple copies" then
: have two or three, not twenty or thirty. Several gigs of space is wasted
: on the net by duplicated files.

: And so much of this space is wasted on sites that are hardly used or
: updated. Wouldn't it be fair to all the archivists on those sites to
: actually have people use them?

: >the load at one particular site, and distribute the average net load,
: >equally among all sites, and the world.....so it IS a good reason to
: >have copies of files.

: Two words: linked filesystem

: --
: Jim Baumgardner (jbaumgar@bronze.coil.com)
: "Would you _please_ stop clicking my head?"

2787. Toad?? - Thanks

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 21:35:29 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <33gef1$adl@infa.central.susx.ac.uk>
Source record: 181625

Thanks to all those who answered my question about getting the Toad cataloge.
I got in contact with Toad and they are now sending me one (a cataloge - not a
toad ;), and the best thing is that they are sending it -- FREE -- !!

--
Andrew Collington @ University of Sussex, England

2788. Re: maxidisk ramdisk

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 23:12:52 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <33gk5k$t1a@mailer.fsu.edu>
Source record: 181645

RICHARDSON@sscl.uwo.ca wrote:
> I thought i'd try this ramdisk last night and it seemed really easy to
> setup, but it wasn't!!! I wanted to copy some files to the ramdisk on
> startup, and then run one of the programs I had copied. Is this possible?
> I got the files to copy okay, but I couldn't get the program on the D:
> drive (the ramdisk) to start...the program just bombed out! Has anyone
> started a .prg from the ramdisk after just copying it there?

Yes, with no problems. Try the Eternal 2.1 ramdisk on atari.archive. In
my pre-harddrive days, my "archiver" bootdisk would create a 1mb ramdisk and
automatically copy arcshell, arc.ttp, and lzh.ttp to it. I believe the
auto-copy program I used is called tport, and is also on atari.archive.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2789. Re: Flight Simulator for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1994-08-24 23:38:19 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <5GxzlPb.ari2550@delphi.com>
Source record: 181627

Volker Tries <tries@obelix.kph.uni-mainz.de> writes:

>Dear Netters,
>
>I'm lookin' for a Flight Simulator with instrumental equipment
>(VOR/DME, ADF, Atitude Inicator, etc.) and som sectional charts for navigation.
>

Doesn't Sublogic's Flight Simulator II offer instrument flying (and alot more)
to boot?

It's a good program though no longer supported and it won't work on STe's
(though the Falcon works - I think) due to copy protections.

2790. Labels

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 00:03:21 UTC
From: ch866@cleveland.Freenet.Edu
Message-ID: <33gn49$9dd@usenet.INS.CWRU.Edu>
Source record: 181629

I need a good label maker for my Dot Matrix Printer. I used to have Label Master which was great, but I lost it. Does anyone have a good label printer or Label Master so I can print address labels. Pref. Label Master. :)

2791. Re: Flight Simulator for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 01:21:14 UTC
From: rm03@cscmgb.cc.ic.ac.uk
Message-ID: <1994Aug25.012115.19228@cc.ic.ac.uk>
Source record: 181631

in article <5GxzlPb.ari2550@delphi.com>, Ari Feldman (ari2550@delphi.com) wrote:
>Volker Tries <tries@obelix.kph.uni-mainz.de> writes:
>
>>Dear Netters,
>>
>>I'm lookin' for a Flight Simulator with instrumental equipment
>>(VOR/DME, ADF, Atitude Inicator, etc.) and som sectional charts for navigation.

>Doesn't Sublogic's Flight Simulator II offer instrument flying (and alot more)
>to boot?
>
>It's a good program though no longer supported and it won't work on STe's
>(though the Falcon works - I think) due to copy protections.

Are you sure? FS II runs fine on my STe. No copy protection at all.

-- Robert Mellish, F.O.G. --
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
-- and also the mrs joyful prize for rafia work. --

2792. Re: St Report - Objective Rep

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 01:30:13 UTC
From: dpj@delphi.com
Message-ID: <xK+x9Jd.dpj@delphi.com>
Source record: 181630

Steve Johnson <steve-j@teleport.com> writes:

>Well, lying to and ripping off customers isn't really fair either, is
>it?

It certainly isn't, Steve. However, I've never seen anything to the effect that he did lie and rip off customers. I do know that he was very late in filling some orders, but to the best of my knowledge, all of the back orders had been filled. Since I don't work for his company, I cannot verify this either way. Again, the best person to direct your questions and/or flames is to Ralph. Since he's not here, AFAIK, telling me isn't doing any good. <g>

Dana @ STReport International Online Magazine

2793. Re: Migraph?

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 01:38:59 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <33gsnj$4bj@golem.wcc.govt.nz>
Source record: 181633

In article <davehCv0G4n.J8u@netcom.com>, daveh@netcom.com (Dave Halliday) writes:
>Does Migraph still exist? I have just picked up one of their hand scanners
>complete with Touchup and would like to update Touchup to the latest
>version.
>
>Also, can I use the scanner interface (cartridge) with any scanners other
>than the one that comes with the interface. I am hoping to connect a colour
>or at least a grey scale scanner.
>>
>Dave.
>

Well if you get a update to there TouchUp software, you will get 128 grey
scale support, this is with version 1.8x of that software..

They also make a colour scanner, but I don't know the price of it....

____
|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

2794. Re: greenhorn needs help

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 02:21:37 UTC
From: whitema@rtsg.mot.com
Message-ID: <33gv7h$kuq@delphinium.cig.mot.com>
Source record: 181511

In article <belitz.36.000CCAAE@informatik.rwth-aachen.de>,
Matthias Belitz <belitz@informatik.rwth-aachen.de> wrote:
>
>Hi !!!
>
>I`ve bought an atari 260 ST with monitor SM 124 and floppy SF 354 for DM 40,-
>
>What can I do with this stuff?
>

I know I may get shouted down for this, but I'd sell it off. I tried to
fix up a system to something usable ONCE - OS upgrads, memory upgrades,
disk drive. By the time it's over, you could have bought a 1040 ST
(with a built in DSDD drive), TOS 1.4, and a color monitor. And
had money left over. So maybe you'd want to keep the monitor, but
sell off the 260 and the drive.

Mike
whitema@cig.mot.com

2795. Re: Dungeon Master Spell List Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 03:18:08 UTC
From: Jsingle@ccmail.symantec.com
Message-ID: <33h2hgINN7k0@symiserver.symantec.com>
Source record: 181637

In article <338g10$p15@search01.news.aol.com>, enactor@aol.com (EnActor) says:
>
>I moved from Oregon to Pennsylvania last year, and in the process of
>putting things in storage I separated my Dungeon Master disk from the
>manual. Can anyone email me a copy of one of the comprehensive spell lists
>that were floating around a few years ago? Otherwise my current game is
>going to be a short one...
>Thankyew,
>
>Clif Swinford
>
>enactor@aol.com
>cswinford @delphi.com
>"Most people would sooner die than think; in fact, they do so." --
>Bertrand Russell

Hello Clif,

It's funny that you moved from Oregon and I just moved to Oregon. If you want the list, you can call my bbs at download it.

Starkiller's Tavern 503-688-1792 400+ MB of STorage

Running Transcendence Software...the best in the world!!!!

Later,

Jerry

2796. Re: St Report - Objective Rep

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 03:25:24 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <33h2v4$5jh@golem.wcc.govt.nz>
Source record: 181638

```
] >>So Ralph's busy ripping off PC users now instead of Atari users???
] >>THAT'S good to hear -- in a way! <grin>
]
]
] >Now that's not really fair, is it? He's not here to defend himself
] >and I don't run his business so I obviously can't reply to that.
]
]
] Well, lying to and ripping off customers isn't really fair either, is
] it?
```

I reckon! Anyone mention anything _good_ Ralph ever did for the Atari world? In all the ST-Report (Now "Silicon Times Report") issues I read, all I ever saw were negative comments, and a lot of (often extremely petty) remarks. Usually around 20% of each issue was just the exact same pointless ad's and anti-Atari messages as each prior issue. A waste of space!

2797. Re: St Report - Objective Rep

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 04:08:34 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <33h5g2$5ve@golem.wcc.govt.nz>
Source record: 181640

In article <33f6du$1v6@sandra.teleport.com>, steve-j@teleport.com (Steve Johnson) writes:
>In article <R88T1zA.dpj@delphi.com>, <dpj@delphi.com> wrote:
>
>>>So Ralph's busy ripping off PC users now instead of Atari users???
>>>THAT'S good to hear -- in a way! <grin>
>
>
>>Now that's not really fair, is it? He's not here to defend himself
>>and I don't run his business so I obviously can't reply to that.
>
>
>Well, lying to and ripping off customers isn't really fair either, is
>it?

Are we refering to malicious gosip or real facts...

Well most of the stuff that I read in STR was great, not like the lies
and pussy footing that came from the other directions, may be people could
no stand the truth...

If every thing that was stated about Ralph was true, how come he is still around
to-day...???

> | Steve Johnson | "People will always be tempted to wipe |
> | Email: steve-j@genie.geis.com | their feet on anything with 'Welcome' |
> | or steve-j@teleport.com | written on it." -- Andy Partridge |

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

2798. Re: SpeedoGDOS 5 Compatibility problems

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 04:45:02 UTC
From: gerrymon@aol.com
Message-ID: <33h7ke$e4m@search01.news.aol.com>
Source record: 181639

In article <rengbersCuM9En.FLG@netcom.com>, rengbers@netcom.com (Robert Engberson) writes:

>Yes, there are big-time problems in doing a PostScript driver. It just >doesn't fit into the GDOS scheme of things. However, we're going to try >to do one anyway. We've implemented PostScript into many of our other >software packages - we think it's important - and we want to see it in >SpeedoGDOS. But it will take some time. I don't have a release date or >anything, we're just getting going on this.

This is great news! I'm glad you are at least thinking about it. This has instill some hope in me and will probably cause me to send for my upgrade to SpeedoGDOS 5 in the next few weeks!

--Gerry

2799. TurboAss

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 05:11:09 UTC
From: jpeters@netcom.com
Message-ID: <jpetersCv2rqn.JH8@netcom.com>
Source record: 181643

I would be interested in knowing how TurboAss compares to a commercial package such as DEVPAC. Thanks in advance.

John Peters

2800. *** GENESIA ***

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 05:51:43 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <33hbhf$703@golem.wcc.govt.nz>
Source record: 181644
Cross-posted to: comp.sys.atari.st,rec.games.video.atari

*** GENESIA ***

Does any one know if this Game ever came out, it was previewed in STU in
Feb, 94...

Please e-mail me if you know any thing about it...

Thanks...

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

2801. Tos 2.06

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 06:09:42 UTC
From: etat@delphi.com
Message-ID: <56-RVpe.etat@delphi.com>
Source record: 181641

I am looking for Tos 2.06 installed on a Tos extension board for the
Mega St. With Docs, of course.

2802. ST Tracker

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 06:11:45 UTC
From: etat@delphi.com
Message-ID: <5Y-x1pZ.etat@delphi.com>
Source record: 181642

Looking for ST Tracker, a phone directory type program. Never use yours, a friend of mine needs it. If you have one for sale leave mail with price you are asking...with or without docs.

2803. Re: Atari WWW Pages

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 09:04:23 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cv32KF.4Gn@westminster.ac.uk>
Source record: 181647

Loren Kirkby (lokirkby@cln.etc.bc.ca) wrote:

: I know this questions has been asked before, but I just got LYNX
: installed on my system and would like to know of some Atari WWW pages. I
: remember seeing a list, but that is long gone...

OK....

You just need:

http://micros.hensa.ac.uk/

and then click on the Atari button...and you will get a link to all the
other pages available...even the ZFC pages...and pretty soon, the Linux
680x0 pages...when I find them...anyone know what address they are at?

There is also lancer's page, which has loads of other things, such as
the unofficial Jaguar pages...loads and loads of info.

And you can click on a file, and it will be downloaded to you...you
have access to the whole of hensa's catalogue.

Hope this helps....comments most welcome.

Danny
HENSA Atari moderator
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2804. Emacs on falcon

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 09:07:21 UTC
From: allard@mogli.zdv.Uni-Mainz.DE
Message-ID: <33hn09$642@bambi.zdv.uni-mainz.de>
Source record: 181646

Hi,

did anyone succesfully dump an emacs on a Falcon? The latest emacs version
I got was 18.57. I got a dumped version, but everytime I start it, it answers
with bombing :-(

Any suggestions welcome...

Dirk

--
e-mail : allard@mogli.zdv.uni-mainz.de
maus : Dirk_Allard@WI2.maus.de (keine Mails > 16kB)

2805. Re: Gif & Jpg viewer

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 09:57:02 UTC
From: Adrian.Gruber%112@satlink.oau.org
Message-ID: <ee1_9408252104@satlink.oau.org>
Source record: 181588

David, I have sent several posts regarding the DSP version.
You did recieve my registration FEE. When will I recieve it?
--
|Fidonet: Adrian Gruber 1:363/112
|Internet: Adrian.Gruber%112@satlink.oau.org
|
| Standard disclaimer: The views of this user are strictly his own.
| From C.F.Satlink +1-407-240-7781 (ANSI or Vt-100 _required_).

2806. Formatting/initialising a single HD partition

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 10:18:18 UTC
From: geert@ahold.nl
Message-ID: <4910@ahds.ahold.nl>
Source record: 181502
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi folks,

Currently I am trying to install MiNT one partition of my harddisk.
The partition I use, was originally used for Minix and had a Minix
filesystem on it. This is probably not the same as the minixfs
MiNT uses. With HDX program of ATARI you can zero one partition,
as I did after I failed to install MiNT on the harddisk partition.

HDX doesn't install a new filesystem on the partion I just zeroed.

So, finally, how can you format one partition of your harddisk and
create a new TOS filesystem on it?
Can it possibly be done by not formatting your entire harddisk
(and spending many hours/days to backup my entire harddisk's structure)?

Can anyone out there help me out?

Thanks in advance,

Geert Jonkheer.
--
==========
========== Geert W.T. Jonkheer. ==========
========== Ahold N.V. The Netherlands geert@ccsds.ahold.nl ==========
==========

2807. Re: Falcon questions

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 10:30:22 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <33hrru$7t@bognor.barclays.co.uk>
Source record: 181565

mail atari@cix.compulink.co.uk with the serial number and if SGDOS hasn't been sent out for that machine, they will send you it along with variousother goodies and manuals.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 8MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

2808. Re: ST Review - gone!

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 10:34:07 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <33hs2v$7t@bognor.barclays.co.uk>
Source record: 181566

In article <Cv1GvL.M6p@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta) writes:
|> Iain Laskey (ilaskey@cix.compulink.co.uk) wrote:
|> : >Ironic that the very first ST magazine should also be the first to go. I woul
|> : >hereby like to thank the current and past staff of ST User for all these year
|> : >Some were good, some were bad, but they will all be carried deep in the heart
|> : >of all true ST poineers. Sob.
|> : It's not the first by any means. There was a UK mag that came out about
|> : the same time but only lasted about 8 issues, plus ST World (much missed).
|> : I think there was also a 'The One' for the ST too.
|>
|> This eight issue one...was it called ST Update by any chance? I have a
|> few copies lying around....even though I only came into the Atari
|> market in 1991...the mag is from circa 1986/87. ;->
That sounds like it.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 8MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

2809. Re: Enscript-like utility for DeskJet?

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 11:21:37 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <33hus1$9si@golem.wcc.govt.nz>
Source record: 181650

In article <1994Aug24.124114.10494@peavax.mlo.dec.com>, bouronm@trout.ime.dec.com (Marc CR Bouron) writes:
>Hi People,
>
>Does anyone know of a utility somewhat like enscript (or nenscript) which
>drives a DeskJet instead of PostScript. I would like to save paper, plus
>have "gaudy" headings and the like: -2rG. Any clues or pointers would be
>much appreciated.
>
>** Marc CR Bouron ** Digital Capital Markets. **
>** +44 (0)895 208260 ** Harefield Place, The Drive, **
>** Marc.Bouron@ime.mts.dec.com ** Uxbridge, Middlesex, **
>** bouronm@trout.ime.dec.com ** UB10 8AQ. UK. **

I don't know if this the kind of thing that saves paper, but only uses
the built in printer fonts, it call Ildealist 3.5, comes with full
English and German Doc's, and should be found on most sites..

If you are into saving paper with printing lots of Doc files, then Ildealist
is the thing for you...

Comes from memory in 3/4 parts...

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

2810. Atari Stacy MUST be sold!

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 11:51:07 UTC
From: mparrott@connected.com
Message-ID: <33i0jb$1f1@hebron.connected.com>
Source record: 181649

```
**********************************************************
* F O R S A L E *
* *
* Atari Stacy Portable Computer *
* - 4 Megs RAM, 105 Mb Quantum HD - *
* * 20 Mhz Accelerated! * *
* - Includes Optical Mouse, Padded Case - *
* *
* $900 + shipping *
* *
**********************************************************

This computer MUST be sold soon... make offers!

Send E-mail queries/offers via Internet to:

mparrott@hebron.connnected.com

Or, call Mike at (206)830-2277 just about anytime!
```

2811. Wanted - linkable ST games

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 12:37:09 UTC
From: avesperm@powerup.com.au
Message-ID: <33i39l$5f9@grissom.powerup.com.au>
Source record: 181552

Got a party coming up in a few days...
With the exceptions of:

Midimaze 2 (which we have)
Midiwiz (which crashes too often)
Cold revenge (which we have)

What's available in the way of linkable games, that can be had at short notice?

Dancer

2812. MIDI Sample-dump program?

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 12:42:33 UTC
From: thed@mtek.chalmers.se
Message-ID: <33i3jp$soh@nyheter.chalmers.se>
Source record: 181551

I'm searching for a midi sample-dump program similar to the expensive program Avalon, only cheaper (<100ukp).

Most preferably I'd like to find such a program in some of the ftp sites but I haven't had any luck so far.

Help me please!

Kind regards,
Ted Lyngmo

thed@taxikedj.se
thed@mtek.chalmers.se

2813. Re: Falcon, but no SGDOS!

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 12:46:49 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <Cv3Cu1.FsM@bbc.co.uk>
Source record: 181553

bobbro@delphi.com wrote:
:
: On a different note, the version of SpeedoGDOS that Atari is shipping with
: the Falcon is not as current as the one that COMPO is now selling. I
: recommend that you contact them for the latest version. It's a major
: improvement over 4.x
:
: regards,
:
: Bob Brodie
It seems that that is the best thing to do, (fifty quid ... uuurgh!),
Thankyou for all the replies and stuff.

-David White
--

One STFM and gone up ||| Falcon030
david.white@rd.eng.bbc.co.uk |||
STANDARD DISCLAIMER # / | \

2814. Fonts: Speedo=TrueType?

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 13:36:44 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Aug25.133644.21598@news.unige.ch>
Source record: 181554

I should know this, but I've gone blank: are TT fonts SpeedoGDOS
compatible? If so, does anything need doing or do I just copy 'em
and install them?

****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

2815. Re: Atari WWW Pages

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 13:45:24 UTC
From: rahin@scs.leeds.ac.uk
Message-ID: <rahin.24.000EC007@scs.leeds.ac.uk>
Source record: 181556

In article <Cv32KF.4Gn@westminster.ac.uk> vctec@westminster.ac.uk (Denesh Bhabuta) writes:
>From: vctec@westminster.ac.uk (Denesh Bhabuta)
>Subject: Re: Atari WWW Pages
>Date: Thu, 25 Aug 1994 09:04:23 GMT

>Loren Kirkby (lokirkby@cln.etc.bc.ca) wrote:

>: I know this questions has been asked before, but I just got LYNX
>: installed on my system and would like to know of some Atari WWW pages. I
>: remember seeing a list, but that is long gone...

>OK....

>You just need:

>http://micros.hensa.ac.uk/

>and then click on the Atari button...and you will get a link to all the
>other pages available...even the ZFC pages...and pretty soon, the Linux
>680x0 pages...when I find them...anyone know what address they are at?

http://www-users.informatik.rwth-aachen.de/~hn/linux68k.html

- Rahin
(rahin@scs.leeds.ac.uk)

2816. Transverting .ZIP files?

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 14:02:36 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <33i89s$t6n@charm.magnus.acs.ohio-state.edu>
Source record: 181555

Well, I've used the Transverter utility many times in the past to convert from a small mfs partition on my drive. generally I have used it to shuffle large (bigger than a floppy-disk) files back and forth between mac and atari. However, for some reason, I cannot find a setting that will properly 'transvert' some .ZIP files made on the mac to the ST. Since they are larger than a floppy (1.2megs compressed!) I either have to transvert them, or transfer them via modem (at 2400 baud I don't want to do this!) ST ZIP does correctly read and decompress smaller .ZIP files which I have transfered vie floppy using Access PC on the Mac side of things...

Anyone know what the heck transverter is doing to screw up these files? I have, of course, chosen to tranvert them as 'mac' files, and then even tried 'text' when the 'mac' option fialed, even though I knew it should not work...

Any hints? Suggestions? Money?

Thanks!

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"In effect, applying the yardstick of extremism leads one to conclude that the human species itself is unlikely to last very long."
- Chad C. Mulligan

2817. Re: Emacs on falcon

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 14:16:12 UTC
From: pedstef@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <1994Aug25.141612.29925@newsserver.rrzn.uni-hannover.de>
Source record: 181561

Dirk Allard (allard@mogli.zdv.Uni-Mainz.DE) wrote:
> Hi,

> did anyone succesfully dump an emacs on a Falcon? The latest emacs version
> I got was 18.57. I got a dumped version, but everytime I start it, it answers
> with bombing :-(

> Any suggestions welcome...

I have a fully working emacs 18.57 running on my Falcon!
It's it dumped on the same machine, and I'm using every day with no problems whatsoever. (Except for the usual slowness of the program, which has nothing to do with bombing)
Are you running MiNT?
Which version?
What other program are resident in your machine?

I'm running MiNT1.11Beta, Unixname and tcsh 6.03 PL3. That's it! No GEM! Oh sorry, Xboot is started before this, but that's it!

Stefan

2818. Re: Tempus 2.21

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 14:16:35 UTC
From: avg@cwi.nl
Message-ID: <Cv3Gzo.A9w@cwi.nl>
Source record: 181558

>Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:
>: Come on you Germans, English is main language of the world, so how about
>: supporting it...

c0031098@ws.rz.tu-bs.de (Kielhorn) writes:
>But not in the Atari-World. Come on you main-language-speaker,
>learn a little German. Starting today! Some words per week.

Yeah. And a good way to do that is to *GRAB* that piece of German
software and simply try and understand it. For (1) the usual
key combinations are likely to be used (2) the Atari menu items
are usually ordered the same way and (3) German and English are
not so vastly different that you can't teach yourself enough German
to understand a German GEM application.

BTW, I am not suggesting you should start using Tempus here :-)
If Geschwindigkeit is not your main pro, there are other
Pro's which do speak English and are more capable...

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2819. Re: Tempus 2.21

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 14:21:45 UTC
From: avg@cwi.nl
Message-ID: <Cv3H89.AG6@cwi.nl>
Source record: 181557

rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>>But not in the Atari-World. Come on you main-language-speaker,
>>learn a little German. Starting today! Some words per week.

>Believe it or not, this is exactly what I'm intending to do. Yesterday I
>went out and bought a German/English dictionary and a little book on
>Colloquial German.

>All those German READ.ME files convinced me!

Perhaps it would be marketable to write a small booklet of 'GEM in
German'. Who knows, one of us may find the time to do it...

It would have to be distributed by a US company because of the
difficulty with copyright laws.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2820. Re: Creator for Mac?

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 14:31:56 UTC
From: MASTER_FX@trashcan.escape.de
Message-ID: <36f3df79.ecc1.1587@mtonne12.trashcan.escape.de>
Source record: 181471

Hi Ken!

KEN@ISGTEC.COM (KEN NEWMAN) wrote Aug 22, 94:
on the sibject "Re: Creator for Mac?":
K> The Mac Notator is called Notator Logic, and I think it's also available
K> for Falcon and maybe even ST. [..]

Correct!
Only the "Notator Logic Audio" version is limited
to the falcon, due to the hardware difference.

Bye,
F/x.
--
// THE_DOT V2.14c1 Regist. //

2821. Re: Fonts: Speedo=TrueType?

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 14:43:21 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <Cv3I89.H9K@bbc.co.uk>
Source record: 181560

```
Mike Morris (mike@divsun.unige.ch) wrote:
: I should know this, but I've gone blank: are TT fonts SpeedoGDOS
: compatible? If so, does anything need doing or do I just copy 'em
: and install them?

True type fonts can only be used with speedoGDOS v5. If you have speedo
GDOS v4 you can use bitmap GDOS fonts and Bitstream vector fonts only.

-David White

--
------------------------------------------------------------------------
One STFM and gone up ||| FALCON 030
david.white@rd.eng.bbc.co.uk |||
# STANDARD DISCLAIMER # / | \
------------------------------------------------------------------------
```

2822. Re: St Report - Objective Rep

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 14:44:13 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9408251356.AA02191@ilmen.lanl.gov>
Source record: 181559

In article 5ve@golem.wcc.govt.nz, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>
>Are we refering to malicious gosip or real facts...

Wake up, Roger. Ralph Mariano's past business dealings is very old news that
no one really wants to dredge up again. Let's just say he had some difficulty
and several of his customers were more than displeased. And that's FACT, OK?
Why must you act like an authority on everything you know nothing about?

>Well most of the stuff that I read in STR was great, not like the lies
>and pussy footing that came from the other directions, may be people could
>no stand the truth...

I used to enjoy Ralph's editorials in STR, too, until the slander started.
Lies? OK, who are you accusing of lieing THIS time? C'mon, let's hear it.
Bob Brodie is on the net now so maybe you want to attack him again???

>If every thing that was stated about Ralph was true, how come he is still around
>to-day...???

Only through the grace of God. He is NOT doing any more Atari business, AFAIK.

-Hutch- @ Fair Dinkum Tech

2823. Re: Wanted - linkable ST games

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 15:17:55 UTC
From: wede@x4u2.desy.de
Message-ID: <33icn3$hgk@dscomsa.desy.de>
Source record: 181562

In article <33i39l$5f9@grissom.powerup.com.au>, avesperm@powerup.com.au (Andrew Vesperman) writes:
|> Got a party coming up in a few days...
|> With the exceptions of:
|>
|> Midimaze 2 (which we have)
|> Midiwiz (which crashes too often)
|> Cold revenge (which we have)
|>
|> What's available in the way of linkable games, that can be had at short
|> notice?
|>
|> Dancer

Do you mean by MIDI cable only, or others, too?
There are a couple of games linkable via nullmodem cable which are a lot of fun to play, which come to my mind here:

- Falcon II (You can have real fun dogfights against each other with two F16.)
- Populous
- Powermonger
- FlightSim II (Well, just flying next to each other.)

Well, and then there are a whole series of two player levels in OXYD II (or was it 1?).

Volker

2824. Re: Atari WWW Pages

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 15:30:23 UTC
From: "S.J. Harrison" <S.J.Harrison@ncl.ac.uk>
Message-ID: <33idef$t9d@whitbeck.ncl.ac.uk>
Source record: 181563

Loren Kirkby (lokirkby@cln.etc.bc.ca) wrote:

> I know this questions has been asked before, but I just got LYNX
> installed on my system and would like to know of some Atari WWW pages. I
> remember seeing a list, but that is long gone...
> Thank You. Loren Kirkby

Try the HENSA software archive. Under "Atari" it has (apart from the obvious
archive) links to a fair few Atari pages, including ZFC etc. Those should
give you enough links to keep you busy for a while...

Its URL is:http://micros.hensa.ac.uk/

Regards,
Simon
--

* Simon Harrison, University of Newcastle U. Tyne * *
* S.J.Harrison@uk.ac.newcastle * Oook *
* Fax: 091-222-8180, Attn: S.Harrison * - Librarian *
* Telex (Preferred): 53654 UNINEW G, mark 1st line: * *
* "TO: S.J.HARRISON (DEPT. OF ELEC. ENG.)" * *

2825. Re: Gif & Jpg viewer

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 16:23:18 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EHZQCAUQUp@dksoft.ping.dk>
Source record: 181587

In <33e0lh$fl2@nyheter.chalmers.se> Johan Klockars wrote :

>I found TurboGIF v1.2 (94-07-18), by Sascha Springer, on a BBS a few days
>ago. I suppose that's the program you're talking about.

Yep, thats it.

>It screws up the screen totally on my Falcon with BlowUP030 Hard II.

Has to be because of BlowUp then.

>Yes, the decoder is actually a bit faster than my latest version of MGIF,
>but the drawing is slower. It'll be interesting to see which program is
>faster when I've removed the last memory variables in my code.

I didn't knew MGIF worked on the Falcon. I have used it on my STE (in mono)
to be able to view gif files fast.

>So is MGIF. ;-)

Yep. MGIF has done a great job on my STE.

>MGIF 4.4 has no internal support for scrolling right now, but the hardware
>scrolling used by BlowUP030 works fine with it.
>

Sure would like to see when you finish MGIF for the Falcon.
Maybe you can explain why TGIF isn't bigger than 3Kb. Normally when we see
a gif (or whatever) viewer they'r alot bigger than that ?

Greets
Kim

--

-- --
UPoint News-Signature
-- --

2826. Re: Bob Brodie (Was: Atari News?)

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 16:26:52 UTC
From: bdean@hpb.hwc.ca
Message-ID: <33igoc$ipn@m.ehd.hwc.ca>
Source record: 181564

bobbro@delphi.com wrote:
: Patrik,
:
: Steve has given you a better picture of why I left Atari. I was approached
: by a friend that started a company doing NEXTSTEP software with an
: opportunity to work for them at a handsome increase in pay AND the ability
: to work at home. The combination was such that I could not in good
: conscience to my family decline the offer.
:

Work at home AND get better pay!?!? Must be nice!

BTW: I finally got the right DMA chip for my STe. I ended up having to
hack (had to use a jack hammer, crowbar wouldn't do it,) it out of a dead
motherboard. Now my hard drive is up & running. :)

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

2827. Re: Flight Simulator for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 16:35:02 UTC
From: bdean@hpb.hwc.ca
Message-ID: <33ih7m$ipn@m.ehd.hwc.ca>
Source record: 181570

Ari Feldman (ari2550@delphi.com) wrote:
: Volker Tries <tries@obelix.kph.uni-mainz.de> writes:
:
: It's a good program though no longer supported and it won't work on STe's
: (though the Falcon works - I think) due to copy protections.
:

It worked fine on my STe until my wife shredded the disks... long story
there, something about not paying enough attention to her...

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

2828. Superbase help

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 16:57:55 UTC
From: sforseil@vub.ac.be
Message-ID: <33iiij$mm9@rc1.vub.ac.be>
Source record: 181569

If there are some superbase programmers around...

I'd like to change the font used by the diablo emulator (for the SLM)
while printing from a superbase program. I must send a sequence to the
printer, something that look like

lprin chr$(27);chr$(14);2

in GFA, to choose the 2nd font. YOu know how I could do the same
in superbase?

Thnaks!

++===++
	Forseilles Stephan		sforseil@ulb.ac.be	
	Av. FRISSEN 1/14		----------------------------	
	1160 Bruxelles		Fido: 2:291/705.3503	
	BELGIUM		Phone: +32 2 675-61-09	

	Home Page at http://rcibm.ulb.ac.be:2406/~sforseil	

	Anarchy is not disorder. Anarchy is the absence of orders.	
++===++

2829. Q: SC1224 meets PC-standards?

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 17:10:54 UTC
From: vogt@nt.e-technik.uni-erlangen.de
Message-ID: <33ijauE39r@uni-erlangen.de>
Source record: 181572

As you might guess by the subject-line, I'm about to replace my ST-
system with a PC to the lowest cost possible. So, could I perhaps to
continue to use my color monitor SC1224 hooked up to a PC with a decent
graphic card, so that it will be recognized?
Would it eventually be able to handle Windows? (:-)

Just asking, somebody once told me something vaguely like 'CGA'-standard.

Thanks for your input, Elmar

--

****
* Elmar Vogt / Fahrradstr. 8 / 90429 Nuernberg *
* GERMANY // Phone: ++49-911/31 52 58 *
****
* vogt@nt.e-technik.uni-erlangen.de *
* vogt@sunrise.e-technik.uni-ulm.de (?) *
****
* VIS VISCERIS, NON FERRE FERTUR (T. Doom) *
****

2830. Re: Tempus 2.21

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 17:12:58 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <33ijeq$b93@mailer.fsu.edu>
Source record: 181573

Annius Groenink (avg@cwi.nl) wrote:
>
> Perhaps it would be marketable to write a small booklet of 'GEM in
> German'. Who knows, one of us may find the time to do it...
>
> It would have to be distributed by a US company because of the
> difficulty with copyright laws.

Perhaps one could put commonly encountered German GEM menu items in a text file, and run Ger2eng on it? It should be able to do a great job on single words (but boy, do sentances come out funny :-). Periodically adding to this file should yield a list similar to the booklet you describe.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2831. Assembler help needed: VBI equ $70

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 17:17:52 UTC
From: rrk@vixen.cc.bellcore.com
Message-ID: <33ijo0$38n@athos.cc.bellcore.com>
Source record: 181568
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,

I'm trying to learn assembler using some old ST Format issues,
an Atari internals book, and Clayton's Volume 1. A Molyneaux
listing from the ST Format does some initialization for VBI:
VBI equ $70
My thinking is that maybe this is a register, because later in the listing:
move.l VBI,old_vbi back up the old vbi
move.l #_vbi,VBI patch in the new one
bsr _main
move.l old_vbi,VBI
and so on. Most of what's going on is understandable to me, but
I was unable to find in my meager references which register $70
might correspond to, if indeed it is a register. Any suggestions?
Oh, this particular sequence is in supervisor mode.

Randy Kutz Bellcore ..!bellcore!vixen!rrk
or rrk@vixen.cc.bellcore.com

2832. Re: Falcon questions

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 17:18:48 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <33ijpo$sn0@lyra.csx.cam.ac.uk>
Source record: 181567

Iain.Laskey@barclays.co.uk writes:
>mail atari@cix.compulink.co.uk with the serial number and if SGDOS hasn't been sent
>out for that machine, they will send you it along with variousother goodies and
>manuals.

Does this apply to UK Falcons as well?
I bought a 4/65 Falcon and did get Multitos but neither Speedo or Works.
Should I?
I was told that if I just bought the 4meg no HD model I couldn't get
Speedo, Works or Multitos, even if the dealer added in a bigger drive
themselves.

Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of
cigarettes, it's dark, and we're wearing sunglasses.

Hit it.

2833. Re: Gif & Jpg viewer

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 17:31:40 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940825Z173140.652dbrewood@nest.demon.co.uk>
Source record: 181542

In article <33e0lh$fl2@nyheter.chalmers.se>
d8klojo@dtek.chalmers.se "Johan Klockars" writes:

> It screws up the screen totally on my Falcon with BlowUP030 Hard II.

Works perfectly on my Falcon without any problems at all.

> Yes, the decoder is actually a bit faster than my latest version of MGIF,
> but the drawing is slower. It'll be interesting to see which program is
> faster when I've removed the last memory variables in my code.

Does MGIF support colour these days then I thought it was mono only? If it
does do colour can you advise a site and directory it may be ftp'ed from?

--


```
=============================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
=============================================================================
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
=============================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
=============================================================================
```

2834. Re: Wanted - linkable ST games

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 17:39:13 UTC
From: trek@intgp4.ih.att.com
Message-ID: <Cv3qDE.vJ@nntpa.cb.att.com>
Source record: 181571

In article <33i39l$5f9@grissom.powerup.com.au>,
Andrew Vesperman <avesperm@powerup.com.au> wrote:
> Got a party coming up in a few days...
>With the exceptions of:
>
> Midimaze 2 (which we have)
> Midiwiz (which crashes too often)
> Cold revenge (which we have)
>
>What's available in the way of linkable games, that can be had at short
>notice?
>Dancer
You might consider Cyberdrome - one of J Hutchinson's games but I forget
the name of the company currently marketing them.

Another game - this one allows up to nine players at once and each can
be on their own ST (or up to 2 players on one ST - one using mouse, one
using joystick) is a card game that is a little like multiple solitaire
game is called Nertz. Linkages can be either midi cables or modem/
null modem. I think this would be really great for a party game.

The name of this distributor escapes me right now - I'd guess Toad
may have copies in or send me email and I'll reply tonight with
address/phone numbers. Party on, Wayne

2835. MicroSoft Word Capatibility

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 18:49:00 UTC
From: rene@bianca.amd.com
Message-ID: <Cv3tLq.7B1@txnews.amd.com>
Source record: 181574

Hi folks,

I'm trying to find an ST word processor program that can read and write MS word files. Is there such a thing and what is it called.

thanks for your help

--
L. Rene' Castro voice:(512)-602-6241
Advanced Micro Devices fax:(512)-602-5156
5204 E. Ben White email:rene@dvorak.amd.com
Austin Tx 78741 Captain of the USS Desktop

2836. Re: American On-Line with MegaSTe?

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 20:43:59 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <33ivqf$ffh@golem.wcc.govt.nz>
Source record: 181580

```
] > AOL requires special software to access it, that runs on Mac or
] > DOS/Windows machines. You woudl need an emulator to run the software
] > on your Atari. (The older Mac software had trouble running under
] > Spectre, but the newer versions are said to work.)
]
] Would that be the First Class software? If so - anyone for a client in GEM?

The majority of posting-AOL users are cretins as it is, I wouldn't want
to be seen among their ranks! (AOL is a string in a _lot_ of kill files!)
```

2837. CD-ROM archive of a.a.u.e?

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 20:57:04 UTC
From: azog@world.std.com
Message-ID: <Cv3zJ5.Kr2@world.std.com>
Source record: 181575

This might be a goofy question, but I havent seen it asked before

Does there exist, or is there interest, in a CD-ROM snapshot of
the Atari directories at atari.archive.umich.edu? I was even thinking
of something like a quarterly issue or something, hell I would pay $30
for that.

I ask because its nearly impossible to get into it, and the other
"worthwhile" mirror, wuarchive, also requires an act of god to
access.

Now if nobody has the resources to create a CD-ROM, I might be able to
offer something here, as we are just about to purchase a Kodak
CD-ROM writer system, but the problem is getting the files
from there to me...

--
Billy D'Augustine azog@world.std.com

tell me now, where is the end to our strife?

2838. Re: Emacs on falcon

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 21:06:34 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <33j14q$2pm@ugle.unit.no>
Source record: 181576

Allard@mogli.Zdv.Uni-Main,
In a message on 25 August, wrote :

ao> Hi,
ao>
ao> did anyone succesfully dump an emacs on a Falcon? The latest emacs versio
ao> I got was 18.57. I got a dumped version, but everytime I start it, it ans
ao> with bombing :-(
ao>
ao> Any suggestions welcome...
ao>
ao> Dirk

Try the mint version of emacs (18.59) that is up in the mint directory of
atari.archive. This works great both on my Falcon/TT, and it offers
everything that emacs on real *nix can do as well.
(Sub processes, like make or a shell in separate windows, etc. etc.)

Erling

2839. Re: Wanted - linkable ST games

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 21:17:30 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <33j1pa$11t@infa.central.susx.ac.uk>
Source record: 181577

-Booth,W.A. (trek@intgp4.ih.att.com) wrote:
: In article <33i39l$5f9@grissom.powerup.com.au>,
: Andrew Vesperman <avesperm@powerup.com.au> wrote:
: > Got a party coming up in a few days...
: >With the exceptions of:
: >
: > Midimaze 2 (which we have)
: > Midiwiz (which crashes too often)
: > Cold revenge (which we have)
: >
: >What's available in the way of linkable games, that can be had at short
: >notice?
: >Dancer
: You might consider Cyberdrome - one of J Hutchinson's games but I forget
: the name of the company currently marketing them.

: Another game - this one allows up to nine players at once and each can
: be on their own ST (or up to 2 players on one ST - one using mouse, one
: using joystick) is a card game that is a little like multiple solitaire
: game is called Nertz. Linkages can be either midi cables or modem/
: null modem. I think this would be really great for a party game.

: The name of this distributor escapes me right now - I'd guess Toad
: may have copies in or send me email and I'll reply tonight with
: address/phone numbers. Party on, Wayne

You could also try that all time fav... Stuntcar racer. Or if you a want
more serious compititon (ie, blowing up someone in an aircraft) then try
Falcon, or you may even want to try Populas (play the gods for a day, fun for
all the family!!!)

All three of those are null modem linkable (I think), and I'm afraid I don't
know the production/distributers/etc of them, except that Populas is made by
Bullfrog.

--
Andrew Collington | andrewc@cogs.susx.ac.uk | andrewc@central.susx.ac.uk
---
I _DO_ have reason why I do what I do - I just can't remember them
---

2840. Re: Archive Efficiency Improvement

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 22:01:02 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <33j4au$2pc@charm.magnus.acs.ohio-state.edu>
Source record: 181579

Two quick points:

One re. msg describing files that fit into more than one area. That is easily done with links. The don't use up much space and are pretty much transparent to the end user. I digress though...

Two. re. archive site for programming. We already have a partial one for STOS, and almost every other platform seems to have at least one site that is the major repository for source code. We have a large number of sites that see very litle action. It would be nice if we could find someone at one of these sites to take up the cause. I used to program in GFA, I have since switched to C. But I have a sizeable amount of GFA code laying around that I'm not doing anything with. I personally find it somewhat painful to use GFA anymore (No flames please just my personal opinion) It would be nice if there were somewhere all of us who have old code that we don't plan to touch could put it up for others to use. The same I'm sure goes for C programmers and any other language that exists for the Atari. Plus there are programmers that have left the atari fold, wouldn't it be nice if we could get some of them to release their old Atari code (whatever wouldn't conflict with their business or copyrights) so that those of us who enjoy these machines and plan to play with them for awhile could look at their code and update it? Jeffrey Bilger was nice enough when he left the atari to release the source code to his Dangmier system. I have to agree with Jim on this point the need exists for a real site to organize and store our old sources. And It would be ludicrus to place this archive at one of our already active and vibrant sites. Why not breathe some life into a languishing site instead of overloading a.a.u.e, ftp.tu-clausthal, ftp.cnam.fr, ftp.uni-kl.de or Hensa. These sites are already busy.

Well enough of my pontificating, I was just tired of watching a good suggestion fall into a fight over the file structure at Hensa and the wonders of Gopher.

Dan Ackerman
ackerman.29@osu.edu

2841. Re: Tempus 2.21

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 23:21:15 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cv467G.M2x@cix.compulink.co.uk>
Source record: 181581

>I have a hellaciously large German dictionary (from my son), and
>still can't figure out what half the stuff in Jr. Office was. I
>finally bought Straight Fax instead! One lost sale for him! It
>pays to be nice to the customers! Heck think of all the Sales
>in China alone 8-)

Oh I agree - but not every program I come across can be expected to have documentation in English.

For instance, there must be piles of source code on FTP sites (and now CD-ROMs), which only has German comments, and an out of date email address as the only author contact. In cases like this, you might as well translate the comments/docs yourself.

The only problem is that I've always been bad at natural languages. This is why I've set my goal at being able to *read* German. Writing or Speaking it is likely to stay beyond me, unless I find I have a pressing need for it.

My current solution it 2 pronged:

1) Automative German -> English translation software. There are a few such packages around, and I'm going to look at them.
2) Frequent use of large dictionary ;-)

:-)

Roland.

@CiX

2842. Re: Atari ST and SCSI

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 23:32:47 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <33j9mv$hb1@golem.wcc.govt.nz>
Source record: 181584

In article <Cv1pBz.585@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta) writes:
>csi021@cck.coventry.ac.uk wrote:
>ST. You will need somethink like the Link, or even better, a LINK 2.
>With the link, you have to ensure that parity on the drive is
>disabled.....this is not necessarty with the Link 2. The Link 2 costs
>around 90 pounds.

Well Links connect to a 50 way connector, from what I have seen on Mac stuff they use a 25 Way DB type connector.....

>
>Anyone think I'm wrong? If so, please correct me.
>

Trying to....:-)

>Danny.

>Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
> Computer Centre, Lancaster University, Lancaster LA1 4YW
> D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
> danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

2843. Re: For Sale: Lots of Atari ST hardware and software

Newsgroup: comp.sys.atari.st
Date: 1994-08-25 23:47:04 UTC
From: gerrymo@aol.com
Message-ID: <33jaho$3mv@search01.news.aol.com>
Source record: 181582

In article <2u58dp$77p@agate.berkeley.edu>, dtarico@OCF.Berkeley.EDU (Douglas Frank Tarico) writes:

I would like to buy the time source battery for my Atari 1040 ST. You can contact me at Gerrymo@AOL.COM.

Thanks
Gerry Boynton

2844. Extendos Update

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 00:23:31 UTC
From: bh@okcforum.osrhe.edu
Message-ID: <33jcm3$4sc@constellation.ecn.uoknor.edu>
Source record: 181586

The Extendos Update file, edos_121.lzh, has been uploaded to a.a.u.e., ftp.uni-paderborn.de, and micros.hensa.ac.uk

2845. Re: Archive Efficiency Improvement

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 00:25:54 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <2e5e14e2319dc8@albemuth.equinox.gen.nz>
Source record: 181596

Denesh Bhabuta (vctec@westminster.ac.uk) wrote:

>: Gopher servers that don't work, there Tables are only set up for MSDOS file
>: exstenders, you can' get those .TOS files ,etc....
>
>This was the first thing that I tried to fix, when I got to hensa. The
>fault is not with the tables, as this was put in near enough straight
>away, as were others, such as gz, tgz, tar, msa, etc. The fault is
>within gopher itself... a few bits of extra code may have to be put in
>somewhere...something which we are looking into...and it's not easy, as
>there are other things of priority, seeing as we have just installed a
>new machine, and finding things going wrong. But the TOS extender
>problem is certainly on the list.
>
>What happens, is that even though TOS is placed in the tables, gopher
>does not recognise it...and when looking into it...the filename
>displayed does not include the extender...even when the file is
>specified as an .EXE PC file, or a PC Bin file.

One possible solution that I have seen on other sites, is to compress
*.TOS files again with gzip so you get program.tos.gz as the file name.
This isn't elegant, but should work.

BTW this isn't a flame, (I find hensa quite a nice site for the way I get
things) just a hopefully helpful suggestion.

--
|John Collis: Email in order of preference
| john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|or: John Collis at 3:770/105.7 @ fidonet.org
|Phone: +64-3-379-8921

2846. Re: Wanted - linkable ST games

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 00:49:56 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <33je7k$39i@charm.magnus.acs.ohio-state.edu>
Source record: 181585

MidiBattle will also allow you to network two machines together via Midi.
Lot of fun and nice graphics. Only allows two players though...

There is also an sci fi adventure game called jitterbugs or something
along those lines. It's available on Genie, but I haven't seen it anywhere on
the net. I lost my only copy during a hard drive crash or I would upload it to
the net. Anyone else have a copy?

Dan Ackerman
ackerman.29@osu.edu

2847. Re: Migraph?(Fax Number Wanted)

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 01:04:55 UTC
From: pmh@noddy.forestry.tas.gov.au
Message-ID: <pmh.66.2E5E045A@noddy.forestry.tas.gov.au>
Source record: 181593

In article <J82QNPb.dpj@delphi.com> dpj@delphi.com writes:
>Path: pacit.tas.gov.au!newsroom.utas.edu.au!munnari.oz.au!bunyip.cc.uq.oz.au!harbinger.cc
.monash.edu.au!yeshua.marcam.com!MathWorks.Com!news2.near.net!news.delphi.com!usenet
>From: dpj@delphi.com
>Newsgroups: comp.sys.atari.st
>Subject: Re: Migraph?
>Date: Tue, 23 Aug 94 22:45:47 -0500
>Organization: Delphi (info@delphi.com email, 800-695-4005 voice)
>Lines: 12
>Message-ID: <J82QNPb.dpj@delphi.com>
>References: <davehCv0G4n.J8u@netcom.com>
>NNTP-Posting-Host: bos1f.delphi.com
>X-To: Dave Halliday <daveh@netcom.com>

>Dave Halliday <daveh@netcom.com> writes:
>
>>Does Migraph still exist? I have just picked up one of their hand scanners
>>complete with Touchup and would like to update Touchup to the latest
>>version.
>
>Yes, as a matter of fact, I just received their latest newsletter which
>described a new upgrade for Touch-Up and other goodies!! Their order
>number is 800-223-3729. Address is: 32700 Pacific Highway S. #14, Federal
>Way, WA 98003.
>
> Dana @ STReport International Online Magazine

Would anyone have a fax Number for Migraph?
Thanks in advance

2848. Re: Migraph?

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 01:14:29 UTC
From: dpj@delphi.com
Message-ID: <Re9ztRI.dpj@delphi.com>
Source record: 181583

Roger Sheppard. <sheppard_r@kosmos.wcc.govt.nz> writes:

>Well if you get a update to there TouchUp software, you will get 128 grey
>scale support, this is with version 1.8x of that software..

Touch-Up is now at version 2.5, according to Migraph's newsletter.

>They also make a colour scanner, but I don't know the price of it....

There are 2 color scanners available, one on sale for $799 and the other
for $999 ($300 & $500 off the normal prices, respectively).

Dana @ STReport International Online Magazine

2849. Re: ST Review - gone!

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 01:22:34 UTC
From: frank@theshack.demon.co.uk
Message-ID: <777864154snz@theshack.demon.co.uk>
Source record: 181597

In article <Cv1A6C.ABy@cix.compulink.co.uk>
ilaskey@cix.compulink.co.uk "Iain Laskey" writes:

> It's not the first by any means. There was a UK mag that came out about
> the same time but only lasted about 8 issues, plus ST World (much missed).
> I think there was also a 'The One' for the ST too.

Which 8-issue one are you referring to Iain? The disk-based STampede? Do
you remember the old 'ST Update', which was eventually incorporated into
ST User?

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

2850. Re: ST Review - gone!

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 01:24:24 UTC
From: frank@theshack.demon.co.uk
Message-ID: <777864264snz@theshack.demon.co.uk>
Source record: 181598

In article <2e5a67782139d2@albemuth.equinox.gen.nz>
root@albemuth.equinox.gen.nz "Root" writes:

> Thank God it's that way around. ST Review is a much more useful magazine
> IMO.

Yep, I'll agree with you there. Better Editor, better writers, better
content and usually better coverdisks. Let's hope STR doesn't change too
much.

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

2851. Re: Tempus 2.21

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 01:27:14 UTC
From: frank@theshack.demon.co.uk
Message-ID: <777864434snz@theshack.demon.co.uk>
Source record: 181599

In article <Cv0Hty.14A@cix.compulink.co.uk>
rgivan@cix.compulink.co.uk "Roland Givan" writes:

> PS Not that I'll ever be able to speak German. If I could even *read* it
> I'd be happy!

Just be thankful we don't have more Japanese README files :-)

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

2852. Wanted: DMA-SCSI converter and software

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 02:52:05 UTC
From: david@meridiantc.com
Message-ID: <Cv4Fyu.Aqw@meridiantc.com>
Source record: 181594

Hello, I am in need of a DMA-SCSI converter to let me use a Seagate
ST-157N, 40 meg hard drive with my original 1040 ST. This hard drive
was inside a mac before I got ahold of it. I would also need the software
needed to drive the converter.
If anyone has a used one laying around, email me at
david@maxwell.meridiantc.com

Thanks

2853. Re: CD-ROM archive of a.a.u.e?

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 03:26:56 UTC
From: sccoe@ucscb.UCSC.EDU
Message-ID: <33jne0$g5l@darkstar.UCSC.EDU>
Source record: 181589

"Act of God" to access wuarchive? I don't think so.
Just set up a macro (or type really fast):
open wuarchive.wustl.edu
anonymous
{your address}

and then hit F1 repeatedly for a few minutes....#-)
There could possibly be a way to set it on "autorepeat" mode. Anyone?
Well, I guess I'm god....@-)
cya later.

2854. Selling SM124, Spectre, some other things

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 03:32:26 UTC
From: sccoe@ucscb.UCSC.EDU
Message-ID: <33jnoa$g6u@darkstar.UCSC.EDU>
Source record: 181590

I have an SM124 Monochrome monitor for the ST. Crystal clear & paper white,
To go along with it, how about Spectre GCR with ROMS and a bunch of old Mac
B & W games?
I also have a IBM Proprinter (9 pin Epson clone) to throw into the deal.
And anyone need an extra 1040STF? This one works perfect except for one
MINOR %-) detail: the disk drive is read-only (it believes for some reason
that all disks it encounters are write-protected).

So, send me offers. I'll sell it off to ya with cables and all for one
huge package deal if you want or pawn it off individually to whoevers
interested.
cya later.

2855. New PC emulators for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 03:37:11 UTC
From: sccoe@ucscb.UCSC.EDU
Message-ID: <33jo17$g8c@darkstar.UCSC.EDU>
Source record: 181591

So I
am wondering (oops) what happened to those PC-emulators that are supposed to be coming for the Falcon? I have heard nothing about the Shareware software-emulator and the 486-board seems to have turned into vapor. Whassup? Nothing seems to be happening in the Falcon market! (yeh... don't tell me to do it myself). Anyway, does anyone out there have any news?

And how about that Genlock board for the Falc?

2856. Huge RGB "monitor" on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 03:45:11 UTC
From: sccoe@ucscb.UCSC.EDU
Message-ID: <33jog7$g96@darkstar.UCSC.EDU>
Source record: 181592

There is this big-screen TV-like thing that I found at my local junk-shop.
It's probably 48 inches at least and is selling for only $199.
The catch is that it doesn't have a TV tuner built-in.
So, I'm wondering...
1) How good would it be as a monitor for a Jaguar or Falcon?
i.e. would there be any way to go beyond 640 * 400 interlaced on it,
because that would be awfully foul indeed on such a screen (for work,
of course $-)).

2) Just because it doesn't have a Tuner, I could still use it as a Television
via RGB cables from my VCR / Cable Box....right?

So should I get it? What kind of adaptor would I have to put together to
get it to run with a Falcon (it uses 3 seperate R/G/B in ports, I believe).
tia.

2857. FS: Atari Master Tracks Pro sequencer

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 05:14:12 UTC
From: mcwilliams@wmich.edu
Message-ID: <1994Aug26.011412.20827@wmichgw>
Source record: 181595
Cross-posted to: comp.sys.atari.st,rec.music.makers.marketplace

Master Tracks Pro sequencer for the Atari ST. Will run on TOS 1.0 and up. 64 tracks, linear, has song overview window, piano edit window, controller data edit windows, Instrument list window (like a track sheet).
This sequencer is very clean, straightforward, and easy to learn. It's great for beginners because the user interface is so easy to get used to. It can also please most mid-level and advanced sequencer gurus. (Ok, so it's not Cubase or Logic).
Complete with manual. Paid $300 a couple of years ago, asking $75 (includes shipping & COD cost).

Please reply to MCWILLIAMS@WMICH.EDU

2858. NeST & AtariNet Piracy??

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 06:46:46 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940826Z064646.156dbrewood@nest.demon.co.uk>
Source record: 181476

Shortly you may see mail posted from Rickard Troedsson concerning software accusations of rife piracy going on in NeST and AtariNet.

I wish to publically state that piracy is frowned upon in both networks. In fact Rickard had been asked to clear his own system of pirated files 2 years ago, which he did, if this had not been carried out he would have been expelled from NeST. I still have logs showing what piated files were available for download as I downloaded some from his system as proof if it was required.

Rickard has now left NeST of his own free will after disagreements with a support message echo gated from AtariNet into NeST. If he had not terminated his network connections with next voluntarilly he was to have been expelled for refusing to follow moderators/RC/ZC's instructions.

Rickard has threatenned to try to blow both networks out of the water with accusations of piracy against members which he says he may post in this group.

To me this is pure 'sour grapes', so if you see such a message please disregard it as it will be designed to try and cause trouble to both networks.

Daron Brewood - NeST Coordinator
- AtariNet Europe

--

```
================================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
================================================================================
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
================================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
================================================================================
```

2859. Re: Gif & Jpg viewer

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 07:35:34 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <33k606$71s@nyheter.chalmers.se>
Source record: 181600

In article <EHZQCAUQUp@dksoft.ping.dk>,
Kim Andersen <Kim@dksoft.ping.dk> wrote:
>In <33e0lh$fl2@nyheter.chalmers.se> Johan Klockars wrote :
>>It screws up the screen totally on my Falcon with BlowUP030 Hard II.
>
>Has to be because of BlowUp then.

Only partly. If TurboGIF detects a 256 colour mode it should at least try
to use that.

>I didn't knew MGIF worked on the Falcon. I have used it on my STE (in mono)
>to be able to view gif files fast.

Even mgif 4.2 works on the Falcon, but the new 4.4beta is _very_ much
improved. Among lots of other things:
- GEM interface with menu and dialogs
- Handles images in mapped and true colour.
- Can display both mapped and true colour images in any ST/TT/Falcon mode.
- Reads GIF/JPEG/PPM/Targa/PI?
- Writes GIF/PPM/Targa

Since yesterday, mgif is very close to the same speed as TGIF 1.2 at loading
GIFs. It might be faster, but it's hard to do accurate timings.
Mgif draws the image to screen _much_ faster, though, so it wins by a good
margin when it comes to load and display. :-)
Someone mentioned that there was a v1.3 of TGIF. How has it changed?

The latest mgif can load and display a typical GIF, in 640x480x256, in about
half the time it takes Speed of Light 3.5 to just load it. :-)

>Yep. MGIF has done a great job on my STE.

Glad to hear you like it.

>Sure would like to see when you finish MGIF for the Falcon.

I'll mail the beta version to anyone who asks for it. I don't know of any
bugs right now, but the interface still needs some improvements.

In a week or two I intend to post a final call for beta testers, but if
anyone is interested already, please mail me.
Perhaps I should say that I don't expect all, or even many, 'beta testers'
to actually report bugs. All I really want is some feed back and ideas.

>Maybe you can explain why TGIF isn't bigger than 3Kb. Normally when we see
>a gif (or whatever) viewer they'r alot bigger than that ?

A GIF decoder without fancy features is actually a very small routine. The decoder itself fits nicely in the cache of an '030. If I extracted the complete GIF loading and display code from mgif it would probably be less than 10kb, including the C libraries. The complete mgif is about 200kb. TGIF is completely written in assembly which is why it's even smaller.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

2860. Re: HD Bootsectors

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 07:36:12 UTC
From: em09@liverpool.ac.uk
Message-ID: <Cv4t4E.70y@liverpool.ac.uk>
Source record: 181501

Steve Wells (wells_s@kosmos.wcc.govt.nz) wrote:

: That part is point of view. A 10-sector per track floppy could either
: be counted 0-9 or 1-10. An 80-track disk, 1-80 or 0-79.

I was determined _NOT_ to join in this thread but I just _HAVE_ to
correct this point:

The sectors of a disk cane be considered in two ways:

1. Physical sectors which are confined to a single track and
are numbered starting from 1

2. Logical sectors which cover the whole disk (or partition
in the case of hard drives) and these start at 0

Therefore LOGICAL sector 9 will be PHYSICAL sector 1 on the second
track (track 1) of a standard floppy disk.

I hope this clears up the confusion but I doubt if it will :-)

John.
--
Mechanical Engineering Department John Boyes
University of Liverpool
P.O. Box 147 Email: em09@liverpool.ac.uk
Liverpool Phone: +44 (0)151-794-4861
L69 3BX (U.K.) Fax: +44 (0)151-794-4848

2861. FREE Computer Equipment!

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 07:38:58 UTC
From: chris@globe.net
Message-ID: <029182IRIXSFNDBPDYWH@globe.net>
Source record: 181440

- We got it free... we're giving it away! -
* Come & Get It! Free Equipment! *

Can you believe that someone would offer you free equipment for no special reason? Well, we will at 1! GlobeNet Place! BBS. If you send $5 to belong to our mailing list, or logon our system and become a registered member of our system, we'll include you on our free equipment mailing list! Dial up the best and fastest growing BBS around!

Local phone #s are: Baltimore: 410-792-9409
Washington: 301-552-4414

The list will be mailed to all members of the mailing list over a three day period. This begins once we have collected enough equipment to make it worth everyone's while. It's first come, first serve for the equipment and there is no guarantee. Most of the equipment is used and is in working order but all equipment is shipped to you as is, C.O.D. shipping costs. You pay shipping and an annual fee to belong to the list. That's it! Nothing more!

You can also receive this list online as a paid/registered member of our BBS (annual accounts only) for free. Because of snail-mail speed, those who receive the list online will have first serve rights on the data therein, so active members will receive the best items from the list because of the lists first come, first serve nature. Those who choose to use the list by snail-mail will receive the list a few days later.

Our biggest insistence is that you do not ask for anything in particular when you ask about the list. We're sure everyone wants a Pentium machine and a gig hard drive, as well as a couple 57,600k modems but, what's there is what you choose from and trying to purchase items from the list in advance is not permitted, out of fairness for all members participating in the list.

We can't emphasize this enough. We take donations of hardware! So, even if you don't want to be on the list, we can always use your hardware. Even if you don't want to be a member, we can always use your hardware. If you have something, anything, laying around that you don't need, consider sending it in to our BBS so that we can mate it up with a user that has a REAL need for whatever it is. Perhaps you think there's noone out there using 300 or 1200 baud modems? Wrong. Your old equipment after upgrades, and even collecting the old 'unusable' parts after repairs can be of great value to this BBS, and to the users who desperately need it!

You don't have to be a non-profit organization, or a charity or anything. You just have to be a user of 1! GlobeNet Place! BBS, or a subscriber to the mailing list.

We have equipment such as Commodore, IBM, and universal equipment such as external modems, printers, hard drives, and so much more! New material arriving all the time!

How can we do this? Easy. We collect pieces of used equipment that is either useless to the owner because of upgrades or obsolete to the owner for a specific task. We also do bulk purchasing of hardware and software and end up with many things we just can't use. It's just too cheap for us not to say, no, don't throw in those extra two drives for nothing... We piece this together to create working computer systems. We, of course, have your run-of-the-mill collection of modems, computers (currently 386 and 486's!), monitors, power supplies, cases, dumb and smart terminals, printers, drives, memory, cards of all forms, and so much more. Most of this equipment is donated by our users, some is donated by local businesses.

You respond to our snail/electronic mail online, or via postal service, and let us know what you would like to pick up or have shipped to you. If it's shipped to you, all you pay is for the shipping charges.

What are you waiting for? Send that $5 in today!

Logical Systems International, Inc.
Box 84 - Division of BBS Operations
Beltsville, MD 20704-0084
Attn: List Services

Checks/Money Orders only, please, payable to 'LSI'.

You can write us at that address or:

Internet: sysop@globe.net
Maillink: sysop@glo
WorldLink-Internet: wl-sysop-glo@society.com
WorldLink: sysop @glo

--
globe.net (GlobeNet BBS) MajorNet/InterNet/GlobeNet! Friendly users!
Gigs o'Files! Gobs o'FUN! Call today: DC Metro: 301-552-4414
Baltimore Metro: 410-792-9409 archive server by mail:
archive@globe.net! Need a Corporate BBS? Hardware or software?

2862. Atari STE For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 08:36:00 UTC
From: jdawson@vecnet.demon.co.uk
Message-ID: <777890160snz@vecnet.demon.co.uk>
Source record: 181503

ATARI STE for sale, with over 500 disks worth of games, including sound master sampling software. 150 or nearest offer.

Contact by Email at jdawson@vecnet.demon.co.uk.

2863. Q: SC1224 meets PC-standards?

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 09:36:04 UTC
From: biot015@wrzx13.rz.uni-wuerzburg.de
Message-ID: <33kd24$n8p@winx03.informatik.uni-wuerzburg.de>
Source record: 181519

Elmar Vogt /Hummel0794 (vogt@nt.e-technik.uni-erlangen.de) wrote:
: As you might guess by the subject-line, I'm about to replace my ST-
: system with a PC to the lowest cost possible. So, could I perhaps to
: continue to use my color monitor SC1224 hooked up to a PC with a decent
: graphic card, so that it will be recognized?
: Would it eventually be able to handle Windows? (:-)

: Just asking, somebody once told me something vaguely like 'CGA'-standard.

: Thanks for your input, Elmar

Forget it! You have to pay a SVGA-Monitor, if you want to use WinD*ws in
an acceptable way! And the PC should be a 486DX-40 or better with 4 MB RAM
minimum and 250 MB HD.
I don't understand why you want to downgrade a well running system B-)

Bye
Joachim

priv. e-mail: Joachim_Schmitt@wue.maus.de

2864. Re: Falcon questions

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 09:47:31 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <33kdnj$rf3@bognor.barclays.co.uk>
Source record: 181508

In article <33ijpo$sn0@lyra.csx.cam.ac.uk>, pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:
|> Iain.Laskey@barclays.co.uk writes:
|> >mail atari@cix.compulink.co.uk
^^
|> Does this apply to UK Falcons as well?
Yup, see address above.

|> I bought a 4/65 Falcon and did get Multitos but neither Speedo or Works.
|> Should I?
|> I was told that if I just bought the 4meg no HD model I couldn't get
|> Speedo, Works or Multitos, even if the dealer added in a bigger drive
|> themselves.
If your dealer added the HD you get nothing. If it was Atari factory fitted then you are entitled to Speedo, MTOS and some utils plus extra manuals. You do not get Works if you buy a machine in the UK - it's 110GBP extra from Hisoft.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 8MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

2865. Re: New PC emulators for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 09:51:00 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <33kdu4$rf3@bognor.barclays.co.uk>
Source record: 181509

In article <33jo17$g8c@darkstar.UCSC.EDU>, sccoe@ucscb.UCSC.EDU (Rowland Baker) writes:
|>
|> So I
|> am wondering (oops) what happened to those PC-emulators that are supposed
|> to be coming for the Falcon? I have heard nothing about the Shareware
|> software-emulator
I'm working on the latter. Insignia who wrote SoftPC are happy for it to go shareware.
Atari UK have contacted Atari US who own the rights to see if this is a possibility.
Atari US are probably too busy to look at it at the moment so it's up in the air.

|> And how about that Genlock board for the Falc?
There is one in the UK - it was demoed at the last Atari show. Can't remember the firm
off hand.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 8MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

2866. ExtenDOS Patch to v1.21 now available at HENSA

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 11:11:08 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cv533K.JDM@westminster.ac.uk>
Source record: 181514
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
From pddanny@uk.ac.hensa.micros Fri Aug 26 12:02:14 1994
Date: Fri, 26 Aug 1994 12:01:18 GMT
Subject: EXTENDOS PATCH Update older versions of ExtenDOS to 1.21

It's online as file micros/atari/tos/o/o095/edos_121.lzh

This patch updates Anodyne Software's ExtenDOS package to
version 1.21. After applying this patch, you will have the
following versions of these ExtenDOS modules:
CD.BOS 1.6
EXTENDOS.PRG 1.4
TRACE.TTP 1.6
UNIDRIVE.DOS 1.5
UNI_BDDS.DOS 1.5

NOTE: All users of ExtenDOS version 1.20 should apply this patch
since it fixes several significant problems in version 1.20.

We also strongly recommend that all users of ExtenDOS v1.0, v1.1,
and v1.11 apply this patch.

This archive contains the following files:

PATCH121.TOS Patches the main ExtenDOS modules
CHECKIT.TOS Checks the patched files
CHECKIT.CTL Control file for CHECKIT.TOS
TRACE.TTP Replacement for existing TRACE.TTP
READ.ME Important documentation on version 1.21
READ_ME.1ST

New Features:
* PhotoCD Support (single and multisession).
* All known problems and incompatibilities have been fixed.
* Boot up messages now readable on a 40 column screen.
* UNIDRIVE.DOS now detects certain errors in the path table of a CD-ROM, and
automatically uses the alternate path table.

Bug Fixes:
* PhotoCD now works correctly on a Falcon
* NEC25 drive now handled correctly
* Path tables larger than path buffer now handled correctly

File size: 80896

It's online as file micros/atari/tos/o/o095/edos_121.lzh

----------------
```

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2867. Re: Archive Efficiency Improvement

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 11:32:15 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cv542r.K50@westminster.ac.uk>
Source record: 181517

Daniel D Ackerman (dackerma@magnus.acs.ohio-state.edu) wrote:
: Two quick points:

: One re. msg describing files that fit into more than one area. That is
: easily done with links. The don't use up much space and are pretty much
: transparent to the end user. I digress though...

Problem here, is that there is only a certain number of links you can
have in a file system. Also, it becomes hellish to maintain....

: very litle action. It would be nice if we could find someone at one of these
: sites to take up the cause. I used to program in GFA, I have since switched to

I'm willing to do this....I will even create a seperate GFA directory,
if there is enough interest..... The same with C Source, and any other
source code.

: archive at one of our already active and vibrant sites. Why not breathe some
: life into a languishing site instead of overloading a.a.u.e, ftp.tu-clausthal,
: ftp.cnam.fr, ftp.uni-kl.de or Hensa. These sites are already busy.

HENSA ... vibrant and busy? I'm afraid I do not know about this hensa.
True, the number of Atari user logins have gone up in the past few
months...but I really do not think that we are in the same league as
the other sites you've mentioned... 8-<

: Well enough of my pontificating, I was just tired of watching a good
: suggestion fall into a fight over the file structure at Hensa and the wonders
: of Gopher.

Sorry to disappoint you, Dan. 8^) I was only replying to a query about
hensa's odd archive structure.

But, I will take any suggestions that people have.....this seems to be
a good one....source code...and I'm sure there are loads out there.

Just contact me, on danny@micros.hensa.ac.uk, and we'll take it from
there.

Regards
Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2868. AUTO OVERSCAN UPGRADE...

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 11:36:03 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <33kk33$oqi@golem.wcc.govt.nz>
Source record: 181523
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

HELP HELP.... AUTO OVERSCAN....!!!!

This is now my 3rd posting regarding how to upgrade
my version 3.0zh of Overscan to the latest version,
I was informed that its now 3.0zm..??

Or is there version 4.x ???

Can some one please help me, I did e-mail to Compo UK and recieved no reply,
another person told me to contact Karsten Isakovi'c..

Karsten did respond to my first posting and gave me the latest version number,
but he is no longer invoved, with this program or was it Overscan..

If this is the kind of support you get with German software, never never again
will I recommend German software to any one....

I have allready got my fingers badly burnt by buying Script, so I should have
known better...

Why can't Overscan do it the same way Michael Ziegler does it with GSZRZ,
and use a BBS for support, at least Michaels system works, and is simple and
not that expensive...

So Please support you users...!!!!

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

2869. Re: Falcon questions

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 11:38:38 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <33kk7u$jp0@lyra.csx.cam.ac.uk>
Source record: 181516

Iain.Laskey@barclays.co.uk writes:
>If your dealer added the HD you get nothing. If it was Atari factory fitted
>then you are entitled to Speedo, MTOS and some utils plus extra manuals.
>You do not get Works if you buy a machine in the UK - it's 110GBP extra
>from Hisoft.

I bought a factory fitted 4/65 Falcon. It came with Multitos, calappt and
a couple of other things. No Speedo and no Works.
Is it worth trying to get Speedo, now that there is a new version out now
which I will presumably have to pay for anyway?

Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of
cigarettes, it's dark, and we're wearing sunglasses.

Hit it.

2870. Re: MicroSoft Word Capatibility

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 11:43:35 UTC
From: roymcp@freeport.uwasa.fi
Message-ID: <33kkh7$8pk@zippo.uwasa.fi>
Source record: 181518

In a previous article, rene@bianca.amd.com (Louis R. Castro) says:

>Hi folks,
>
>I'm trying to find an ST word processor program that can read and write MS
>word files. Is there such a thing and what is it called.
>
>thanks for your help

Ermm... I know MS Word 2 and Word 6 can save in a format called Microsoft
Rich Text Format. Several ST word processors can inport this standard. I
know Marcel V2 can. This is shareware and can be found at
atari.archive.umich.edu in a directory something like Applications/wordproc.

I believe that Protext (no idea what version) can also import the RTF format.

Hope this helps

Roy

--
^ /-/	roymcp@freeport.uwasa.fi	Roy McPartland - From Liverpool
<;\///	ag948@freenet.hsc.colorado.edu	Life's what happens to you when
___\	roymcp@freenet.fsu.edu	you're busy making plans.
___/ ___	ag891@freenet.carleton.ca	+----------------- John Lennon

2871. Re: maxidisk ramdisk

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 11:55:33 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <xm4R9zt.lmcclure@delphi.com>
Source record: 181513

In a message dated 8-24-94, Gregory Bernath said:

"Is there some historical reason why drive M seems to be a
default for ram disks?)."

Historically, this does seem to date back to C/PM systems (at least).

Logically, M *might* have been the highest drive number that was
normally supported. However, I expect that it was simply a mnemonic
(i.e., "M = memory").

Personally, my choice (so far) for a RAMdisk is the one that was on
one of the old "COMPUTE's ST Disk and Magazine". It survives a warm
reset, can be set to any letter, and can autocopy any files you
designate. It has been with me since the days of owning a TOS 1.0
520ST to my present STe under TOS 2.06 and keeps on ticking.

I have Codehead Utilities, but have yet to try CODERAM, since the
CSTD&M RAMdisk has been serving me so well.

2872. Greenhorn Needs Help

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 12:15:00 UTC
From: dan.dreibelbis@f422.n250.z1.tor250.org
Message-ID: <b51fb0f1@f422.n250.z1.tor250.org>
Source record: 181451

MB> I`ve bought an atari 260 ST with monitor SM 124 and floppy SF
MB> 354 for DM 40,- What can I do with this stuff?

ANOTHER one?

That's the THIRD reference I've had of anyone owning a 260 ST.
Looks like there are more of those popping up than I realized. :)

Since the smallest memory capacity that I've ever had is a 520
ST (and I found that too little memory) I'd recommend getting some
sort of memory upgrade.

The best thing, though, may be just getting a bunch of
PD/shareware together and see which ones run to your satisfaction.

Good luck!

... Be careful, with this precious human cargo.... - NRBQ
___ Mountain Reader II - #00000007

2873. Re: New PC emulators for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 12:37:01 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cv572p.M5H@westminster.ac.uk>
Source record: 181530

Iain.Laskey@barclays.co.uk wrote:
: |> And how about that Genlock board for the Falc?
: There is one in the UK - it was demoed at the last Atari show. Can't remember the firm
: off hand.

Genlocks are available from Compo, and Titan Designs, in the UK.
Actually, I'm not sure if Compo UK sell them yet...but Titan definitely
do.

Dan.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2874. Re: Falcon questions

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 12:41:19 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <33kntf$rf3@bognor.barclays.co.uk>
Source record: 181533

In article <33kk7u$jp0@lyra.csx.cam.ac.uk>, pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:
|> Iain.Laskey@barclays.co.uk writes:
|> >If your dealer added the HD you get nothing. If it was Atari factory fitted
|> >then you are entitled to Speedo, MTOS and some utils plus extra manuals.
|> >You do not get Works if you buy a machine in the UK - it's 110GBP extra
|> >from Hisoft.
|>
|> I bought a factory fitted 4/65 Falcon. It came with Multitos, calappt and
|> a couple of other things. No Speedo and no Works.
|> Is it worth trying to get Speedo, now that there is a new version out now
|> which I will presumably have to pay for anyway?
Well, you can have Ataris Speedo for free which uses Speedo fonts only. There is a nice set of 50-odd fonts that WP do for about 35GBP in the UK. Otherwise, spend 50GBP on the Compo Speedo and use the thousands of free TrueType fonts. Actually, check with Compo, I think you can upgrade from Ataris Speedo to theirs for a smaller fee.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 8MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

2875. Programs to zip and unzip

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 12:47:03 UTC
From: tim@perth.DIALix.oz.au
Message-ID: <33ko87$cq1$1@perth.dialix.oz.au>
Source record: 181522

I am an avid Atari used (1040ST) and have can see there is a
lot of good Atari stuff on the internet. Most of the stuff is compressed
with a .lzh or other extension. My question is: How do I get an unzipped
copy of these uncompression programs so that I can start getting more
stuff off the Internet?

Any suggestions are appreciated.

P.S. Please mail me.

tim@Perth.DIALix.oz.au | Don't tell me how hard you work,
Tim Middleton | tell me how much you get done!

2876. Re: New PC emulators for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 12:57:47 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <33kosb$rf3@bognor.barclays.co.uk>
Source record: 181520

In article <Cv572p.M5H@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta)
writes:
|> Iain.Laskey@barclays.co.uk wrote:
|> : |> And how about that Genlock board for the Falc?
|> : There is one in the UK - it was demoed at the last Atari show. Can't remember the firm
|> : off hand.
|>
|> Genlocks are available from Compo, and Titan Designs, in the UK.
Titan, that's the one I was thinking of. Thanks. Titan do some nice hardware
with more on the way.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 8MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

2877. Re: AUTO OVERSCAN UPGRADE...

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 13:10:00 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <33kpj8$rf3@bognor.barclays.co.uk>
Source record: 181521
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <33kk33$oqi@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
|> HELP HELP.... AUTO OVERSCAN....!!!!
|>
|>
|> This is now my 3rd posting regarding how to upgrade
|> my version 3.0zh of Overscan to the latest version,
|> I was informed that its now 3.0zm..??
I just called COMPO for you. They tell me the version they sell is 3.0zh but there is a new version to make it compatable with Magic. I'll get more details.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 8MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

2878. Re: Programs to zip and unzip

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 13:47:13 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <33krp1$rf3@bognor.barclays.co.uk>
Source record: 181504

```
In article <33ko87$cq1$1@perth.dialix.oz.au>, tim@perth.DIALix.oz.au (Tim Middleton)
writes:
|> I am an avid Atari used (1040ST) and have can see there is a
|> lot of good Atari stuff on the internet. Most of the stuff is compressed
|> with a .lzh or other extension. My question is: How do I get an unzipped
|> copy of these uncompression programs so that I can start getting more
|> stuff off the Internet?
|>
|> Any suggestions are appreciated.
Off the internet, off a PD library, off a BBS, off a friend or off a magazine
cover disk?

--
+-------------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 8MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-----------------------------------------------+
```

2879. Re: CD-ROM archive of a.a.u.e?

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 14:03:36 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <33ksno$sbo@mailer.fsu.edu>
Source record: 181524

Rowland Baker (sccoe@ucscb.UCSC.EDU) wrote:
>
> "Act of God" to access wuarchive? I don't think so.
> Just set up a macro (or type really fast):
> open wuarchive.wustl.edu
> anonymous
> {your address}
>
> and then hit F1 repeatedly for a few minutes....#-)
> There could possibly be a way to set it on "autorepeat" mode. Anyone?

Far be it from me to suggest munging up the net even more than it is, but
the program "ncftp" has an autorepeat mode. Wuarchive usually only takes
a few tries (in the evening, at least). For anonymous ftping, Ncftp is
far better than the stock ftp command. Ask your system staff to install
it, or compile up a copy yourself.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2880. Re: Programs to zip and unzip

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 14:16:23 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <33ktfn$sbo@mailer.fsu.edu>
Source record: 181526

Tim Middleton (tim@perth.DIALix.oz.au) wrote:
> I am an avid Atari used (1040ST) and have can see there is a
> lot of good Atari stuff on the internet. Most of the stuff is compressed
> with a .lzh or other extension. My question is: How do I get an unzipped
> copy of these uncompression programs so that I can start getting more
> stuff off the Internet?
>
> Any suggestions are appreciated.
>
> P.S. Please mail me.

I'll email this as well, but it might help others so I'll post too.

Firstly, the authors of several of the common archiving programs anticipate this problem, and distribute their programs in self-extracting archives. This means that you simply run the thing and it will auto-extract itself. Also, there is a file called starter.tos on atari.archive.umich.edu that contains several bare bones versions of the common archiving utilities. It too is a self-extracting archive, and is designed to help folks get started.

Second, if you do not have a hard disk, you will probably need to set up a RAMdisk to use for extractions. There are numerous RAMdisk programs out there. I can personally recommend Eternal (edisk21.arc on atari.archive). You then want to create a floppy that sets up a RAMdisk on bootup, and that contains your archiving utilities. You can even have the disk automatically copy some files to the RAMdisk on bootup (like the archiving utilities, which will obviously run a LOT faster from a RAMdisk).

So, to get started, grab starter.tos and starter.readme via ftp from atari.archive.umich.edu, write them to a MSDOS compatible 720k floppy disk (or download them via modem), and you should be pretty set. Get the 0index file as well, and settle in for some serious reading (it is a bit large).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2881. Re: Tempus 2.21

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 14:17:54 UTC
From: avg@cwi.nl
Message-ID: <Cv5Bpu.8ML@cwi.nl>
Source record: 181506

boyd@hardy.math.fsu.edu (Mickey Boyd) writes:

>Perhaps one could put commonly encountered German GEM menu items in a text
>file, and run Ger2eng on it? It should be able to do a great job on single
>words (but boy, do sentances come out funny :-). Periodically adding to this
>file should yield a list similar to the booklet you describe.

What would be useful is a Ger2eng that for every german word A yields
an English word B which is not longer than A, so that you can run it
on a binary file (.RSC, .APP) for immediate translation. I was thinking
of such a utility for translation of my Edith text editor binary to
German. (I.e. using Eng2Ger).

My thoughts went as far as to apply 'longest match' so that you can
extend your dictionary with whole sentences, so as to finally obtain
dictionaries which can perfectly translate one specific application.
I know this sounds silly but later updates of that program will be
likely to have much the same text but at other places in the binary
file.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2882. Re: Atari WWW Pages

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 14:26:36 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <33ku2s$5kf@charm.magnus.acs.ohio-state.edu>
Source record: 181505

A semi complete list of Atari Focus WWW Pages is now included in the TCPIP.FAQ. The current version is available at atari.archive.umich.edu in atari/Network/TCPIP.FAQ or atari/Info/TCPIP.FAQ

Dan

2883. Re: AUTO OVERSCAN UPGRADE...

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 14:35:36 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <33kujo$rf3@bognor.barclays.co.uk>
Source record: 181507
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <33kpj8$rf3@bognor.barclays.co.uk>, Iain@uist.rhl.barclays.co.uk (Iain Lasky) writes:
|> In article <33kk33$oqi@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
|> |> HELP HELP.... AUTO OVERSCAN....!!!!
|> |>
|> |>
|> |> This is now my 3rd posting regarding how to upgrade
|> |> my version 3.0zh of Overscan to the latest version,
|> |> I was informed that its now 3.0zm..??
|> I just called COMPO for you. They tell me the version they sell is 3.0zh but there is
|> a new version to make it compatable with Magic. I'll get more details.
Compo UK have 3.0zg so your ahead of them! They are not expecting an update at the moment but said when/if it's updated, you can get the new version for a nominal fee ie a blank disk and return postage. The email address you should use is compo@cix.compulink.co.uk - that *should* get you a reply.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 8MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

2884. Re: Wanted - linkable ST games

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 14:54:53 UTC
From: gaghon@nevada.edu
Message-ID: <33kvnt$f42@post-office.nevada.edu>
Source record: 181512

You can also try Towers. Ver 1.4 allows MIDI play as well as Null Midi play as well as null modem play + modem play. If you only have one meg, then you need ver 1.3. Available on GEnie with 1.3 and 1.4 patches

Vince

2885. Calamus Font????

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 15:04:02 UTC
From: s9205525@otto
Message-ID: <33l092$4nl@aggedor.rmit.EDU.AU>
Source record: 181510

: In issue 60 (july) of ST FORMAT, on page 42, there was a tutorial about
: using DA VECTOR PRO. What I would like to know, does anybody have an
: idea what the name of the Calamus font is that is being used?????
: For those who havnt seen that issue, the only way I can describe the
: font is that it is oozing blood. It reminds me a bit of the MUNSTERS
: logo. If anybody knows it, can you tell me if it is commercial or PD??
: And where I can get it. (Maybe someone would like to uuencode it to
: me???? 8-))).......Glenda

2886. Re: Archive Efficiency Improvement

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 15:56:34 UTC
From: jbaumgar@bronze.coil.com
Message-ID: <33l3bi$66@bronze.coil.com>
Source record: 181515

In article <davehCv25wo.GCA@netcom.com>,
Dave Halliday <daveh@netcom.com> wrote:
>So what if it wasts space, we have just purchased a 9Gig disk and it
>was less than $2500 disk space is cheap these days and for the
>redundancy and ease of access I think it is worth every penny.

There are plenty of quality PD Atari files that AREN'T on the net. And
as it stands now, there is not enough room for them on all the archives.

You've missed the point. Is there a need for every site to have their
own personal copies of the files? Absolutely not. A filesystem like AFS
or NFS would be just as effective and save a great deal of space on the
net.

Sure, space is cheap, but let's use our space wisely. As a good friend
of mine says, "There is only one kind of drive: too small."

--
Jim Baumgardner (jbaumgar@bronze.coil.com)
"Would you _please_ stop clicking my head?"

2887. New Files at HENSA (26 August)

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 16:59:12 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cv5J7p.7LD@westminster.ac.uk>
Source record: 181529

```
ATARI NEWS OF THE DAY Updated 26/08/94 @ 1755

New software for the Atari TOS section
--------------------------------------
New packages are as follows; type "cd ~/micros/atari/tos/<x>/<code>" to get to
where they are held. <code> is as below and <x> is the first letter of <code>.
EG. For package "m100" you'd "cd ~/micros/atari/tos/m/m100".

Pfx Date Key Details
--- ---- --- -------
o084 26/08/94 ---- GNU SED 1.17 Stream Editor
o085 26/08/94 ---- GNU CHESS 4.0 with a GEM Shell
n149 26/08/94 ---- TCP/IP FAQ 31 July, 1994 Find out how to connectto a network
o095 26/08/94 ---- EXTENDOS PATCH Update older versions of ExtenDOS to 1.21

o078 25/08/94 ---- GNU TEXINFO 3.1 Documentation system binaries and sources
o079 25/08/94 ---- GNU LESS 1.77 A file display program, like MORE
o080 25/08/94 ---- GNU NROFF 1.2.1, MAN 3.0.1, MANPAGER 1.44
o081 25/08/94 ---- PERL 4.0 PL 35 Diffs from the main GNU sources
o082 25/08/94 ---- GNU SHELL UTILITIES 1.8 Utils to be used with a shell
o083 25/08/94 ---- GNUPLOT 3.0 Plotting program for scientific data

o074 24/08/94 ---- PIMM Closed shell Pi-SCF-LCAO-MO molecular mechanics program
o075 24/08/94 ---- GNU INDENT 1.5 Pretty printer for C sources
o076 24/08/94 ---- SC 6.1 A Unix spreadsheet ported to TOS
o077 24/08/94 ---- GNU ISPELL Spell checking program

o073 23/08/94 ---- GNU DBM 1.5 Database library subroutines for GCC

o071 22/08/94 ---- GNU BC 1.02 Arbitrary precision arithmetic language
o072 22/08/94 ---- FLIP 1.00 Converts linefeeds to linefeeds/carriage returns
n114 22/08/94 S--- MASTERBROWSE 4.7 Full GEM, fast text/file viewer

New software for the Atari MiNT section
---------------------------------------
New packages are as follows; type "cd ~/micros/atari/mint/<x>/<code>" to get to
where they are held. <code> is as below and <x> is the first letter of <code>.
EG. For package "a001" you'd "cd ~/micros/atari/mint/a/a001".

Pfx Date Key Details
--- ---- --- -------
a047 24/08/94 ---- MiNT 1.10 Patches from the MiNT Mailing List

New software for the Atari Falcon section
-----------------------------------------
New packages are as follows; type "cd ~/micros/atari/falcon/<x>/<code>" to get
to where they are held. <code> is as below and <x> is the first letter of <code>
```

EG. For package "a001" you'd "cd ~/micros/atari/falcon/a/a001".

Pfx Date Key Details
--- ---- --- -------
a004 26/08/94 S--- WINREC 1.37 A Direct to Disk Recording and Playback Program

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2888. Atari TT030 For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 17:09:10 UTC
From: Gary@gspencer.demon.co.uk
Message-ID: <940826Z170910.527Gary@gspencer.demon.co.uk>
Source record: 181475

```
Atari TT030 For Sale
M68030 processor at 32 Mhz
M68882 maths co-processor
2Mb ST RAM
8Mb TT fast-RAM on a GeoSoft MicroMic daughter board
48Mb Internal hard disk
720Kb Internal floppy disk
720Kb External floppy disk
External SyQuest SQ555 44Mb removable hard disk (SCSI) with one 44Mb
cartridge
Atari PTC1426 monitor
Naksha mouse

For more information contact me via email, gary@gspencer.demon.co.uk.
```

2889. Re: Epic on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 17:31:18 UTC
From: bseddon@molbiol.ox.ac.uk
Message-ID: <1994Aug26.173118.1@molbiol.ox.ac.uk>
Source record: 181531

In article <CuxwoM.n4B@bbc.co.uk>, dwhite@rd.eng.bbc.co.uk (David White) writes:
>
> Has anybody managed to get epic running on the falcon?
> --
> --
> One STFM and going up |||
> david.white@rd.eng.bbc.co.uk |||
> # STANDARD DISCLAIMER # / | \
> --
I am fairly confident that it does not work, alas! Using backward, I could
get it to recognise the '030 and load the music. It went throught the intro
sequences (at high speed ! Looked promising) and got all the way through to
starting the first (or any other) mission and locked up before any animation
started (i.e. first frame). Reminds me of the lock up you get with Starglider
as soon as you move the mouse.

If anyone gets it going, let us know as this would be great!

Ben...

2890. Studio Convert (Compo)

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 17:44:49 UTC
From: trek@intgp4.ih.att.com
Message-ID: <Cv5LAp.A0L@nntpa.cb.att.com>
Source record: 181528

OK folks, you might have to try this to believe it. I have been playing around with Studio Convert - takes about a minute to load in a 1.1M jpeg picture (maybe it was a little longer than that. I then moved the DSP jpeg loader into my auto file and tried again.

All I can say is WOW. This is like the move from floppies to a hard disk. Now I know why I got a Falcon instead of some other lesser machine. OK, OK put away your flames - this was intended for the Atari lover in you. As we see programmers learning to take advantage of the DSP, we are going to start seeing some amazing things on our computers.

BTW - the DSP load took somewhere between 6 and 7 seconds. Same file, same program but using the OUT option on the load which uses the DSP jpeg decompressor....

The program supports reading something on the order of 20 or more different formats and can write to a dozen or so. They have added a few options to the program which seemed more in the domain of Studio Photo. Not real sure why they included them here. But on the whole, the program seems pretty darn good. I haven't tested out the conversion capabilities much yet so no real words from that area. Wayne

2891. Civil color patch for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 17:47:52 UTC
From: trek@intgp4.ih.att.com
Message-ID: <Cv5LFt.A57@nntpa.cb.att.com>
Source record: 181527

Can anyone tell me where (site and path) I might find the Civilization color patch so that the game will run correctly on a Falcon? Wayne

2892. Atari bombs

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 17:51:51 UTC
From: 9302442@meo.lacitec.on.ca
Message-ID: <9302442.11.2E5E2BB7@meo.lacitec.on.ca>
Source record: 181525

I used to use my Atari ST everyday.... I'm now hooked on my IBM compatibles (running a BBS off of them).

Anyways, I have 1 question to ask you ST users: Aren't you sick of seeing those damn little black bombs everytime the computer freezes??? And that other bug with the video chip where you have to slam the keyboard just to " wake it up"...

BTW, Xenon II for the ST is still the best game I've played on it :) Well, my class starts in 8 minutes, so bye!

2893. Help with SLM805

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 18:41:36 UTC
From: daveh@netcom.com
Message-ID: <davehCv5nxC.CpG@netcom.com>
Source record: 181534
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have an SLM805 but the actuall software for it is missing, I have the manual for the diablo emulator but no disks. I found the emulator on some ftp sites but this is not complete (missing the required fonts at least) I would be greatfull if someone can supply me with copies of the original distribution disks, I don't think this is a breach of copyright this software was supplied with every laser (mine included, I have the manual) and will only work with the Atari laser.

Please help.

Dave.
(daveh@silvaco.com or daveh@netcom.com)

2894. Re: Archive Efficiency Improvement

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 19:16:07 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <33lf1n$p3a@mailer.fsu.edu>
Source record: 181541

James E. Baumgardner II (jbaumgar@bronze.coil.com) wrote:
> There are plenty of quality PD Atari files that AREN'T on the net. And
> as it stands now, there is not enough room for them on all the archives.

If y'all upload it, I'll make the room.

> You've missed the point. Is there a need for every site to have their
> own personal copies of the files? Absolutely not. A filesystem like AFS
> or NFS would be just as effective and save a great deal of space on the
> net.
>
> Sure, space is cheap, but let's use our space wisely. As a good friend
> of mine says, "There is only one kind of drive: too small."

True, but "net space" is a disjoint, disorganized phenomena. The collection
of people that are "Atari archiver folks all over the world" have no common
command structure, and probably don't all speak English (or any other
language). We certainly don't all know each other. Most of the people
that manage ftp sites are volunteers that do it in their spare time.

Also, at least in the case of atari.archive.umich.edu, I view that which
we are doing as offering a service, not just a set of files. Our goal is
"One-stop shopping for Atari stuff". Thus, I do want us to have copies of
files that exist elsewhere, because I want atari.archive to have as complete
a set as possible (and the best indexed :-). I presume that other sites
around the world have similar goals. This leads to a lot of redundant
copies of files, but it also leads to better ftp sites!

Thus, your suggestion is one that has lots of technical merit, but is
logistically unlikely at best. Long-haul NFS is far from perfect, and
AFS costs a considerable amount of money. Even if that problem was solved,
the amount of personnel coordination required would be staggering.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2895. Flight Simulator for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 19:20:49 UTC
From: jabrana@powertech.no
Message-ID: <1994Aug26.192049.27180@powertech.no>
Source record: 181532

In an article of <24 Aug 1994 12:56:01> ,(tries@obelix.kph.uni-mainz.de)
wrote:

>I'm lookin' for a Flight Simulator with instrumental equipment
>(VOR/DME, ADF, Atitude Inicator, etc.) and som sectional charts for
navigation.

The best one is perhaps Airbus 320 ,two versions are avaliable one
for the US and another one for Europe. It doesn't have ADF but
VOR/DME ,ILS etc. are avaliable. High altitude navigational charts
are given as well as ILS approach charts for about 80 airports. It's
from the German Thalion company .. .

The other one is the classic Fligh Simulatior II. A very nice
simulator but getting a copy nowdays might not be easy.

--

```
___ __ ___ __ __ ___ _ __ _____________________________________
\ /_ / /_ / / / ) /_ -=> Jabran Akhtar <=- /////
\\ __/ / /_ \_ / / \ /_ ///
\\ \\\_____________________________________ jabrana@powertech.no _// //
\ ..................................................................... /
\ One Jack - the program launcher - No need to go through all the /
\ folders to run a program - One Jack will do it - AvaliablE NoW /
\ Fully useable with all _all_ TOS's and ALL replacement desktops /
\ -_-_-_-_-_-_-_-_-_-_-_-_-_-_-_-_-_-_-_-_-_-_-_-_-_-_-_-_-_-_-_-_-_-_-_/
\ ...................................................................../
\ Mnilu - GfA BASIC v2 Compiler - Compile GfA v2 source code into /
\ GEMDOS executable porgrams by using our shareware Mnilu compiler /
\ -Among others avaliable from Goodmans GD2196 and FaST Club PR483 /
\ """""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""" /
::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::
:SuperView - Fed up with GEM's awful Show/Print/Cancel? Replace it:
:with SuperView - Hundreds of options: pre-defined search strings,:
:up to 9 files in memory ,replaying of sample files ,displaying of:
:image files ,hex mode ,etc .. . - Loads from the AuTo folder > No:
:boaring re-loading each time -> also perfect for floppy only users:
::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::
```

... Does "Bad FAT" mean this disk has high cholesterol?

2896. What Companies can I buy TOS upgardes from?

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 19:24:06 UTC
From: gerrymo@aol.com
Message-ID: <33lfgm$lig@search01.news.aol.com>
Source record: 181535

I have just recently purchased a used 1040STF and I want to upgrade my TOS
on IT. Who do I call for an upgrade ?

2897. Re: Gif & Jpg viewer

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 19:37:11 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <33lg97$6ue@ugle.unit.no>
Source record: 181536

D8klojo@dtek.Chalmers.Se,
In a message on 26 August, wrote :

Hallo !

dR> Even mgif 4.2 works on the Falcon, but the new 4.4beta is _very_ much
dR> improved. Among lots of other things:
dR> - GEM interface with menu and dialogs
dR> - Handles images in mapped and true colour.
dR> - Can display both mapped and true colour images in any ST/TT/Falcon mode
dR> - Reads GIF/JPEG/PPM/Targa/PI?
dR> - Writes GIF/PPM/Targa

Yes.
And Yes.

I have borrowed 3 CD-roms filled with gif's, and would be very happy to
betatest the program for you on my Falcon/VGA, TT/Bigscreen.
Both are of course running multiTOS (AES 4.1/MiNT 1.11)
- so lets see how it will work with memory-protection enabled :-)

You probably don't support the new iconify calls and stuff, but if you
want, you could get code from me that shows how to do it !

dR> I'll mail the beta version to anyone who asks for it. I don't know of any
dR> bugs right now, but the interface still needs some improvements.

I could make some suggestions... and even help a bit if you're stuck.
Besides a friend of mine is *very* picky on interfaces, and has helped me a
lot to design nice GEM applications. Try contacting him as well, it might
result in you getting a completely new .rsc file back :-)
(He is good at it)

Try jonal@dhhalden.no (Jon Arvid L�vstad)

dR> --
dR> Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmer
dR> of Technology | .signatures | Address: Johan Klockars
dR> | so hard to do | Foreningsgatan 32/40
dR> Gothenburg, Sweden | well? | 411 27 Gothenburg, S

Hey - that's not far from here... a couple of hours on the bus :)

Erling

� ATP/Unix 1.40 � This is my tagline.

2898. Re: Opus v2.2

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 19:41:28 UTC
From: Paul.Civati@mettav.exnet.com
Message-ID: <778143900.15@mettav.exnet>
Source record: 181407

On 23 Aug 94 at 10:29:53 (McDowell, Richard) wrote the following:

> By crickey I'd like to also know if the author for Opus 2.2 is still
> around, so I could register. Great prg, Great graphs. What else is
> there?

He did have a Compu$erve ID IIRC, no idea if he is still there.

Emails can be gated with xxxx.xxx@compuserve.com note '.' for ',' in ID

-Paul-

--
~=~=~=

2899. Re: CD-ROM archive of a.a.u.e?

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 20:10:01 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cv5s1t.DF9@westminster.ac.uk>
Source record: 181547

azog (azog@world.std.com) wrote:
: This might be a goofy question, but I havent seen it asked before

: Does there exist, or is there interest, in a CD-ROM snapshot of
: the Atari directories at atari.archive.umich.edu? I was even thinking
: of something like a quarterly issue or something, hell I would pay $30
: for that.

Yes, there does exist a CD Rom of the Atari archive....I saw an advert
today, in this months ST Applications....

The person to ask for is Paul, and he can be reached on:

+44 (0)71 873 2894 (after 11 am GMT/BST)

Cost? 30 Pounds.

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2900. Re: CD-ROM archive of a.a.u.e?

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 20:11:19 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cv5s3w.DH4@westminster.ac.uk>
Source record: 181548

Sorry, the person to ask for is called Simon.....

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2901. Atari Service Dept

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 22:03:49 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <33los5$egi@mailer.fsu.edu>
Source record: 181543

I just thought I would post a bit of good news about Atari for a change :-).

I sent Atari my MegaSTE for a new GST Shifter chip and some other bug fixes, and have just received it back. Total turnaround time was about a month (including shipping both ways). They fixed everything, and did not charge me a cent! This was on a machine that was out of warranty before I bought it (and that was about a year ago). I consider this to be quite cool.

Anyway, Atari can still fix their computers, and seem to be willing to fix factory defects regardless of whether or not the computer is still under warranty. Their customer service number is (408) 745-2000.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2902. CD available

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 22:16:54 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994Aug26.221654.4237@bay.cc.kcl.ac.uk>
Source record: 181537

```
Ok, advertising is a no-no. So I'll keep this brief.

If you're interested in a CD of the Atari.archive at Umich.edu,
please email me at the below address.

ATB,
Simon.
--

_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

2903. Accelerators -> smoke and fire..?

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 22:20:20 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Aug26.222020.1408@abo.fi>
Source record: 181550

Some Falcon-related questions to People Who Know.. ;-) !

1) Is the original 68030 a 16 MHz version or faster (as ST-Computer magazine suspected)? So: is it safe to accelerate it to 32 (or even 40) MHz without heat sinks, extra fans, etc - or at all..? Experiences?

2) Followup to previous subject: does anyone own a German DDD Screen Resolution Card..? That thing accelerates F-030 up to 40 MHz (with original CPU), and (more important, I think..) raises the bus speed from 16 to 20 MHz. It accelerates DSP and FPU as well, if so wanted. It seems to be a high-end graphics enhancer, too (even better than Blow-Up, SB2, etc. ?): e.g. 1024 x 768 / 70 hz NI, 800x600x256 70 hz, and so on.
This little miracle isn't expensive at all - but does it really WORK..?

3) Why doesn't CONNER 340 MB SCSI-drive (new model) autoboot connected to Falcon..? A friend of mine wonders that; his previous Quantum LPS 105 worked without problems... Otherwise everything OK - but no autoboot, no matter how he formats the drive. HDX and ICD Pro Tools have been tested - but I personally suspect that there is a hardware problem in new Conner drives (connected to Ataris..) ? That's because I myself couldn't get a Conner 1.3 GB drive to work reliably with Atari TT (Hewlett Packard finally did the job..). So, what's the problem with Conners? Parity? Any help possible?

4) You who have "real" accelerators (w. Fast-RAM, 68040, etc..): will there be compatibility problems? How about games (e.g. does Backwards quit working?) ?

5) Geoff Crammond somewhere: please, make a ST/Falcon (!) conversion of your forthcoming Formula One Grand Prix 2 simulation..! ;-)

That's that this time. Thanks for any help!

Tommi

2904. Elite II and Civilization

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 23:28:49 UTC
From: eliassen@aviris382.jpl.nasa.gov
Message-ID: <eliassen-2608941528490001@avirislab.jpl.nasa.gov>
Source record: 181538

Does anyone still have those "fixes" to eliminate the unwanted "features"
in these two games?

Any help would be appreciated. Thanks.

Miraden (please respond with E-mail)

```
*************************************************************************
*Miraden | Jaguar, 130XE, 1040ST, STOS, AD&D, etc. *
*Magnum Opus Software | "Television is the retina of the minds eye" *
*************************************************************************
```

2905. Thanks for Mastersound 2!

Newsgroup: comp.sys.atari.st
Date: 1994-08-26 23:42:00 UTC
From: dag.dao@dada.ct.se
Message-ID: <2e5e8c94@ct.se>
Source record: 181468

Yeah, thanks to all who helped replacing my corrupt files. Luckily, the cartridge itself does work flawlessly, otherwise I'm sure you guys would've tried to uuencode that as well. 8)

DaDa <dada@nn.apc.org>!

2906. Re: Calamus Font????

Newsgroup: comp.sys.atari.st
Date: 1994-08-27 00:03:25 UTC
From: ross@cscns.com
Message-ID: <Cv62tq.5rL@usa.net>
Source record: 181539

Glenda MOON (s9205525@otto) wrote:

: : In issue 60 (july) of ST FORMAT, on page 42, there was a tutorial about
: : using DA VECTOR PRO. What I would like to know, does anybody have an
: : idea what the name of the Calamus font is that is being used?????
: : For those who havnt seen that issue, the only way I can describe the
: : font is that it is oozing blood. It reminds me a bit of the MUNSTERS
: : logo. If anybody knows it, can you tell me if it is commercial or PD??
: : And where I can get it. (Maybe someone would like to uuencode it to
: : me???? 8-)).......Glenda

--
Not having it in my hand at the moment I'd say the font you described is
one called Post Crypt (cute huh). I've seen it called Horror also but
its PD. I have a copy of it if you would like me to UUencode it and mail
it to you. I'd be happy to.

Besides I'm a font fanatic myself and am getting close to 1500 Calamus fonts.

2907. Re: MIDI Sample-dump program?

Newsgroup: comp.sys.atari.st
Date: 1994-08-27 00:05:59 UTC
From: ross@cscns.com
Message-ID: <Cv62xz.6D6@usa.net>
Source record: 181540

Thed Lyngmo (thed@mtek.chalmers.se) wrote:
: I'm searching for a midi sample-dump program similar to the expensive program
: Avalon, only cheaper (<100ukp).

: Most preferably I'd like to find such a program in some of the ftp sites but I
: haven't had any luck so far.

: Help me please!

: Kind regards,
: Ted Lyngmo

: thed@taxikedj.se
: thed@mtek.chalmers.se

--
Although I don't know what Atari you're using I do know that Clarity 16
for the Falcon will do MIDI sample dumps but I dont' of anything else at
this time that will. Maybe the new version of Soundlab will when its
released. Maybe not but its still a cool program.

2908. Re: HELP - Stacy HD :(

Newsgroup: comp.sys.atari.st
Date: 1994-08-27 03:15:26 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <33mb4e$hv8@cxc1.cl.msu.edu>
Source record: 181544

bobbro@delphi.com writes:

>When you boot your Stacy, hold down the control, shift and alternate keys.
>That will signal the Stacy to bypass the HD. Get a different version of
.
.
.
.
.
>Hope that gets you going again.

Geeeesh! No longer at Atari and _STILL_ helping Atarians!
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

2909. Re: Gif & Jpg viewer

Newsgroup: comp.sys.atari.st
Date: 1994-08-27 03:15:48 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EH2DAFWCUp@dksoft.ping.dk>
Source record: 181480

In <33k606$71s@nyheter.chalmers.se> Johan Klockars wrote :

>Only partly. If TurboGIF detects a 256 colour mode it should at least try
>to use that.

I still don't get it. TGIF sure switch to 256 color mode when displaying GIF
files.

>Even mgif 4.2 works on the Falcon, but the new 4.4beta is _very_ much
>improved. Among lots of other things:
>- GEM interface with menu and dialogs
>- Handles images in mapped and true colour.
>- Can display both mapped and true colour images in any ST/TT/Falcon mode.
>- Reads GIF/JPEG/PPM/Targa/PI?
>- Writes GIF/PPM/Targa
>
>Since yesterday, mgif is very close to the same speed as TGIF 1.2 at loading
>GIFs. It might be faster, but it's hard to do accurate timings.
>Mgif draws the image to screen _much_ faster, though, so it wins by a good
>margin when it comes to load and display. :-)
>Someone mentioned that there was a v1.3 of TGIF. How has it changed?
>
>The latest mgif can load and display a typical GIF, in 640x480x256, in about
>half the time it takes Speed of Light 3.5 to just load it. :-)

HMM!. I think i either misunderstood MGIF, or then i have been to lazy to read
the manual 8-)

>In a week or two I intend to post a final call for beta testers, but if
>anyone is interested already, please mail me.
>Perhaps I should say that I don't expect all, or even many, 'beta testers'
>to actually report bugs. All I really want is some feed back and ideas.

You sure got my interest. An good idea is to include a slideshow. When the
display is a fast as you say, a slideshow is really needed. And i know many
people out there is waiting for such an option 8-)

>A GIF decoder without fancy features is actually a very small routine. The
>decoder itself fits nicely in the cache of an '030. If I extracted the
>complete GIF loading and display code from mgif it would probably be less
>than 10kb, including the C libraries. The complete mgif is about 200kb.
>TGIF is completely written in assembly which is why it's even smaller.
>

I just knew it was something around the cache 8-)

Greets
Kim

--

-- --
UPoint News-Signature
-- --

2910. Re: Atari WWW Pages

Newsgroup: comp.sys.atari.st
Date: 1994-08-27 03:47:01 UTC
From: mabdul@viking.dvc.edu
Message-ID: <33mcvl$qdr@viking.dvc.edu>
Source record: 181545

Pardon me for asking this, but I keep seeing http:/<pathname> for WWW, now what EXACTLY does that mean and how do I get to it from the tcsh prompt?

Command me: www
WWW Alert: Can't access document.

WWW can't open http:/info.cern.ch .. etc.

That is what I get when I type WWW at my system.

What am I doing or not doing here?

Thanks.

P.S. Give instructions from the tcsh or csh prompt (or telnet).
--
M. Abdulkareem [XAF] Diversity in computing.
cc: M.ABDULKAREE@genie.geis.com

2911. Atari stuff for sale!

Newsgroup: comp.sys.atari.st
Date: 1994-08-27 03:50:51 UTC
From: japolis@nyx.cs.du.edu
Message-ID: <33md6r$ggo@nyx.cs.du.edu>
Source record: 181546

Hello! I have the following items for sale or trade:

"productivity stuff"
Codehead Utilities, release 3.....$10.
G+PLUS 1.3.....$15.
MultiDESK 2.1.....$15.
Mini Office (Nicely done graphs and stuff, from UK) .....$25.
Spectre GCR 3.0 complete with system software and a big bunch of disks of utilities and programs to get you started.....$200.

"fun stuff"
OIDS and PINBALL MAGIC (games).....both for.....$15.

"books"
THE GUIDE TO CALAMUS DESKTOP PUBLISHING.....$25.

Or.. how about..... All for $225.

Add $2.90 for shipping, or shipping is FREE with three or more items!
Payment forms acceptable are Check, MO, or trade for any of the items below.
I am looking for Tracker/ST, STeno, Studio Photo, Imagecopy 2, True paint, Warp
9 v3.80, or EdHak or who-knows-what. Let me know what you have! (please legal only, with disks and docs) Call (303)473-0511 or EMAIL to JApolis@nyx.cs.du.edu or jeffApolis@aol.com

Thanks!

2912. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-08-27 04:06:22 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <33me3u$qmv@terminator.rs.itd.umich.edu>
Source record: 181549
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-rw-r-- weiner 7457 Aug 20 23:28 ./Applications/0index
-rw-r--r-- lenn 123648 Aug 20 23:23 ./Applications/Wordproc/mrcel234.zip
-rw-r--r-- baldrick 22736 Aug 20 23:35 ./Games/0index
-rw-r--r-- lenn 463872 Aug 20 23:36 ./Games/Arcade/frant_st.zip
-rw-r--r-- lenn 525056 Aug 20 23:36 ./Games/Arcade/frantrak.zip
-rw-r--r-- baldrick 118617 Aug 20 19:06 ./0ls-lR.Z
-rw-r--r-- lenn 261920 Aug 20 22:45 ./Telecomm/coma_230.zip
-rw-r--r-- weiner 7467 Aug 20 22:44 ./Telecomm/0index
-rw-r--r-- baldrick 118243 Aug 20 19:07 ./0ls-lRc.Z
-rw-r--r-- baldrick 145848 Aug 20 19:05 ./0compind.Z
-rw-r--r-- baldrick 360705 Aug 20 19:05 ./0index
-rw-r--r-- entropy 2008 Aug 21 13:18 ./Editors/0index
-rw-rw-r-- weiner 9370 Aug 21 01:07 ./Demos/0index
-rw-r--r-- lenn 277248 Aug 21 01:04 ./Demos/neo4dem2.lzh
-rw-r--r-- dpz 78346 Aug 22 13:20 ./Games/axis.zip
-rw-r--r-- dpz 50524 Aug 22 13:17 ./Games/confus.zip
-rw-r--r-- dpz 116651 Aug 22 13:17 ./Games/ctron.zip
-rw-r--r-- dpz 63519 Aug 22 13:17 ./Games/ergon.zip
-rw-r--r-- dpz 60032 Aug 22 13:52 ./Games/mazecmbt.zip
-rw-r--r-- dpz 20480 Aug 22 13:54 ./Games/mc_walls.zip
-rw-r--r-- dpz 51592 Aug 22 13:17 ./Games/pipetris.zip
-rw-r--r-- dpz 83865 Aug 22 13:17 ./Games/rzone.zip
-rw-r--r-- dpz 144250 Aug 22 13:17 ./Games/tball.zip
-rw-r--r-- baldrick 23292 Aug 22 13:56 ./Games/0index
-rw-r--r-- entropy 13730 Aug 22 13:45 ./Graphics/0index
-rw-r--r-- dpz 301 Aug 22 13:38 ./Graphics/Gemview/gvw306.readme
-rw-r--r-- dpz 47862 Aug 22 13:38 ./Graphics/Gemview/gvw3inst.app
-rw-r--r-- dpz 140580 Aug 22 13:38 ./Graphics/Gemview/gvw_doc3.pax
-rw-r--r-- dpz 21504 Aug 22 13:38 ./Graphics/Gemview/gvw_lies.txt
-rw-r--r-- dpz 45636 Aug 22 13:38 ./Graphics/Gemview/gvw_mdl2.pax
-rw-r--r-- dpz 19125 Aug 22 13:38 ./Graphics/Gemview/gvw_read.txt
-rw-r--r-- dpz 180083 Aug 22 13:38 ./Graphics/Gemview/gvw_tol2.pax
-rw-r--r-- dpz 442552 Aug 22 13:38 ./Graphics/Gemview/gvw_v306.pax
-rw-rw-r-- entropy 11315 Aug 22 13:34 ./Mint/0index
-rw-r--r-- dpz 191915 Aug 22 13:33 ./Mint/Utilities/screen03.tgz
-rw-rw-r-- entropy 3170 Aug 22 15:10 ./Misc/0index
-rw-r--r-- boydm 16395 Aug 22 15:09 ./Misc/st2dos10.zip
-rw-r--r-- dpz 46083 Aug 22 13:50 ./Music/anlogseq.zip
-rw-rw-r-- weiner 3675 Aug 22 15:08 ./Music/0index
-rw-r--r-- boydm 10296 Aug 22 15:01 ./Music/Cubase/atariacc.lzh
-rw-r--r-- boydm 18222 Aug 22 15:01 ./Music/Cubase/atarihlp.lzh
-rw-r--r-- boydm 22291 Aug 22 15:07 ./Music/Cubase/hpj2ps.lzh
-rw-r--r-- dpz 119161 Aug 22 14:04 ./0ls-lR.Z
```

```
-rw-r--r-- dpz 118823 Aug 22 14:06 ./0ls-lRc.Z
-rw-r--r-- baldrick 7002 Aug 22 13:32 ./Falcon/0index
-rw-r--r-- dpz 15765 Aug 22 13:28 ./Falcon/Graphics/fli_tc32.lzh
-rw-r--r-- dpz 25340 Aug 22 13:31 ./Falcon/Programming/falclib.lzh
-rw-r--r-- dpz 868929 Aug 22 13:35 ./Magazines/Diskmags/Stnews/stnews92.zip
-rw-r--r-- dpz 146424 Aug 22 14:02 ./0compind.Z
-rw-r--r-- dpz 361875 Aug 22 14:02 ./0index
-rw-r--r-- boydm 119575 Aug 23 18:49 ./0ls-lR.Z
-rw-r--r-- boydm 119105 Aug 23 18:51 ./0ls-lRc.Z
-rw-r--r-- boydm 146508 Aug 23 18:48 ./0compind.Z
-rw-r--r-- boydm 362156 Aug 23 18:48 ./0index
-rw-r--r-- baldrick 23376 Aug 24 11:46 ./Games/0index
-rw-r--r-- baldrick 119621 Aug 24 11:51 ./0ls-lR.Z
-rw-r--r-- baldrick 119231 Aug 24 11:53 ./0ls-lRc.Z
lrwxr-xr-x baldrick 30 Aug 24 08:48 ./Falcon/Games/triyahoo.zip ->
../../Games/Board/triyahoo.zip
lrwxr-xr-x baldrick 20 Aug 24 08:46 ./Falcon/Games/nibe.zip -> ../../Games/nibe.zip
lrwxr-xr-x baldrick 24 Aug 24 08:46 ./Falcon/Games/pmj_eng2.zip ->
../../Games/pmj_eng2.zip
lrwxr-xr-x baldrick 18 Aug 24 08:47 ./Falcon/Games/blat.lzh -> ../../Ste/blat.lzh
lrwxr-xr-x baldrick 26 Aug 24 08:45 ./Falcon/Games/pacman_on_Es.lzh ->
../../Ste/pacman_on_Es.lzh
lrwxr-xr-x baldrick 29 Aug 24 08:47 ./Falcon/Games/yukone1.lzh ->
../../Games/Cards/yukone1.lzh
lrwxr-xr-x baldrick 29 Aug 24 08:47 ./Falcon/Games/yukone2.lzh ->
../../Games/Cards/yukone2.lzh
lrwxr-xr-x baldrick 31 Aug 24 17:09 ./Falcon/Games/frant_st.zip ->
../../Games/Arcade/frant_st.zip
lrwxr-xr-x baldrick 31 Aug 24 17:09 ./Falcon/Games/frantrak.zip ->
../../Games/Arcade/frantrak.zip
-rw-r--r-- baldrick 146543 Aug 24 11:49 ./0compind.Z
-rw-r--r-- baldrick 362240 Aug 24 11:49 ./0index
-rw-r--r-- baldrick 23384 Aug 25 20:56 ./Games/0index
lrwxr-xr-x baldrick 21 Aug 25 20:57 ./Games/Arcade/swtng132.lzh -> ../Space/swtng132.lzh
lrwxr-xr-x baldrick 28 Aug 25 18:07 ./Games/Gameutil/stosfx30.zip ->
../../Languages/stosfx30.zip
-rw-rw-r-- weiner 110163 Aug 25 20:51 ./Music/staccato.arc
-rw-r--r-- baldrick 119775 Aug 25 21:01 ./0ls-lR.Z
-rw-r--r-- baldrick 119279 Aug 25 21:02 ./0ls-lRc.Z
-rw-r--r-- baldrick 146524 Aug 25 21:00 ./0compind.Z
-rw-r--r-- baldrick 362248 Aug 25 21:00 ./0index
-rw-r--r-- molin 80896 Aug 25 15:16 ./Diskutils/edos_121.lzh
-rw-rw-r-- entropy 11549 Aug 26 09:32 ./Diskutils/0index
-rw-r--r-- baldrick 23493 Aug 26 11:59 ./Games/0index
-rw-r--r-- baldrick 119735 Aug 26 12:11 ./0ls-lR.Z
-rw-r--r-- baldrick 119257 Aug 26 12:12 ./0ls-lRc.Z
-rw-r--r-- baldrick 146536 Aug 26 12:09 ./0compind.Z
-rw-r--r-- baldrick 362422 Aug 26 12:09 ./0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

2913. Re: New PC emulators for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-08-27 04:20:59 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <oT6oRc2w165w@sys6626.bison.mb.ca>
Source record: 181459

sccoe@ucscb.UCSC.EDU (Rowland Baker) writes:

>
> So I
> am wondering (oops) what happened to those PC-emulators that are supposed
> to be coming for the Falcon? I have heard nothing about the Shareware
> software-emulator and the 486-board seems to have turned into vapor.
> Whassup? Nothing seems to be happening in the Falcon market! (yeh...
> don't tell me to do it myself). Anyway, does anyone out there have any
> news?
>
> And how about that Genlock board for the Falc?
>

We at Compu Ware spole with Compo USA yesterday and were informed that
the 486 emulator was to be available in October. The FalconGEN was I
beleive a proto-type shown at FEZaBit Germany show and likely to be and
end of year release. Don't kid yourself, the users in Europe will tell
you things are happening with the FALCON!!

2914. The Fate of Atari Computers

Newsgroup: comp.sys.atari.st
Date: 1994-08-27 04:37:37 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <eL7oRc3w165w@sys6626.bison.mb.ca>
Source record: 181458

Reading a few days back here, someone posted a message saying that they had a copy of Atari's Shareholders meeting results.
They stated that Atari had ceased production of their computer line and would not be producing any further computers than the Jaguar product.
As dealers since 1986, we have not heard any such truths to this from Atari themselves and as I last read and heard this recently was posted in June from James Grunke at Atari:

REPLYADDR RON ROBINSON @FNET 224

REPLYTO 51:1/0 FNET

From James Grunke Director, Atari Music and Audio:

. . . . . .

Dear Atari Friends,

Last Friday (June 17) at the Atari annual stockholders meeting, Sam Tramiel announced that Atari is licensing Falcon030 technology to C-LAB GmbH of Germany in order to have continued development of a pro-audio/music multimedia workstation. We are confident that the proprietary Falcon030 technology can be competitively developed with dedicated hardware and software to support the growing needs of pro-audio, broadcast, and multimedia production. C-LAB GmbH has extensive experience in developing and marketing multimedia software and pro-audio hardware. Product details and specifications will be released at a later date.

Atari will continue to manufacture and support the Falcon030 in its current configurations as the market demands. Atari is considering further computer products based on the Jaguar chip set, the worlds first and only 64-bit interactive multimedia home entertainment system.

Thank you for your support.

James Grunke Director, Atari Music and Audio

Please note that they say, Atari will continue to produce the Falcon in the 1 and 4Meg Ram configuration with and without hard drive, whatever is available at time of production. There has been demand on the Atari TT as well and as far we know it will also remain in production due to demand. Please cast your fears aside that Atari no longer wishes support to us, but rather encourage and wish them success with any product that makes them profitable again! Perhaps in the future will see the Atari 64 BIT Computer.

regards,

Eva Crouse @ Compu Ware

2915. Re: Atari WWW Pages

Newsgroup: comp.sys.atari.st
Date: 1994-08-27 05:36:19 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <33mjcj$9kt@mailer.fsu.edu>
Source record: 181455

M. Abdulkareem (mabdul@viking.dvc.edu) wrote:
> Pardon me for asking this, but I keep seeing http:/<pathname> for WWW, now
> what EXACTLY does that mean and how do I get to it from the tcsh prompt?

That is a URL (Universal Resource Locator). Perhaps the most common www
client is Mosaic. In it, one would click on the "open" button, then
input the URL, then click "open" and it would magically happen. I'm not
sure about command line clients, but look around for URL in the man page.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2916. Re: Archon Clone

Newsgroup: comp.sys.atari.st
Date: 1994-08-27 06:00:18 UTC
From: frank@theshack.demon.co.uk
Message-ID: <777967218snz@theshack.demon.co.uk>
Source record: 181401

In article <13426VAQYCFWXCDLFPK@sterbbs.nl>
Frits_Van_Den_Akker@sterbbs.nl writes:

> I know it's on STF's coverdisk this month (#62). I didn't manage to
> unpack it. The menu program didn't unpack the .PRG file and when I
> did so "by hand" a file was missing. I could find what file.
> Maybe Frank knows wether it's my faulth or STF's. (Frank are you
> reading this?)

I am ;-) I managed to unpack the Medieval Chess archive and play it
without a problem - possibly you have a bad disk? Anyway, I'll extract
and re-pack the full game archive and post it on a.a.u.e this weekend.
Anyone else come across this problem?

> I can't ftp yet, so I can't do it for you.

As I say, I'll do it ;->

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

2917. ACC PRG. ..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-08-27 07:19:12 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <778143900.16@mettav.exnet>
Source record: 181414

It was none other than Roger Sheppard. that wrote on 22 Aug 94 that ,
RS> **** ACC 1.4 PRG ****
RS> Some one last week I think posted a article, and included in it was a
RS> mention
RS> of ACC 1.4 PRG...??
RS> Is there such a version, if so were do I find it...??

no there isn't (AFAIK) and it was me ,that accidently misvalued the version
number (should have read V1.3) . But I sent you a reply Email on this ???

////
Graham Irvine
grin.mettav.exnet.com

* Origin: Graham's 32Mhz Falcon030 PowerPoint (100:1011/0.8)

2918. In search of Document reading program

Newsgroup: comp.sys.atari.st
Date: 1994-08-27 07:40:54 UTC
From: tim@perth.DIALix.oz.au
Message-ID: <33mqm6$pp6$1@perth.dialix.oz.au>
Source record: 181452

I am looking for a program for my 1040 that will read normal text files and as well have an interface where you can type in words and they will be spoken.

Any help would be appreciated.

P.S. Please mail me.

tim@Perth.DIALix.oz.au | Don't tell me how hard you work,
Tim Middleton | tell me how much you get done!

2919. Re: Archive Efficiency Improvement

Newsgroup: comp.sys.atari.st
Date: 1994-08-27 08:17:11 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cv6ppn.Gqt@westminster.ac.uk>
Source record: 181453

John Collis (john@albemuth.equinox.gen.nz) wrote:

: One possible solution that I have seen on other sites, is to compress
: *.TOS files again with gzip so you get program.tos.gz as the file name.
: This isn't elegant, but should work.

: BTW this isn't a flame, (I find hensa quite a nice site for the way I get
: things) just a hopefully helpful suggestion.

I am sorry if my replies regarding hensa, make it seem as though I
think people are flaming me....I do apologise....I do not take any
suggestions as flames. Instead I think about them, before replying.

The method you have suggested is a good one. I will consider it in the
future, when I get TOS programs, for the main section. The difficulty
is that in the /tools directory, I have modified the archives...so that
they have a .TOS extender, instead of the one they came with. This was
to make it easier for first time users and such to just download the
programs, and then easily unpack them.

The archivers in this /tools directory, are also to be found in the
main archive section...with their native extenders....all apart from
LHARC 3.10, which comes with a .TOS extender. What I have done here, is
to simple change the final .TOS with a .LZH, which can then be
extracted with LHARC, or simply changed to .TOS when downloaded, and
unpacked that way.

Thanks for all your suggestions....I always look forward to receiving
them.

Regards
Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2920. Re: ST Review - gone!

Newsgroup: comp.sys.atari.st
Date: 1994-08-27 08:38:58 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <Cv6qpF.Cru@beaver.cs.washington.edu>
Source record: 181456

You can't compare TGIF and MGIF to Speed of Light because when SOL draws the image, it is doing many things IN REAL TIME while it draws:

- Scaling to any pixel, width and height!
- Converting original palette mappings to the new palette (i.e. less colors)
- Dithering

So, you can give up all these features for speed, but you lose functionality. SOL draws slowly, but when you consider all it is doing in realtime, it's like comparing a cramped racing car to a luxury car.

There are great advantages to realtime processing. For one, you don't have to re-load the image everytime you change some little thing. Second, you can see your changes immediately (no lengthy precalculation). I'm thinking particularly of scaling here.

I do admit, Turbo GIF is VERY fast in decompressing, and passes Speed of Light in the record books for GIF. Just wait for version 3.7, the GIF routines have had some working over, but it will be hard to get any faster than TGIF...well done! Does TGIF use the DSP?

Well anyway, I think my basic point here, is that functionality AND speed wins over speed alone. I think this has been demonstrated with the success of that SLOW but useful GEMview. One has to consider what is going on before you compare things. Decompression is a valid comparison, but drawing is not.

-Stuart Denman

2921. Re: MIDI Sample-dump program?

Newsgroup: comp.sys.atari.st
Date: 1994-08-27 10:21:52 UTC
From: Gordie Meyer <biblinski@delphi.com>
Message-ID: <ZQ+Td5w.biblinski@delphi.com>
Source record: 181454

Ted Lyngmo asked about MIDI sample dump programs...

Carl Lofgren is writing a series of dump utility programs called the Dumpmen. The first two versions released are for the Kawai K1/K1m and the Kawai K4/K4r synthesizers. He plans other versions in the future. For more information, contact him at carl@proxxi.uf.se. He's also working on other MIDI utility programs, and may be able to help you with your needs.

--Gordie Meyer
biblinski@delphi.com

2922. Atari 520STFM and SC1224 FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1994-08-27 12:47:41 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <33ncld$sb3@ucsbuxa.ucsb.edu>
Source record: 181457

I have a 520STFM (internal power supply, internal single sided disk drive) for sale. It includes the mouse.

I also have an SC1224 color monitor for sale. It's the superior JVC model.

Both items are in excellent condition.

I'd like around $50 for the ST and $75 for the monitor. Shipping will be extra.

6500dtpt@ucsbuxa.ucsb.edu
David Tipton

2923. Re: ST Review - gone!

Newsgroup: comp.sys.atari.st
Date: 1994-08-27 14:36:01 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <33nj0h$gnm@nyheter.chalmers.se>
Source record: 181460

In article <Cv6qpF.Cru@beaver.cs.washington.edu>,
Stuart Denman <sdenman@wolf.cs.washington.edu> wrote:
>You can't compare TGIF and MGIF to Speed of Light because when SOL draws

I think a comparison is valid, since most users probably use the programs
to simply view images. For that purpose something like TGIF is quite enough.
If on the other hand image processing is needed, I'd take MGIF any day. ;-)
Speed of Light sure does the best job for ST-low, but if we include
TGIF in the discussion, we're talking about Falcon 256 colour mode, right?

>the image, it is doing many things IN REAL TIME while it draws:
>
>- Scaling to any pixel, width and height!

I almost never use the scaling feature in MGIF (which is quite fast despite
being written in C), but I've heard from one user who'd like automatic
scaling on load. Scaling while you draw sounds like a waste of time to me.
I know you use the scaling features to do the warping at draw time, but how
often is that used anyway?

>- Converting original palette mappings to the new palette (i.e. less colors)
>- Dithering

Neither of these are very useful in 256 colour mode on a Falcon, which is
the only thing TGIF can use. MGIF can use ordered dither to display 24 bit
images in 16 or 256 colours or a 256 colour one in 16 colour mode. Naturally
this is a lot slower than drawing a GIF in 256 colour mode.

>So, you can give up all these features for speed, but you lose functionality.
>SOL draws slowly, but when you consider all it is doing in realtime, it's
>like comparing a cramped racing car to a luxury car.

In the case of MGIF you can have about the same amount of luxury and space
(although slightly different) in your F1 car by doing a short pit-stop. ;-)

>There are great advantages to realtime processing. For one, you don't have to
>re-load the image everytime you change some little thing. Second, you can
>see your changes immediately (no lengthy precalculation). I'm thinking
>particularly of scaling here.

In MGIF you can usually try out different things without reloading your
image, since it can use dual buffers. It does need twice the space, though.
As is shown in the table below, you can actually do a few reloads if you
want to, without getting worse total performance than SoL 3.5.

>I do admit, Turbo GIF is VERY fast in decompressing, and passes Speed of
>Light in the record books for GIF. Just wait for version 3.7, the GIF routines

>have had some working over, but it will be hard to get any faster than
>TGIF...well done! Does TGIF use the DSP?

The latest MGIF was about 10-15% faster than TGIF 1.2 on decoding the
640x480 GIF in the table below... :-)
Decode times were: MGIF 1.8, TGIF 2.0, SoL more than 5.

TGIF 1.2 does not use the DSP. Is TGIF 1.3 faster?

>Well anyway, I think my basic point here, is that functionality AND speed
>wins over speed alone. I think this has been demonstrated with the success

Agreed, but I don't think doing a lot of things while drawing is a good idea.
Still, as long as people register SoL you can do whatever you like. For those
who don't like or need the real-time stuff, MGIF can be had for free.
The sources to MGIF are always available to use in other FreeWare programs,
so some day they might be used in a program with the same philosophy as SoL.

If someone is working on a desktop background program, please contact me. The
GIF loading speed of the last one I tried was absolutely horrible.

>of that SLOW but useful GEMview. One has to consider what is going on
>before you compare things. Decompression is a valid comparison, but
>drawing is not.

When the drawing can be done 5-6 times faster, I think it can be compared.
Wouldn't it be nice to draw a 640x480x256 image in about 0.6 seconds? I've
not seen any other program on the Falcon come close to that. I wonder how
fast it would be on a TT...

A small table comparing the speed of TGIF 1.2, MGIF 4.4(94-08-26) and
Speed of Light 3.5 for my favourite GIFs follow below.

- All tests were run in the normal 640x480x256 VGA mode of the Falcon.
- The files were located on my Falcons internal IDE drive and were not
fragmented.
- Timings were done by me, using my wrist-watch, so they are probably not
accurate to more than 0.1-0.2 seconds.
- For TGIF the timer was started right after the start up text was written.
For MGIF and SoL when the return key was pressed in the file open dialog.
- The timer was stopped when the image was completely drawn to the screen.

Since SoL can not display the image immediately after load (AFAIK), I
pressed enter to display the image as soon as was possible. Please, feel
free to discount a second for my reaction time. ;-)

Size (bytes) Size (pixels) Time to load and display SoL TGIF MGIF
252988 602x475 17.4 4.6 3.2
197632 640x480 16.3 4.8 3.3
150528 640x400 15.4 4.1 2.9
5446 640x512 8.7 3.8 2.6

Now, if you wanted to take a look at a few GIFs, what program would you use?

Note, that all the images were displayed in 256 colour mode on the Falcon,
so all the palette trickery and dithering of SoL was unused. The pictures
looked the same on screen for all three programs.
All the sizes were such that no scaling was really needed, which is the case
with the vast majority of GIFs in my experience.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

2924. Re: Gif & Jpg viewer

Newsgroup: comp.sys.atari.st
Date: 1994-08-27 15:34:46 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <33nmem$gtj@nyheter.chalmers.se>
Source record: 181461

In article <940825Z173140.652dbrewood@nest.demon.co.uk>,
Daron Brewood <dbrewood@nest.demon.co.uk> wrote:
>In article <33e0lh$fl2@nyheter.chalmers.se>
> d8klojo@dtek.chalmers.se "Johan Klockars" writes:
>
>> It screws up the screen totally on my Falcon with BlowUP030 Hard II.
>
>Works perfectly on my Falcon without any problems at all.

I can get it to run if I don't use BlowUP030. If I start it from my normal
1008x608x16 mode, it screws everything up. The image is drawn, but it's
impossible to see what it looks like. I think it's the line width that is
mangled.
Perhaps TGIF 1.3 has fixed this problem.

>Does MGIF support colour these days then I thought it was mono only? If it

MGIF has had support for colour for about a year now, but no new versions
have been released.

>does do colour can you advise a site and directory it may be ftp'ed from?

Since there's only a beta version available right now, it's not been put on
any ftp site. I'll mail it to anyone that wants it, though.

I'm thinking of putting it on my SS20 at work. Since I want to keep track of
who's got the beta release, however, I need to find an ftp that can log
accesses. Perhaps it would be easier to set up some kind of email-site.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

2925. Re: Gif & Jpg viewer

Newsgroup: comp.sys.atari.st
Date: 1994-08-27 15:56:45 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <33nnnt$gvg@nyheter.chalmers.se>
Source record: 181462

Please, send email if you want to try the latest mgif. There is no need
to waste bandwidth. Besides, I might forget about you otherwise.
The questions that might be of public interest are answered below. I'll mail
you about the rest shortly.

In article <33lg97$6ue@ugle.unit.no>,
Erling Henanger <erlingh@nova.pvv.unit.no> wrote:
>- so lets see how it will work with memory-protection enabled :-)

I've run mgif with virtual memory as well as under MultiTOS with memory
protection. I don't think anything important has changed since.

>You probably don't support the new iconify calls and stuff, but if you

As I said before, mgif now has a GUI with menu and dialogs. I did not mention
windows for the simple reason that there is only one (progress report) so
far. I intend to switch to the excellent gem++ library for the next version,
so I don't want too much code to rewrite.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

2926. SoL vs TGIF vs MGIF, was Re: ST Review - gone!

Newsgroup: comp.sys.atari.st
Date: 1994-08-27 16:08:35 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <33noe3$h1f@nyheter.chalmers.se>
Source record: 181463

Replying to your own message is not a Good Thing(TM), but I just realized that the thread subject of the messages by Stuart Denman and me was a tiny bit off the mark. ;-)

By the way, I took another look at SoL and found the 'display after load' switch. The timings for SoL should probably all be 0.5-1.0 seconds lower. Sorry about that.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

2927. OVFIX1.PRG

Newsgroup: comp.sys.atari.st
Date: 1994-08-27 16:13:06 UTC
From: jimd@mugwump
Message-ID: <33nomi$n3k@oak.oakland.edu>
Source record: 181464

```
Will anyone who thnks they know who wrote OVDFIX1.PRG please respond
in any convenient way?
```

2928. Re: HELP - Stacy HD :(

Newsgroup: comp.sys.atari.st
Date: 1994-08-27 16:33:44 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9408271545.AA02477@ilmen.lanl.gov>
Source record: 181465

In article hv8@cxc1.cl.msu.edu, molin@cxc1.cl.msu.edu (Michael Olin) writes:
>bobbro@delphi.com writes:
>
>>Hope that gets you going again.
>
>Geeeesh! No longer at Atari and _STILL_ helping Atarians!

Like I said before to 'certain' folk who don't seem to appreciate such
things, Bob Brodie was (and is) an Atari USER first and foremost.

Thanks for being there for us, Bob. Good luck in your new job!

-Hutch- @ Fair Dinkum Tech

2929. Re: In search of Document reading program

Newsgroup: comp.sys.atari.st
Date: 1994-08-27 17:13:29 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <33ns7p$c56@mailer.fsu.edu>
Source record: 181466

Tim Middleton (tim@perth.DIALix.oz.au) wrote:
> I am looking for a program for my 1040 that will read normal text files
> and as well have an interface where you can type in words and they will
> be spoken.

Try Board Mouth or Smooth Talker. Both are on atari.archive.umich.edu in
the (freshly created) /Sound/Speech directory.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2930. Re: Atari WWW Pages

Newsgroup: comp.sys.atari.st
Date: 1994-08-27 17:47:41 UTC
From: ehood@convex.com
Message-ID: <33nu7t$6bt@imagine.convex.com>
Source record: 181467

In article <33mcvl$qdr@viking.dvc.edu>,
M. Abdulkareem <mabdul@viking.dvc.edu> wrote:
>Pardon me for asking this, but I keep seeing http:/<pathname> for WWW, now
>what EXACTLY does that mean and how do I get to it from the tcsh prompt?
>
>Command me: www
>WWW Alert: Can't access document.
>
>WWW can't open http:/info.cern.ch .. etc.
----------^ Need another /

Try http://info.cern.ch/

Check out the FAQ on WWW that is posted periodically in the following
newsgroups:

comp.infosystems.www.misc
comp.infosystems.www.providers
comp.infosystems.www.users
news.answers

It should give you the information you need to get started.

--ewh

2931. "ST Review" post supposed to be GIF&JPG viewers

Newsgroup: comp.sys.atari.st
Date: 1994-08-27 19:12:16 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <Cv7K0w.LpD@beaver.cs.washington.edu>
Source record: 181469

Followup was to the wrong article, sorry.

2932. GIF & JPEG Viewers

Newsgroup: comp.sys.atari.st
Date: 1994-08-27 19:15:22 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <Cv7K63.Lr6@beaver.cs.washington.edu>
Source record: 181470

This is what I posted under ST Review - gone! subject, whoops:

Stuart Denman (sdenman@wolf.cs.washington.edu) wrote:
: You can't compare TGIF and MGIF to Speed of Light because when SOL draws
: the image, it is doing many things IN REAL TIME while it draws:

: - Scaling to any pixel, width and height!
: - Converting original palette mappings to the new palette (i.e. less colors)
: - Dithering

: So, you can give up all these features for speed, but you lose functionality.
: SOL draws slowly, but when you consider all it is doing in realtime, it's
: like comparing a cramped racing car to a luxury car.

: There are great advantages to realtime processing. For one, you don't have to
: re-load the image everytime you change some little thing. Second, you can
: see your changes immediately (no lengthy precalculation). I'm thinking
: particularly of scaling here.

: I do admit, Turbo GIF is VERY fast in decompressing, and passes Speed of
: Light in the record books for GIF. Just wait for version 3.7, the GIF routines
: have had some working over, but it will be hard to get any faster than
: TGIF...well done! Does TGIF use the DSP?

: Well anyway, I think my basic point here, is that functionality AND speed
: wins over speed alone. I think this has been demonstrated with the success
: of that SLOW but useful GEMview. One has to consider what is going on
: before you compare things. Decompression is a valid comparison, but
: drawing is not.

: -Stuart Denman

2933. whats the going price???

Newsgroup: comp.sys.atari.st
Date: 1994-08-27 21:16:00 UTC
From: pdwill@thales.nmia.com
Message-ID: <Cv7pqo.87p@thales.nmia.com>
Source record: 181472

Hello
Was wondering what is the going price for a 1040st no manuals no o.s.
or a 1040st with a monitor but no manuals or anything. e-mail or post.
tks
phillip

2934. I have one.

Newsgroup: comp.sys.atari.st
Date: 1994-08-27 21:33:25 UTC
From: sanders@sci.kun.nl
Message-ID: <Cv7qJq.8GM@sci.kun.nl>
Source record: 181473

I have one. I have one! I HAVE ONE! *I HAVE ONE!!!*

Sorry.

Sander SToks,
New owner of Falcon030/4. Proud of it, too!
--

```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}}
```

2935. Turbo C to Pure C?

Newsgroup: comp.sys.atari.st
Date: 1994-08-27 21:36:17 UTC
From: sanders@sci.kun.nl
Message-ID: <Cv7qoI.8HH@sci.kun.nl>
Source record: 181474

Hello,

Does anybody know if a Turbo C 2.0 package can be upgraded to Pure C?
And at what cost? Do I *want* to upgrade to Pure C? (I got myself a
Falcon lately, and am interested in Falcon-specific programming)

Can Application Systems Heidelberg (those're the guys I want to speak,
right?) be contacted over the net?

Anyone?

--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}}
```

2936. Re: AUTO OVERSCAN UPGRADE...

Newsgroup: comp.sys.atari.st
Date: 1994-08-28 00:02:37 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <33ok6t$fuj@golem.wcc.govt.nz>
Source record: 181477
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <33kujo$rf3@bognor.barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
>In article <33kpj8$rf3@bognor.barclays.co.uk>, Iain@uist.rhl.barclays.co.uk (Iain Lasky) writes:
>|> In article <33kk33$oqi@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
>|> |> HELP HELP.... AUTO OVERSCAN....!!!!

>Compo UK have 3.0zg so your ahead of them! They are not expecting an update at the
>moment but said when/if it's updated, you can get the new version for a nominal fee
>ie a blank disk and return postage. The email address you should use is
>compo@cix.compulink.co.uk - that *should* get you a reply.

It looks like they only have old stock, so what gives, a friend here brought
version 3.0hi some 10 months ago from the UK....

I have tried that e-mail address, it looks like they only log on there
every month, I never got a reply...??

>|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
>+-------------+PC 486/33 8MB RAM 255MB HD 16bit Audio CDROM |
>|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
>+-------------+---+
>

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

2937. Re: GIF & JPEG Viewers

Newsgroup: comp.sys.atari.st
Date: 1994-08-28 02:00:38 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <33or46$ija@nyheter.chalmers.se>
Source record: 181478

In article <Cv7K63.Lr6@beaver.cs.washington.edu>,
Stuart Denman <sdenman@wolf.cs.washington.edu> wrote:
>This is what I posted under ST Review - gone! subject, whoops:
>
>Stuart Denman (sdenman@wolf.cs.washington.edu) wrote:
>: You can't compare TGIF and MGIF to Speed of Light because when SOL draws
etc

I followed up on the original message earlier. If anyone is interested in
a competing view on some of SD's points, please look in the 'St Review - gone!'
thread. This thread is probably the best place to continue the discussion,
though.

(I guess everyone'll get confused now. ;-)

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

2938. Comp.sys.atari.announce

Newsgroup: comp.sys.atari.st
Date: 1994-08-28 03:05:07 UTC
From: phulse2@delphi.com
Message-ID: <xu0StLz.phulse2@delphi.com>
Source record: 181479

I remember reading (and voting) for a new newsgroup some months back, I believe was to be called 'Comp.sys.atari.announce'. Well, now when I attempt to access this newsgroup, I can't find it.

Am I using the wrong name? Thanks!

2939. Re: whats the going price???

Newsgroup: comp.sys.atari.st
Date: 1994-08-28 04:44:19 UTC
From: Ansy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <5S3z1rz.mindbomb_bbs@delphi.com>
Source record: 181481

Philip D. Williams <pdwill@thales.nmia.com> writes:

>Was wondering what is the going price for a 1040st no manuals no o.s.
>or a 1040st with a monitor but no manuals or anything. e-mail or post.

Its probably around $100... all come with O/S in rom these days, although
most users replace the gui with a desktop replacement.

If your looking to move into the market, I'd reccommend at least an ST*e*.
probably the same price if you look hard enough, and a cool little machine!

Andy

2940. MIDI Maze sched. change

Newsgroup: comp.sys.atari.st
Date: 1994-08-28 04:59:28 UTC
From: Nick.Soracco@mindkeep.wmeonlin.sacbbx.com
Message-ID: <511_9408290237@wmeonlin.sacbbx.com>
Source record: 181442

```
**************************************************************************
NOTICE!! INCOMING MESSAGE FROM MIDIMAZE H.Q.
**************************************************************************

NOTE: THE MAZE HAS BEEN PUSHED BACK 1 DAY TO AUGUST 28TH.. CALL 916-392-9382
FOR MORE INFO. ASK FOR DAVE..
--
: Fidonet: Nick Soracco 1:203/1657 .. speaking for only myself.
: Internet: Nick.Soracco@mindkeep.wmeonlin.sacbbx.com
```

2941. Flight Simulator for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1994-08-28 05:32:08 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <778143900.17@mettav.exnet>
Source record: 181417

```
It was none other than Volker Tries that wrote on 24 Aug 94 that ,
VT> I'm lookin' for a Flight Simulator with instrumental equipment
VT> (VOR/DME, ADF, Atitude Inicator, etc.) and som sectional charts for
VT> navigation.
VT> Can anybode of you recommend a specific product?

A320 Airbus ,without a doubt is what you are wanting. (Published by Thalion)

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (100:1011/0.8)
```

2942. Re: Flight Simulator for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1994-08-28 05:40:34 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <778143900.18@mettav.exnet>
Source record: 181409

It was none other than Mickey Boyd that wrote on 24 Aug 94 that ,
MB> Flight Simulator II is probably the most technically accurate flight
MB> sim available for the ST (for small unarmed aircraft, at least :-).

A320 Airbus is a much more recent addition and IMHO more accurate sim.
Heaviest box i've ever purchased BTW ,possibly because of they give you
genuine pilots navigation/beacon maps with it along with loads of techy stuff
.... for 'serious pilots types' only though ,this is one mean beast to land on
manual :-)

MB> numerous data disks for it (even an adventure game of sorts, where
MB> one flys over "clues" to the next destination - this is on the Hawaii
MB> data disk I believe). Hope that helps.

A320 is(or was until recently) still being supported on the Atari ,with a
recent US addition to the European original.

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (100:1011/0.8)

2943. Re: Atari bombs

Newsgroup: comp.sys.atari.st
Date: 1994-08-28 07:37:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <2e604d18@ct.se>
Source record: 181496

In a strange ;-) little msg YANN CLEROUX wrote:

YC> I used to use my Atari ST everyday.... I'm now hooked on my IBM
YC> compatibles (running a BBS off of them).
YC>
YC> Anyways, I have 1 question to ask you ST users: Aren't you sick of
YC> seeing those damn little black bombs everytime the computer freezes???

Aren't you sick and tired of waiting 4 minutes for Windows to start up.?

Grtz Jesper Kock,SysOp on -*- Kockens BBS -*- +4646250256,V32"

2944. Re: In search of Document reading program

Newsgroup: comp.sys.atari.st
Date: 1994-08-28 07:41:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <2e604edf@ct.se>
Source record: 181495

In a strange ;-) little msg Mickey Boyd wrote:

MB> From: boyd@gauss.math.fsu.edu (Mickey Boyd)
MB>
MB> Tim Middleton (tim@perth.DIALix.oz.au) wrote:
>> I am looking for a program for my 1040 that will read normal text files
>> and as well have an interface where you can type in words and they will
>> be spoken.
MB>
MB> Try Board Mouth or Smooth Talker. Both are on atari.archive.umich.edu
MB> in the (freshly created) /Sound/Speech directory.
MB>

Or DL the file READVOIC.LZH from my BBS.

With this program you can load any textfile,and then it will be read
by a synthetic computer voice.

Grtz from Sweden:

```
_____________________________________________________________________
/______ | \
|( ST ) jesper.kock@kockens.ct.se | "To boldly go were no |
| |____| | man has gone before" |
|< oo > WiZZard on -*-Kockens BBS-*-| |
| |\__/| | - Kirk |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

2945. Help regarding Atari 800 :)

Newsgroup: comp.sys.atari.st
Date: 1994-08-28 07:51:00 UTC
From: semi0073@ube.ubalt.edu
Message-ID: <1994Aug28.025100.1@ube.ubalt.edu>
Source record: 181484

Help - does anyone know of anyway to convert Atari 800 word processing
files to an IBM compatible file format ?
Thanks

iable file fto conv na

2946. Re: MicroSoft Word Capatibility

Newsgroup: comp.sys.atari.st
Date: 1994-08-28 08:54:05 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <33pjbd$a8p@brachio.zrz.TU-Berlin.DE>
Source record: 181482

In article <33kkh7$8pk@zippo.uwasa.fi> roymcp@freeport.uwasa.fi
(Roy McPartland) writes:

>Ermm... I know MS Word 2 and Word 6 can save in a format called Microsoft
>Rich Text Format. Several ST word processors can inport this standard. I
>know Marcel V2 can. This is shareware and can be found at
>atari.archive.umich.edu in a directory something like Applications/wordproc.
>
>I believe that Protext (no idea what version) can also import the RTF format.

Other wordprocessors that support RTF are Papyrus, Script 3.5, and Tempus Word,
though papyrus has the most complete one (that's not only my opinion :-).
None supports tables or pictures AFAIK, and only Papyrus handles font sizes right.
However, no guarantees for importing into MS WOrd (exporting from it works usually
fine since it's mostly the readers responsibility). When I tried importing into MS
WOrd 5 on a Mac, it screwed up Umlauts and most of the paragraph formatting,
though the RTF (exported from Papyrus) is correcty imported by other programs.
Considering Microsaft invented RTF... I guess it's another marketing decision
to implement RTF badly, for if it worked well, people might actually start using
other WP's.

/--\
Christian Nieber	Television: A medium.
email chris@buran.fb10.tu-berlin.de	So called because it is
R.O.M. Logicware, the Home of Papyrus	neither rare nor well done.
Raschdorffstr. 99, 13409 Berlin	
Tel. ++49/30/492 41 27, FAX 491 93 67	Ernie Kovacs

2947. Re: Archive Efficiency Improvement

Newsgroup: comp.sys.atari.st
Date: 1994-08-28 09:16:48 UTC
From: daveh@netcom.com
Message-ID: <davehCv8n40.8K2@netcom.com>
Source record: 181483

James E. Baumgardner II (jbaumgar@bronze.coil.com) wrote:
: In article <davehCv25wo.GCA@netcom.com>,
: Dave Halliday <daveh@netcom.com> wrote:
: >So what if it wasts space, we have just purchased a 9Gig disk and it
: >was less than $2500 disk space is cheap these days and for the
: >redundancy and ease of access I think it is worth every penny.

: There are plenty of quality PD Atari files that AREN'T on the net. And
: as it stands now, there is not enough room for them on all the archives.

: You've missed the point. Is there a need for every site to have their
: own personal copies of the files? Absolutely not. A filesystem like AFS
: or NFS would be just as effective and save a great deal of space on the
: net.

: Sure, space is cheap, but let's use our space wisely. As a good friend
: of mine says, "There is only one kind of drive: too small."

I think you are missing my point, the problem is not space, we both
agree that is cheap. The problem is bandwidth, with WWW trafic and so
on going through the roof there is a need to minimise the distance
data has to travel. It is well known that the trans atlantic fat pipe
and other links just arn't fat enough. I bet the entire of a.a.u.e
would fit on <1 gig so having 9 copies arround the world would cost
$3,500 but saves tens of thousands in network traffic and machine
load. You seem to assume that because here in the US there is a great
DARPA funded network backbone that is true for the rest of the world,
this is not true.

Dave.

2948. Re: whats the going price???

Newsgroup: comp.sys.atari.st
Date: 1994-08-28 12:02:04 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <33pubs$rim@msuinfo.cl.msu.edu>
Source record: 181485

In article <5S3z1rz.mindbomb_bbs@delphi.com>, Ansy Maccallum
<mindbomb_bbs@delphi.com> writes:
>Philip D. Williams <pdwill@thales.nmia.com> writes:
>
>>Was wondering what is the going price for a 1040st no manuals no o.s.
>>or a 1040st with a monitor but no manuals or anything. e-mail or post.
>
>
>Its probably around $100... all come with O/S in rom these days, although
>most users replace the gui with a desktop replacement.

I don't know about a 1040ST w/o the O.S., but most computer stores I've
talked to sell the 1040STfm (internal DSDD drive, TOS 1.02) for about
$140-$160. Add about $70-$100 for a used monitor. On the open market, of
course, the 1040 I describe can be had for about $120 (maybe with some
software), or possibly less.

>If your looking to move into the market, I'd reccommend at least an ST*e*.
>probably the same price if you look hard enough, and a cool little machine!

I agree with this. A MegaSTE or better yet a TT030 or Falcon030 would be
even better, but then they're also a lot more. :-)

>Andy

Regards,
Tom
hopper_t@msupa.pa.msu.edu

2949. UMAX scanners on TT - has anyone tried it?

Newsgroup: comp.sys.atari.st
Date: 1994-08-28 12:35:40 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.2552.2E60849C@dhhalden.no>
Source record: 181486

I am looking to buy a scanner for my TT and the first thought was to get a Microtek II scanner, since this has support via the MT-Scan package or one of the HP ScanJet II series of scanners which have excellent (or so I've heard) support from most German packages (I am waiting for DA's Picture to arrive). Now, I got a good offer on an UMAX scanner which is superior to the Microtek I was looking into, but I don't know if it's supported or not by DA's Picture or any other piece of software.

If anyone knows, could you please drop me a line?

Best,

Jon

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman

2950. Postscript Previewer?

Newsgroup: comp.sys.atari.st
Date: 1994-08-28 14:30:25 UTC
From: etlgyve@etlxd30.ericsson.se
Message-ID: <1994Aug28.143025.1246@ericsson.se>
Source record: 181487

Hi,

Is there such a thing as a postscript previewer for the ST, if so,
where can I get it?

Thanks in advance

Gary

2951. Re: Fujilogo POV-script Wanted!

Newsgroup: comp.sys.atari.st
Date: 1994-08-28 16:07:20 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.ryshGCURMLI@semprini.waterloo-rdp.on.ca>
Source record: 181350

In <2e5a8de6@ct.se>, Mikke Mattsson writes:
> Hia Y'all!
>
> I am searching for a really good Raytraced Atari fuji-logo.
>
> If anybody has got a Fujilogo POV-script, then It would be greately appreciated
> if I could recieve a copy of it.

Warwick whipped one of these up in a few minutes one day; looked pretty
good! Maybe if we all whine nicely, he'll post it again... ;-)

--
------------------==----------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2952. Re: Flight Simulator for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1994-08-28 16:34:10 UTC
From: Colin.Campbell@mettav.exnet.com
Message-ID: <778213450.0@mettav.exnet>
Source record: 181304

Graham bibbled on 28 Aug 94 to Mickey...

MB>> Flight Simulator II is probably the most technically accurate flight
MB>> sim available for the ST (for small unarmed aircraft, at least :-).
>
> A320 Airbus is a much more recent addition and IMHO more accurate
> sim. Heaviest box i've ever purchased BTW ,possibly because of they
> give you genuine pilots navigation/beacon maps with it along with loads
> of techy stuff .... for 'serious pilots types' only though ,this is one
> mean beast to land on manual :-)

And don't forget to put fuel in the tanks before taking off!! :) Yes, it's
___that___ accurate!

Col

Gabber system: Col@Bibble.Mettav.exnet.com

* Origin: ~~ Col's Burblings... ~~ (100:101/12.4)

2953. Re: ST Review - gone!

Newsgroup: comp.sys.atari.st
Date: 1994-08-28 16:35:38 UTC
From: Colin.Campbell@mettav.exnet.com
Message-ID: <778213450.1@mettav.exnet>
Source record: 181305

Frank bibbled on 26 Aug 94 to All...

>> It's not the first by any means. There was a UK mag that came out
>> about the same time but only lasted about 8 issues, plus ST World
>> (much missed). I think there was also a 'The One' for the ST too.
>
> Which 8-issue one are you referring to Iain? The disk-based STampede?
> Do you remember the old 'ST Update', which was eventually incorporated
> into ST User?

STampede was a bit of a swiz! I only bought it because it said "Free Kickoff II inside!!" :))

Col.

* Origin: ~~ Col's Burblings... ~~ (100:101/12.4)

2954. Re: Creator for Mac?

Newsgroup: comp.sys.atari.st
Date: 1994-08-28 17:16:59 UTC
From: ken@isgtec.com
Message-ID: <Cv99CC.y9@isgtec.com>
Source record: 181488

In article <36f3df79.ecc1.1587@mtonne12.trashcan.escape.de>,
FELIX ARNDT <MASTER_FX@trashcan.escape.de> wrote:
>K> The Mac Notator is called Notator Logic, and I think it's also available
>K> for Falcon and maybe even ST. [..]
>
>Correct!
>Only the "Notator Logic Audio" version is limited
>to the falcon, due to the hardware difference.

Sorry, that's totally wrong. Notator Logic Audio does run on the Mac,
but requires extra hardware for direct-disk recording. Trust me, I'm
looking at the brochure in front of me. I quote, "Logic Audio (Mac)
is also the first digital audio sequencer to support Digidesign's Session 8
hard disk recording system for the Macintosh, including full automation
(EQ, Volume, Panning and more) of all 8 digital audio tracks". Also,
"All of Digidesign's Mac-based recording systems - from Audiomedia II up
to ProTools - are completely compatible with Logic Audio and the Digital
Factory, giving you up to 16 simultaneous digital audio tracks within the
sequencing program, in addition to Logic's outstanding MIDI capabilities."
It also works with the Alesis ADAT recorder.

So, check your info before you post.
- kn

--
* <- tribble -*-*-*-*-*- <- tribble kabob

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

2955. Re: MIDI Sample-dump program?

Newsgroup: comp.sys.atari.st
Date: 1994-08-28 17:57:02 UTC
From: vicb@clark.edu
Message-ID: <33qj5e$5g0@clark.edu>
Source record: 181489

Not sure if this is what the original poster was asking about, but if you're using a Roland S-10 to take samples and want them transferred to an ST(e) via the MIDI ports, Anthony Watson of Mountain Software has written a program to do it that is quite friendly and easy to use. It's called S-10 Converter, and I think it is freeware. If it isn't already, I'll see if I can get it uploaded to a.a.u.e. and any other sites I can think of, or you can get it on Genie (S10?????.??? or S_10?????.???) or by emailing Mr. Watson at a.watson6@genie.geis.com.

2956. NeST & AtariNet Piracy??

Newsgroup: comp.sys.atari.st
Date: 1994-08-28 18:08:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2e60e0c4@ct.se>
Source record: 181404

In a message of 26 Aug 94 08:46:46, Daron Brewood wrote:

DB> Shortly you may see mail posted from Rickard Troedsson concerning software
DB> accusations of rife piracy going on in NeST and AtariNet.

After this message Daron, I do not have to post that list. You have clearly showed yourself here that you are VERY afraid of seing logfiles from the old Sarcastic Existence - where you downloaded no less than 40 commercial pieces of software in two days, posted here.

If AtariNet cared, you wouldn't be able to put "AtariNet Europe" in your .sig. That NeST doesn't care we all know - you are the creator and supervisor.

I have no reason to continue this, from the biginning PRIVATE, discussion in this newsgroup, and I want everyone to know that it was brought up here by Daron Brewood.

(As for the list, they know who they are. I would advice them to stop their activities if they want to be able to continue using their Atari. Myself I've switched to the PC-platform, which is *VASTLY* superiour to the Atari.)

```
+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+--------- SysOp on SECOM - 760 users / 26 countries - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - NeST Sucks! +
+ SYNC -------- Opinions expressed are those of my employee! --------+
```

2957. chameleon.acc questions

Newsgroup: comp.sys.atari.st
Date: 1994-08-28 19:07:12 UTC
From: nicole@seas.smu.edu
Message-ID: <1994Aug28.190712.3931@seas.smu.edu>
Source record: 181490

My recently purchased used st system includes an acc called The Chameleon, but no docs. It seems to allow me to put some other inactive acc in its place, but I don't know how to then deactivate that acc, or even if I should be able to. (If I can't, what's the point?)

Thanks to anyone who can fill me in or send me the doc/txt for Chameleon.

2958. systems for sale

Newsgroup: comp.sys.atari.st
Date: 1994-08-28 22:53:09 UTC
From: pdwill@thales.nmia.com
Message-ID: <Cv9owM.1B@thales.nmia.com>
Source record: 181491

Hello
Well I got 18 Atari 1040ST with the color monitor for sale. I'm asking
75.00 for each plus shipping or 1200.00 for the lot and I will pay
shipping. These units were for a speech school who switch to 486's.
All units include the cables but no manuals or o.s. (is it GEM?). You can
reach me thru e-mail or call 505-877-1605. If you are overseas I am +7 GMT
(?).lets talk.

phillip

2959. Re: chameleon.acc questions

Newsgroup: comp.sys.atari.st
Date: 1994-08-28 23:48:16 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <33r7o0$hpp@msuinfo.cl.msu.edu>
Source record: 181492

In article <1994Aug28.190712.3931@seas.smu.edu>, nicole@seas.smu.edu (Nicole Martin) writes:
>My recently purchased used st system includes an acc called The
>Chameleon, but no docs. It seems to allow me to put some other
>inactive acc in its place, but I don't know how to then deactivate
>that acc, or even if I should be able to. (If I can't, what's the
>point?)

The Chameleon v1.19 by K.Isakovic does indeed allow you to load and unload any one accessory at a time. To unload an accessory (it has a little arrow pointing at it), just hold down <Alt>+<Shift> while clicking on the desk accessory (in the "Desk" menu). Some few accessories won't unload, and a even fewer will cause the system to crash (I've noticed this with CLI ACC's). This won't harm your system, however. You can even run more than one Chameleon at a time (just make a copy of Chameleon with a slightly different name), and while one chameleon takes about 5kb, the others will take less, since they share memory. There is also a customization program for Chameleon (CHMLCUST.PRG, or something) which you should be able to find online. I don't remember what it does, but it might have to do with running more than one chameleon at a time.

Just experiment with it to see what works and what doesn't; you're not likely to do any damage.

Regards,
Tom
hopper_t@msupa.pa.msu.edu

2960. Re: Accelerators -> smoke and fire..?

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 00:17:20 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EH3UFFWJ@ttgk.textlitho.nl>
Source record: 181497

In <1994Aug26.222020.1408@abo.fi> Tommi Hietavuo TKKK wrote :

>1) Is the original 68030 a 16 MHz version or faster (as ST-Computer magazine
>suspected)? So: is it safe to accelerate it to 32 (or even 40) MHz without
>heat sinks, extra fans, etc - or at all..? Experiences?

See below:

>2) Followup to previous subject: does anyone own a German DDD Screen Resolution
>Card..? That thing accelerates F-030 up to 40 MHz (with original CPU), and
>(more important, I think..) raises the bus speed from 16 to 20 MHz. It
>accelerates DSP and FPU as well, if so wanted. It seems to be a high-end
>graphics enhancer, too (even better than Blow-Up, SB2, etc. ?): e.g. 1024 x 768
>/ 70 hz NI, 800x600x256 70 hz, and so on.
>This little miracle isn't expensive at all - but does it really WORK..?

I recently installed a 40 MHz upgrade kit into a Falcon of a friend of
mine, the manual stated that the producers installed the set in many
Falcons without problems but there was a slight chance it wouldn't work as
they could not guarantee the processor keeping up with 40 MHz..
Well, in my case it could not, The machine refused to boot up after
carefull installing the three black boxes. The manual stated if the set
didn't work you could send it back and get a 32 MHz version which should
work always. After examening the black boxes one of them proved to be a 40
MHz oscillator and I removed this one and connected the wire which went out
of this box (carrying the 40 MHz clock signal) to the 32 MHz oscillator of
the DSP and voila, the Falcon ran fine at 32 MHz. Further examening proved
that the modification box for the serial chips (keyboard and Midi) didn't
need the box as it only suppiled those chips with a steady 8 MHz and by
using 32 MHz as master clock, the original lines could be used so I
resoldered the disconnected pins back to the circuit board. By going back
to 32 MHz the Blow-Up part doesn't work anymore so no improved graphics..
The machine is now running for a couple of weeks without problems, no extra
heat seems to be generated so I suspect Atari was just going on the safe
side by using only 16 MHz, the processor is handling it well..

>3) Why doesn't CONNER 340 MB SCSI-drive (new model) autoboot connected to
>Falcon..? A friend of mine wonders that; his previous Quantum LPS 105 worked
>without problems... Otherwise everything OK - but no autoboot, no matter how
>he formats the drive. HDX and ICD Pro Tools have been tested - but I
>personally suspect that there is a hardware problem in new Conner drives
>(connected to Ataris..) ? That's because I myself couldn't get a Conner 1.3 GB
>drive to work reliably with Atari TT (Hewlett Packard finally did the job..).
>So, what's the problem with Conners? Parity? Any help possible?

Maybe the drive is a SCSI-2 and the Falcon's bus only looks like a SCSI-2 but in fact is just SCSI-1. The drive will start up in SCSI-2 mode and doesn't properly respond to the Falcon's boot commands. It probably switches to SCSI-1 after getting the commands but then it's already too late... Solution ? Mount a small 2,5" IDE drive internal and use it for booting up..... :-)

>4) You who have "real" accelerators (w. Fast-RAM, 68040, etc..): will there be
>compatibility problems? How about games (e.g. does Backwards quit working?) ?

After installing the kit, the Falcon can be switched back to it's native 16 MHz with a switch. But only if the 32 MHz kit is mounted, after installing the 40 MHz version, you can not even use ordinary monitors any more !! By speeding up the video system, all frequencies are 'upgraded', TV's and old RGB monitors can be going up in smoke!!! Even VGA monitors aren't safe to use anymore, only SVGA and multisyncs, all of this is not mentioned in the advertisings, but the first page of the manual warns about it...

If you would like to speed up your Falcon go for the 32 MHz kit, performance is almost up to TT speed, only memory access is still a little slower (no FAST RAM).

>5) Geoff Crammond somewhere: please, make a ST/Falcon (!) conversion of your
>forthcoming Formula One Grand Prix 2 simulation..! ;-)

And for the TT of course... :-)

Gert

--

-- --
Atari TT-Point
-- --

2961. Re: Huge RGB "monitor" on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 00:48:10 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EH3UFFWP@ttgk.textlitho.nl>
Source record: 181498

In <33jog7$g96@darkstar.UCSC.EDU> Rowland Baker wrote :

>There is this big-screen TV-like thing that I found at my local junk-shop.
>It's probably 48 inches at least and is selling for only $199.
>The catch is that it doesn't have a TV tuner built-in.

My goodness, that's 122 centimeters !!! This hardly can be a picture tube
is it ?

>1) How good would it be as a monitor for a Jaguar or Falcon?
> i.e. would there be any way to go beyond 640 * 400 interlaced on it,
> because that would be awfully foul indeed on such a screen (for work,
> of course $-)).

If you have bad eye sight it probably is usable :-)
You will have to get the specs of this beast and check if it can handle 15
kHz Horizontal and 50/60 Hz Vertical sync.

>2) Just because it doesn't have a Tuner, I could still use it as a Television
> via RGB cables from my VCR / Cable Box....right?

You can use it as a TV only if it can handle the above freqencies, then
you will need a Composite Video (CVBS) to RGB converter too, most VCR and
TV's don't have RGB output.

>So should I get it? What kind of adaptor would I have to put together to
>get it to run with a Falcon (it uses 3 seperate R/G/B in ports, I believe).

If it has 3 (probably 5) separate inputs, you will have to construct a cable
(or buy a 17"/21" monitor cable) that has seperated outputs for all these
signals, all signals ARE available at the monitor output, so it could be
possible.

For $199 you can always turn it into a very large aquarium... (for expensive
tropical fish...)

Good luck,

Gert
--

-- --
Atari TT-Point
-- --

2962. Re: The Fate of Atari Computers

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 01:57:16 UTC
From: daryl@wizard.adept.ih.att.com
Message-ID: <DARYL.94Aug28205716@wizard.adept.ih.att.com>
Source record: 181494

In article <eL7oRc3w165w@sys6626.bison.mb.ca> redhead@sys6626.bison.mb.ca (eva crouse) writes:

Reading a few days back here, someone posted a message saying that they had a copy of Atari's Shareholders meeting results.
They stated that Atari had ceased production of their computer line and would not be producing any further computers than the Jaguar product.

You are probably referring to my posting. (Did you get your facts straight?) I QUOTED the annual report. You are correct. It did not say Atari had ceased production of the Falcon and neither did I.

It used words about the Falcon such as sales "not expected to be material in the future" It also said they had written off the ST and TT due to being "technologically obsolete." (And as one follow up said, it would sure be nice to have some of that obsolesence!)

I am a long time dedicated Atari owner and have no plans to replace or get rid of my very useful STe, but I do not have a good feeling about the future of the >current< Atari line of computers. I almost bought a Falcon but know that Don Bahr of Compu-Seller West (Chicagoland) has been flooded out of existence, that is unlikely. Of course, I wouldn't mind being proven wrong... :-)

Daryl Monge AT&T Bell Labs
EMAIL: daryl@adept.att.com VOICE: 708-713-4696
GEnie: D.MONGE
PAPER: IX Rm 1M-315 2000 N. Naperville Rd. Naperville, Il. 60566

2963. GIF & JPEG viewers

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 02:06:41 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <Cv9xvK.6xr@beaver.cs.washington.edu>
Source record: 181493

Gee Wiz, Johan, I wasn't attacking MGIF, so why do you attack SOL?

Those times you gave were not fair because they make things look bad for this reason...SOL must go through many processes to do the different things it does. Without these processes, you cannot do all this stuff. Drawing the image in SOL takes a lot of time. Sure I could just blit the thing directly from decompression buffers to the screen and get your 3.5 seconds, but then you couldn't do ANYTHING with the image! Maybe you just "view" images everytime, but I think most users (I know a lot who do) like to scale the images while they are viewing them to get exactly what they want.

I'll let users choose. Also, you didn't compare speeds on NOVA cards, etc, only Falcon 256 color modes. What about ST-Low? SOL draws about 1000% faster on the Nova cards than on Atari video modes. Does MGIF even work on the NOVA cards? Anyway, I hate arguing about this stuff, so just forget it Johan.

-Stuart

2964. Re: NeST & AtariNet Piracy??

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 02:46:02 UTC
From: frank@theshack.demon.co.uk
Message-ID: <778128362snz@theshack.demon.co.uk>
Source record: 181403

In article <940826Z064646.156dbrewood@nest.demon.co.uk>
dbrewood@nest.demon.co.uk "Daron Brewood" writes:

> Shortly you may see mail posted from Rickard Troedsson concerning software
> accusations of rife piracy going on in NeST and AtariNet.

This of course being the same Rickard Troedsson who was recently caught
with a ripped-off copy of RatQWK by that program's author, David
Blanchard? That gives you an idea of the kind of guy he is :>

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

2965. Re: Calamus Font????

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 02:47:18 UTC
From: frank@theshack.demon.co.uk
Message-ID: <778128438snz@theshack.demon.co.uk>
Source record: 181402

In article <Cv62tq.5rL@usa.net> ross@cscns.com "Frederick Matzen" writes:

> Glenda MOON (s9205525@otto) wrote:
>
> : : In issue 60 (july) of ST FORMAT, on page 42, there was a tutorial about
> : : using DA VECTOR PRO. What I would like to know, does anybody have an
> : : idea what the name of the Calamus font is that is being used?????
> : : For those who havnt seen that issue, the only way I can describe the
> : : font is that it is oozing blood. It reminds me a bit of the MUNSTERS

The author of that review, Dug Armstrong, is active on our BBS - I'll
ask him for you and post a reply in here.

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

2966. Re: GIF & JPEG viewers

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 04:36:23 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <CvA4t2.8Ay@beaver.cs.washington.edu>
Source record: 181500

I just downloaded MGIF from ftp.cs.ruu.nl and did some tests. This was a 640x480x256 GIF image. I timed how long it took from loading to drawing end. This was on a Falcon030 in monochrome using flickering to increase the "shades." This is with SOL 3.7 (working in monochrome.)

SOL: MGIF:
9 sec 38 sec

What's the deal with this? Both are dithering and flickering?
I figure this is because MGIF did some processing before displaying the image. In Falcon 256 it sounds like MGIF doesn't do ANY processing (like you said, it isn't needed!?!?) but SOL does LOTS of processing. It just depends on what you like. If you like a scaled-down viewer, go with MGIF. If you want features and flexibility, go with SOL or GEMview.

bye,

Stuart

2967. Chronos Scheduler - Help

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 04:37:08 UTC
From: mbmccabe@bronze.coil.com
Message-ID: <33rolk$g8b@bronze.coil.com>
Source record: 181499

I am lookinpg for good appointment/scheduling software. I have
tried cal63 and deskpac from a.a.u.e. cal63 is passable -- I am looking
for something more than this.
Chronos appears to be much more robust and GEM-standard, but also
appears to be availabe only in German.
Is there anyone with an English conversion out there?

Can anyone suggest another application which may fit the bill?

Thanks!

--
"The reasonable man adapts himself to the world; the unreasonable one
persists in trying to adapt the world to himself. Therefore all progress
depends on the unreasonable man." -- George Bernard Shaw
-=-=-=-=- Matt McCabe -=-=-=-=-=-=-=- mbmccabe@bronze.coil.com -=-=-=-=-

2968. MX15F monitor troubles...

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 06:32:36 UTC
From: jbaumgar@bronze.coil.com
Message-ID: <33rve4$hoj@bronze.coil.com>
Source record: 181405
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a rather strange problem with my Mag Innovision MX15F monitor.
My display likes to slowly drift to the left, one pixel at a time, until
it finally reaches as far as the monitor will go. It appears as if it is
actually affecting the buttons on the front, because the monitor acts as
if H-PHASE (5) had actually been pressed.

There are two ways to fix this problem: 1) phase the display completely
to the left and then correct it with BLOWUP. This creates an undesirable
output. 2) keep the h-size (7) at a bare minimum. This takes about 2"
off of my 15" monitor, another undesirable thing.

Anyone have any ideas what's causing this, or does anyone have the number
of Mag Innovision so I could call them? It's not in the manual.

Thanks!

--
Jim Baumgardner (jbaumgar@bronze.coil.com)
"Would you _please_ stop clicking my head?"

2969. Calligrapher Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 06:38:34 UTC
From: grillo@olivea.ATC.Olivetti.Com
Message-ID: <33rvpa$3so@olivea.ATC.Olivetti.Com>
Source record: 181406

Hi there,

Do you know if there are some PD fonts for calligrapher ?

Calligrapher is able to use vector fonts:, Could it use the Calamus
or Pagestream fonts ? If not do you have any hints'n tips to convert
them ?

Ciao
Savino

2970. chameleon Vs gemar

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 07:08:17 UTC
From: daveh@netcom.com
Message-ID: <davehCvABtu.9y8@netcom.com>
Source record: 181418

Ok I am having trouble getting Gemar (the tape backup program) to work with Chameleon (the accessory loader).

When Chameleon is resident Gemar does not display any text either in the shareware message screen or the directory listing screens (which is much more of a problem). A secondry problem is that Gemar bombs with two boms on exit when Chameleon is present.

I find this very odd since I have never had any trouble with chameleon in the past. Does anyone have any ideas? I am using a Mega ST, Tos 1.4

Thanks,

Dave.

2971. Tape Backup SW

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 07:15:35 UTC
From: daveh@netcom.com
Message-ID: <davehCvAC60.AC8@netcom.com>
Source record: 181419

I am still having trouble finding a reliable way to use my new tape drive. Gemar seems not to get along with my setup and I can't work out how to get the tapebios/gtar combination to read or write to my tape (even though tapetest works fine.) gtar seems to expect a /dev/mnt which of course does not exist under standard Tos.

What do fellow netters think of Diamond Back? Can it perform the following:

o Backup non tos partitions (Mac GCR for now minix in the future.)?
o Can it read/write unix tar files that my sun at work can read/write?
o Can it perform incremental dumps and tars?
o Can it undertand my Wangtek 5150ES drive?

If so how much does it cost? And is there a demo on the net?

Thanks,

Dave.

2972. Game Wanted...

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 08:06:53 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <33s4ut$6di@golem.wcc.govt.nz>
Source record: 181421
Cross-posted to: comp.sys.atari.st,rec.games.video.atari

Where can I get a copy of the game called KILLING CLOUD..??

Is there a shop that still has a copy or do you or a friend
have a copy to sell...?

If you do can you Please e-mail me...

Thanks........

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

2973. Re: GIF & JPEG viewers

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 08:42:52 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <33s72c$plq@nyheter.chalmers.se>
Source record: 181420

In article <Cv9xvK.6xr@beaver.cs.washington.edu>,
Stuart Denman <sdenman@wolf.cs.washington.edu> wrote:
>Gee Wiz, Johan, I wasn't attacking MGIF, so why do you attack SOL?

I'm sorry if you took my message as an attack on SoL. That was certainly
not my intention. SoL is a good program.
I hope this article won't look like an attack, but I feel I have to
comment on a few things.

For the record: For ST-low SoL is the better program. No contest.

>Those times you gave were not fair because they make things look bad for this
>reason...SOL must go through many processes to do the different things it does.

Yes, but in the case that message discussed (Falcon 640x480x256 mode), all
that processing is often unnecessary.

>Without these processes, you cannot do all this stuff. Drawing the image
>in SOL takes a lot of time. Sure I could just blit the thing directly from

My point was that they can be done at another time than the actual drawing
without much inconvenience in most cases. If they're needed at all.
It would of course be easy to do it this way in SoL as well, but if your
users don't want it, they don't.

>decompression buffers to the screen and get your 3.5 seconds, but then you

Well, you won't actually. It's not exactly easy to convert from the byte per
pixel format used in GIFs to the Falcons bit plane mode that fast. TGIF 1.2
does it in almost the same way as SoL and as can be seen in the timing table,
it's a lot slower.

>couldn't do ANYTHING with the image! Maybe you just "view" images everytime,
>but I think most users (I know a lot who do) like to scale the images
>while they are viewing them to get exactly what they want.

I almost never "just view" images. In fact I almost never load GIFs. What
I want is image processing power. Of that, I have more than I need in MGIF.
Regarding scaling, I've never had any requests for scaling on draw for MGIF,
but I'd add it if anyone wanted it. It would be very easy to add since the
bresenham routine for the size changes has been used for the 'off line'
scalings for more than a year. Of course it would draw a little slower, but
I'd keep the old routines as well.

>I'll let users choose. Also, you didn't compare speeds on NOVA cards, etc,

Of course the users may choose. Since MGIF is FreeWare, I can add what I want
and if noone else likes it, I'll still use it. The sources are avilable if

someone wants something I'm not willing to add. In fact I've had requests to add the kind of colour flickering you use in SoL, but I've decided not to implement that. It simply doesn't fit with what I like MGIF to be.

I'd like to get MGIF to run on all kinds of graphics cards. Unfortunately I don't know anyone who've got one. It's a bit hard to do testing by sending a lot of program updates over the net. If there is anyone would like to help out, I'm all ears.

>only Falcon 256 color modes. What about ST-Low? SOL draws about 1000% faster

I only talked about Falcon 256 colour mode in that article because of your reference to TGIF. TGIF can only use that mode.
I'd be the first to agree that SoL displays images a lot better than MGIF in ST-low.

>on the Nova cards than on Atari video modes. Does MGIF even work on the NOVA

If the NOVA cards uses chunky pixels, MGIF does not work. It might work on some graphics cards that uses the normal ST planar mode.

>cards? Anyway, I hate arguing about this stuff, so just forget it Johan.

Well, I'd like to see it as a discussion rather than an argument. But if it's only you and I who add anything to it, I guess email is better. We could of course drop it altogether, but I for one would like to know what people think about this.

If there is anyone else who has any views on the subject, please speek up.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

2974. Re: Epic on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 09:06:28 UTC
From: higgi@yeti.faveve.uni-stuttgart.de
Message-ID: <33s8ek$oet@info2.rus.uni-stuttgart.de>
Source record: 181422

bseddon@molbiol.ox.ac.uk wrote:
: I am fairly confident that it does not work, alas! Using backward, I could
: get it to recognise the '030 and load the music. It went throught the intro
: sequences (at high speed ! Looked promising) and got all the way through to
: starting the first (or any other) mission and locked up before any animation
: started (i.e. first frame). Reminds me of the lock up you get with Starglider
: as soon as you move the mouse.

Someone mentioned, that Epic does work on a Falcon WITH FPU (cause the
propgram checks for the 030 and then thinks there must also be a FPU -
like in the good old TT). Can somebody please check this?

Ciao, Heiko.

+---+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+---+

2975. Re: GIF & JPEG viewers

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 09:38:20 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <33saac$q0i@nyheter.chalmers.se>
Source record: 181423

In article <CvA4t2.8Ay@beaver.cs.washington.edu>,
Stuart Denman <sdenman@wolf.cs.washington.edu> wrote:
>I just downloaded MGIF from ftp.cs.ruu.nl and did some tests. This was a

Oh well, I guess I have to write a follow up to this as well.

>640x480x256 GIF image. I timed how long it took from loading to drawing
>end. This was on a Falcon030 in monochrome using flickering to increase
>the "shades." This is with SOL 3.7 (working in monochrome.)

I'm sure there are a lot of people who'll be happy to hear you've added
support for flicker in monochrome. How many images are you flickering?

>SOL: MGIF:
>9 sec 38 sec
>What's the deal with this? Both are dithering and flickering?

I get your point. Start of load to finished draw time was the same thing I
did in my timing table.
You "forget", though, that the case I timed, the displayed pictures were
identical (640x480x256 all colours used, no dithering, no scaling), which
they're not in this case.

If you've not done any drastical changes, SoL drew that picture with an
ordered dither matrix, right? MGIF uses Floyd-Steinberg dithering, which is
a lot slower. Did you see the quick preview image that appeared before the
F-S dithering began? That is almost directly comparable to your dither, the
only difference being that you use flicker, apparently.
I don't think an ordered dither can be done much faster than the way I use,
but of course it would be a couple of times slower if it had to draw three
screens for flicker.

By the way, MGIF 4.4 would be quite a bit faster at that example, since the
GIF loader and flicker drawing were the first things I improved in v4.3.
The following is the first three lines of 4.3 part of the MGIF history file:

* 93/07/07 4.3 Klockars - GIF decoding speeded up very much
* - more speedup due to better interlace handling
* - drawing speedup by doing F-S line by line

I don't really remember how much faster it got, but perhaps you'd like to
post the timings for MGIF 4.4? If you do, include the quick draw timing.

>I figure this is because MGIF did some processing before displaying the image.

Well, I think it does calculate a histogram, for historical reasons, but that
is all. The rest is due to the F-S dither (and the version of course). The
preview picture appeared a lot quicker, right?

>In Falcon 256 it sounds like MGIF doesn't do ANY processing (like you said,
>it isn't needed!?!?) but SOL does LOTS of processing. It just depends on

When displaying a 640x480x256 colour picture in a 640x480x256 colour mode,
I'd say you don't need to do much processing. You could scale the picture,
median filter it etc if you liked to with MGIF, but not while drawing.
What kind of processing do you think is useful in this case?

>what you like. If you like a scaled-down viewer, go with MGIF. If you want

Huh, MGIF _scaled down_? It has all the features I want, which I can't say of
anything else I've seen. If I did a GIF viewer version of MGIF it would be
more like 10-20kb than the 200+kb it is now.
The GIF load and 16/256 colour draw code are a _very_ small fraction of MGIF.
Around 400-500kb of C sources (excluding the JPEG library) do a bit more
than that! Especially since I usually don't write many comments. :-(

>features and flexibility, go with SOL or GEMview.

For flexibility maybe, but it depends on what you mean by that.

As for features:
- Can those programs do median filtering.
- Can they do general convolutions (for example the ever popular
'stone carving' effect, edge enhancement and edge detection).
- Can they do logarithmic scaling of pixel values?
- Can they process images in 24 bit colour and display them in 16/256/65536
colours?
- Can they display in Falcon true colour mode using F-S dithering?

I couldn't find any of those features in either, last time I looked.

Of course it is possible that they have features that the users want, that
are missing from MGIF, but then I'd like to hear about it.
That's why I reply to these posts.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

2976. Curses & scanw

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 09:51:06 UTC
From: ry10@rz71.rz.uni-karlsruhe.de
Message-ID: <33sb2a$37l@nz12.rz.uni-karlsruhe.de>
Source record: 181424

Hi Folks,
i have following problem:

Running MiNT 0.98 (?) on a STE with 4 MB I have installed gcc 2.5.8 and more.
In a program I am using the curses library.
Now: Each call of a scanw function doesn't work. The program doesn't crash, but
the variable in which scanw should storage the input value is empty.

Do I have an old patch level of the curses library or is there a chance on
using a "special" curses call?

Thganx in advance,

Klaus Brand.
ry10@rz.uni-karlsruhe.de

PS: Please excuse my bad English.

2977. Re: Epic on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 09:57:50 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <33sbeu$q4g@nyheter.chalmers.se>
Source record: 181425

In article <33s8ek$oet@info2.rus.uni-stuttgart.de>,
Heiko Hartmann <higgi@yeti.faveve.uni-stuttgart.de> wrote:
>
>Someone mentioned, that Epic does work on a Falcon WITH FPU (cause the
>propgram checks for the 030 and then thinks there must also be a FPU -
>like in the good old TT). Can somebody please check this?

I've got an FPU in mine, but I'm almost positive it worked just as "well"
before.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

2978. Re: Gif & Jpg viewer

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 10:37:14 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940829Z103714.086dbrewood@nest.demon.co.uk>
Source record: 181301

In article <33k606$71s@nyheter.chalmers.se>
d8klojo@dtek.chalmers.se "Johan Klockars" writes:

> Even mgif 4.2 works on the Falcon, but the new 4.4beta is _very_ much
> improved. Among lots of other things:
> - GEM interface with menu and dialogs
> - Handles images in mapped and true colour.
> - Can display both mapped and true colour images in any ST/TT/Falcon mode.
> - Reads GIF/JPEG/PPM/Targa/PI?
> - Writes GIF/PPM/Targa

Are any beta test versions of the program available at all?

--

==
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
==
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
==
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
==

2979. Re: NeST & AtariNet Piracy??

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 10:40:50 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940829Z104050.614dbrewood@nest.demon.co.uk>
Source record: 181343

In article <778128362snz@theshack.demon.co.uk>
frank@theshack.demon.co.uk "Frank Charlton" writes:

> This of course being the same Rickard Troedsson who was recently caught
> with a ripped-off copy of RatQWK by that program's author, David
> Blanchard? That gives you an idea of the kind of guy he is :>

It is indeed. The arguement ending up over him leaving NeST was originally
started concerning his conduct in the N.SUP.RATSOFT echo as well.

--


```
============================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
============================================================================
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
============================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
============================================================================
```

2980. FOR SALE: Atari ST/TT Software & Magazines : REDUCED

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 11:00:06 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <33sf3n$87j@canopus.cc.umanitoba.ca>
Source record: 181426
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
NOTE: All prices are suggested, feel free to make an offer, though I
will give first priority to those offering my asking prices.

=====================================================================
SOFTWARE
=====================================================================
Ancient Art of War in the Skies.$ 24.00 (xlent Microprose WWI strategy/sim)
Night Shift.....................$ 19.00 (cute fun Lucasfilm platform/action)
Hard Drivin.....................$ 11.00 (no docs)
Zork III........................$ 10.00
Firezone........................$ 9.00
Sherman M4......................$ 9.00
TV Sports Football..............$ 6.00

Michtron BBS....................$ 2.00 (classic bbs software, no box&docs)

=====================================================================
MAGAZINES
=====================================================================

STart magazine:
winter 86, summer 88 (no disk for either)
10/88 (v3.3) - 7/89 (v3.12)
9/89 (v4.2) - 11/89 (v4.4)
1/90 (v4.6) - 6/90 (v4.11)
the above series has disk w/each mag
*** An excellent resource for a beginner/novice! ***
--- 21 issues total + 21 disks.....$23 + shipping

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will
give first priority to those offering my asking prices. If you are
interested in any of the items, please reply via e-mail as soon as
possible. Questions are welcome. All prices are in US dollars.
Buyer pays shipping. Shipping costs are non-negotiable. Volume
discounts available.

--
<Trevor_Cordes@umanitoba.ca> $ Atari TT030 4+4MB/135 $ cds,tapes,comics,rpg,
3rd Year CompSci Honours $ SyQuest 88 & ZyXEL $ software,midi,videos,
University Of Manitoba, Canada $ *Still The Best* $ 4 SALE - E-Mail me...
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
```

2981. Re: What Companies can I buy TOS upgardes from?

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 13:04:50 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94241.090450STIRRE31@MAINE.MAINE.EDU>
Source record: 181429

Try Toad Computers. E-mail them at toad@genie.geis.com.
-scott tirrell

2982. Re: Chronos Scheduler - Help

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 13:12:09 UTC
From: biot015@wrzx13.rz.uni-wuerzburg.de
Message-ID: <33smr9$5or@winx03.informatik.uni-wuerzburg.de>
Source record: 181427

Matt McCabe (mbmccabe@bronze.coil.com) wrote:

: Chronos appears to be much more robust and GEM-standard, but also
: appears to be availabe only in German.
: Is there anyone with an English conversion out there?

I think the author offers an english version of the program too.
He is reachable by e-mail: daniel_roth@k.maus.de.

bye
Joachim

priv. e-mail joachim_schmitt@wue.maus.de

2983. Creator For Mac?

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 13:39:00 UTC
From: dan.dreibelbis@f422.n250.z1.tor250.org
Message-ID: <3210d065@f422.n250.z1.tor250.org>
Source record: 181435

KN> The Mac Notator is called Notator Logic, and I think it's also
KN> available for Falcon and maybe even ST. It was done first on
KN> Mac, and is not really an upgrade, but a total rewrite. It is
KN> a lot larger, more sophisticated, more expensive, and slower.
KN> (It would probably be unusable on a normal ST).

On Logic's being "unusable" on an ST - I've got an STe, and am beginning to use Logic with it. Although the display will slow down with certain functions, I'm finding it certainly very usable with my machine. (Though to be fair, an EMagic spokesperson said they recommend running it on at least a MegaSTe with Warp9 installed). It will run on a 1-meg ST, but EMagic definitely recommends having at least two megs and over to properly make use of it.

One of the funny things about it, though - I've seen it running on a fairly sophisticated Mac system, and it seemed even slower than what I'm running on my STe.

The current version of Logic runs at version 2, just released - it fixes a large number of bugs in the original program , and adds a number of incredible features, including the ability to print out your notation in guitar tablature. This is the version you should go for if you decide to convert. Happily, it will also load your old .SON format files from Creator or Notator and convert them to the new .LOG format; you also have the option of saving them as an SMF1 .MID file for exporting to other platforms. Also happily, EMagic offers a fairly liberal upgrade policy from older versions of Notator/Creator, even if you're switching platforms. (I upgraded to Logic from Notator Alpha last March for $299 Canadian & GST/PST - well worth it, the original upgrade was around $500; and I got a new version of Notator SL which runs with the new dongle/interface with it.)

KN> This is definitely pro high-end stuff, way beyond what most
KN> amateurs need IMO

Depends on the level of the amateur :)

Seriously, if you don't mind spending a little more time on the learning curve, Logic is definitely worth the extra trouble - I've been able to configure my MIDI system together in ways one wouldn't think possible, including setting aside specific MIDI channels for specific module instruments (you can set it up so it will automatically call up a specific piano patch from, let's say, a SoundCanvas, complete with volume levels and velocity curves). And having some neat built-in effects - like the delay line and

arpeggiator.

True, it may not be for everybody. But I enjoy having something that offers me a challenge. It'd be incredible, though, if they DID come up with a simpler version for Atari users that included some of the power for a lower price for the basic hobbyist. To be truthful, I'm hoping to put together an album of my original tunes (and some wacky re-arranged covers) someday, and if I have to go into a professional studio I wish to be covered for any eventuality.

KN> Logic is put out by Emagic, which I think is owned by Ensoniq.
KN> That's where all the programmers from C-Lab went when it broke
KN> up or whatever.

EMagic is its own company, owned by the original programmers of Notator - Ensoniq is the US distributor of its product, much in the same way that Musicware is the Canadian distributor of EMagic products. And C-Lab is apparently very much alive; word is from the last Atari stockholder's meeting that they're being given the green light to design and manufacture a MIDI workstation based around a Falcon 030 clone. Interesting news, and if they do go through with it it'll be an interesting new bit of weaponry for those of us in the Atari trenches :)

... I am Wocutus of Borg. Wesistance is futiwe. Eheheh

2984. Re: Atari bombs

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 14:20:14 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9408291332.AA02624@ilmen.lanl.gov>
Source record: 181430

In article 2e604d18@ct.se, jesper.kock@kockens.ct.se (Jesper Kock) writes:
>In a strange ;-) little msg YANN CLEROUX wrote:
>
> YC> I used to use my Atari ST everyday.... I'm now hooked on my IBM
> YC> compatibles (running a BBS off of them).
> YC>
> YC> Anyways, I have 1 question to ask you ST users: Aren't you sick of
> YC> seeing those damn little black bombs everytime the computer freezes???
>
>
>Aren't you sick and tired of waiting 4 minutes for Windows to start up.?

Hahahaha... No, but they _do_ develop a rather sick, intimate relationship
with AUTOEXEC.BAT, CONFIG.SYS and WIN.INI not to mention the mandatory use
of some third party memory manager.

"I'm sorry, sir. It doesn't matter if your PC has 64Mb of RAM,
your system's primary memory is still limited to only 640K!"

Fer sure... that's the kind of modern machine I want. Yeh, right. ;-)

'Chicago' will be a lot better, though. It can crash TWICE as fast!

-Hutch- @ Fair Dinkum Tech

2985. Re: NeST & AtariNet Piracy??

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 14:21:53 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9408291333.AA02627@ilmen.lanl.gov>
Source record: 181431

In article 778128362snz@theshack.demon.co.uk, frank@theshack.demon.co.uk (Frank Charlton) writes:
>In article <940826Z064646.156dbrewood@nest.demon.co.uk> writes:
>
>> Shortly you may see mail posted from Rickard Troedsson concerning software
>> accusations of rife piracy going on in NeST and AtariNet.
>
>This of course being the same Rickard Troedsson who was recently caught
>with a ripped-off copy of RatQWK by that program's author, David
>Blanchard? That gives you an idea of the kind of guy he is :>

AND who was caught during the IAAD pirate BBS investigation a couple of
years ago. Why am I not surprised he's still involved with this activity?

-Hutch- @ Fair Dinkum Tech

2986. Hard drive for sale

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 15:03:28 UTC
From: lannie@ins.infonet.net
Message-ID: <33stc0$lmn@insosf1.infonet.net>
Source record: 181432

I have a Maxtor 3.5" 131 meg SCSI drive for sale. It is the bare drive.
I have a case and supply that will go with it. The case is a little
used looking! :).

Best offer gets it.

Lannie Schafroth
Lannie@ins.infonet.net

2987. WANTED: Unicom or Other Communication Programs

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 15:13:13 UTC
From: lhyiin@homes.Princeton.EDU
Message-ID: <1994Aug29.151313.4675@Princeton.EDU>
Source record: 181447

Hi,

I have an Atari 1024ST. The communication program I used was Unicom.
This program was accidently deleted and no backup left. Does anyone still
have this program? If you want to sell it, I'd love to buy it from you.
Thanks.

Lih-Huah Yiin

2988. Re: Microsoft Word Capability

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 15:41:48 UTC
From: yblondeel@cc.fundp.ac.be
Message-ID: <yblondeel.42.000FB2DA@cc.fundp.ac.be>
Source record: 181428

In article <Cv3tLq.7B1@txnews.amd.com> rene@bianca.amd.com (Louis R. Castro) writes:
>From: rene@bianca.amd.com (Louis R. Castro)
>Subject: MicroSoft Word Capatibility
>Date: Thu, 25 Aug 1994 18:49:00 GMT

>Hi folks,

>I'm trying to find an ST word processor program that can read and write MS
>Word files. Is there such a thing and what is it called.

Le Redacteur (versions 3 and 4 as well as the recent Le Redacteur +) can all
read and write MS Word files. The files are in Word for DOS format and appear
to be somewhat rudimentary to me as an end-user. I can assure you that files
can be exchanged both ways but don't expect full compatibility with WinWord 6.0

Note 1:

Le Redacteur is a french word processor from ETILDE. I know that it
also exists in English but getting hold of it in the USA might be difficult.
If you wish, I can forward the ETILDE address in Toulouse.

Note 2:

Le Redacteur requires (in my opinion) a hard disk and at least 2 MB of RAM to
run in an acceptable way. I've used it on my 1040 STFm with two floppies:
this is just about feasible but not exactly comfortable.

Good luck !

Yves

____
Yves Blondeel <yblondeel@cc.fundp.ac.be> ...dissent is (of) the essence...
Keen observer of telecommunications regulation throughout Europe

Centre Technologique, Rue du Seminaire 22, B-5000 Namur, Belgium
Tel +32 81 72 51 32 Fax +32 81 72 51 28 FaxModem +32 81 72 51 65
____

2989. Re: MX15F monitor troubles...

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 18:06:52 UTC
From: contacts@mits.mdata.fi
Message-ID: <33t83s$c23@prime.mdata.fi>
Source record: 181434
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <33rve4$hoj@bronze.coil.com>,
James E. Baumgardner II <jbaumgar@bronze.coil.com> wrote:
>I have a rather strange problem with my Mag Innovision MX15F monitor.
>My display likes to slowly drift to the left, one pixel at a time, until
>it finally reaches as far as the monitor will go. It appears as if it is
>actually affecting the buttons on the front, because the monitor acts as
>if H-PHASE (5) had actually been pressed.
>
>There are two ways to fix this problem: 1) phase the display completely
>to the left and then correct it with BLOWUP. This creates an undesirable
>output. 2) keep the h-size (7) at a bare minimum. This takes about 2"
>off of my 15" monitor, another undesirable thing.
>
>Anyone have any ideas what's causing this, or does anyone have the number
>of Mag Innovision so I could call them? It's not in the manual.
>
>Thanks!
>

Hi Jim!

I have the MAG 17" MX17S Innovision, and there are no such problems with
it. I'm using Screenwonder Pro as a resolution enchancer.

If this shifting does NOT happen when BLOWUP is inactive, then replace
your software (the BLOWUP is capable of doing such harm - my Screen-
Wonder Pro started once to alter Fine Hor. Sync. setting on it's own
and the only way to get rid of it was to re-install the whole software).

If is not the the BLOWUP's fault, then I advice you to go to the shop
where you bought it and get the button electronics or membranes
replaced.

Do NOT open the monitor as it has very strong currents inside even it
is unplugged.

Hope you get it fixed!

----Pekka Saarinen

A Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/SceenwonderPro/MAG17"Multisync/DFI/CubaseAudio
CubaseScore2/6Gerbils/LotsOfMidistuff/200YearsOldBass/PfretschnerBow
---

2990. Re: Telecom programs for Atari 520ST.

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 18:08:47 UTC
From: curtis@linex.com
Message-ID: <CvB6Eo.ME5@nbn.com>
Source record: 181436

Edward Piecewicz (ed_p@delphi.com) wrote:
:
: Thanks for the info re ANSITERM, but I dislike it,. One drawback I found
: to it was that the default paths were set to a D:\ drive, and they could
: NOT be changed to either the A or B floppy drives.

One sollution to your drive selection problem can be solved on ANY
Atari by using the Universal Item Selector. Look for UIS v3.2.....

It works on my TOS 1.0 ST...

2991. Bull Electronics

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 18:26:39 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <33t98v$4u2@dux.dundee.ac.uk>
Source record: 181386

I believe thatythis company used to supply good , cheap
mono monitors?Does anyone know ther addres or phone number, and
the model of the monitors concerened?

Also Did the monitor offer grey scale, or just polain old black OR
white?

I am using an SM124 on an F030 at the moment and its pretty bad.

Rod

--
Mail from: Roderick McCall: rmccall@mcs.dundee.ac.uk

University of Dundee

2992. Turbo C to Pure C?

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 18:38:00 UTC
From: Klaus_Luelff@ms3.maus.westfalen.de
Message-ID: <199408292038.a39838@ms3.maus.de>
Source record: 181352

Sander Stoks(sanders@sci.kun.nl) 27.08.94 21:36

SS>Does anybody know if a Turbo C 2.0 package can be upgraded to Pure C?
Yes. Contact ASH for datails.

SS>Can Application Systems Heidelberg (those're the guys I want to speak,
SS>right?) be contacted over the net?
From CompuServe 100067,3712

But ASH said they will release a new Version Pure C 2.0. (This Year)

Bye Klaus

2993. Video Problems!

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 19:28:43 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <33tctb$mcr@charm.magnus.acs.ohio-state.edu>
Source record: 181437
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well, it's the season for Atari problems around here! I just recieved a call from my father who described the following problem to me;

He turned on my Sister's 520stf (2.5megs ram), and instead of the normal sreen what came up was (and I quote;-) "something that looked like a TV with bad vertical hold! So, he turned everything off, and then checked the connections, and now nothing comes on, not even the little green light. However, he says he can still hear a 'slight humm' from the monitor... I just used this monitor myself last night...

So, he tried the Color monitor, and *lo, it haseth the the same vertical problem*;

Is the ST powdered toast?
Did my sister spill coke it in?
Can Lassie save the day once again?
Or is this finally the end?

Tune in next week for the chilling conclusion!

(Any advice would be greatly appreciated!)

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"To my mind the most frightening book ever published is Lewis F. Richardson's 'Statistics of Deadly Quarrels'. You've probably never heard of it even though its relevance to the mess you're in is at least as great as that of Darwin's 'On the Origin of Species,' which you learned about in fourth grade. And that's because it's so completely terrifying only those 'experts' who are adequately armoured with preconceived contrary ideas which will enable them to disregard Richardson's work completely ever get to study it."
- Chad C. Mulligan

2994. Stuff 4 sale!

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 19:45:30 UTC
From: Colin.Campbell@mettav.exnet.com
Message-ID: <778213450.2@mettav.exnet>
Source record: 181306

Okay, offers to me on 081 292 2571 or in e-mail for the following stuff...
(highest reasonable offer gets the goods):

ST Hardware, Magazines & Stuff:

ST Applications (issues 25-43)
AT Speed C16 286 pc emulator including STE adaptor
External Disk Drive with built-in Blitz and Virus Protection.
Marpet Xtra Ram Deluxe (unpopulated)
TOS 1.4 (aka TOS 1.04) 2 chip set. (UK Roms)

"Introducing Atari ST machine code" by Pearson & Hodgson
STOS Interpreter Manual.
That's FunFace!

ST Games:

American Ice Hockey
Speedball I.P. 3D Soccer
RVF Honda Damoclese
The Killing Cloud Cyberball
Sim City Personal Nightmare ** ** = somebody
Shadowgate interested!
Blood Money Powermonger
Chaos Strikes Back F15 Strike Eagle
War in the Gulf ** Cannon Fodder **

Consoles:

Sega Megadrive + 8 games + scart lead + extra joypad

Videos:

Alien, Hellraiser, Hellbound: Hellraiser 2, Hellraiser 3: Hell on Earth

Col

Gabber system: Col@Bibble.Mettav.exnet.com

* Origin: ~~ Col's Burblings... ~~ (100:101/12.4)

2995. cps rates

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 20:32:58 UTC
From: Martin.Stacey@255-80-1.centron.com
Message-ID: <2d7_9409011747@centron.com>
Source record: 181225

replies please to mas@walusoft.centron.com

Can anybody suggest a helpfull solution to the following problem I am having ?

During my normal mail sessions to collect/deliver network mail and files with 28800 connects all goes well with frequent cps rates > 3000 in both directions.

BUT

If a user logs onto the BBS at 28800 whilst he can upload for example an asci file with an average cps rate >3700, when the same user tries to download exactly the same file the cps rate seems to reach 1700-1800 CPS and never any higher using Zmodem in both cases. Users have tried both with xyz202b.ttp and gszrz installed at the BBS end without any significant change in results.

I run the BBS on a...

4MB STFM TOS2.06 on T board (rainbow TOS is original) fitted with a T28 Mhz accelerator and a serial port modded with the CD4040 chip mod.

BBS Software used is
Tomshell
Semper V0.60
QBBS V1.12
XYZ202B.TTP although I have also tried gszrz

Any hints tips or suggestions please.
+--+
| Standard disclaimer: The views of this user are strictly his own |
| ===> Gated @ Centronics BBS [centron.com] +44-1473-273246] <=== |
+--+

2996. ***ICD HARD DRIVE PROBLEM*** HELP PLEASE!

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 20:33:37 UTC
From: peterw@io.org
Message-ID: <33tgn1$dd2@ionews.io.org>
Source record: 181438

I seem to have run into a problem with my ICD hardrive. I've got a 128 meg Quantum ELS127S installed and had it partioned into two equal partitions. It seemed to run fine for about 5-6 months, but NOW I've started getting these "data on drive E (F) may be damaged" messages along with the following appearing in the top right corner of my screen:
<Sense $7F>
I've tried re-formatting the drive using the ICD utilities disk. I'm not sure if it's working 'cause it only says "FORMATTING" on the screen for a few seconds and then goes into a GEM type screen without any pull-down menues or anything and the "bee" turns into an "arrow" so I imagine the formatting was a success (or was it?). Anyhow, the problem still exists no matter what configuration I partition it with (1,2,3,4 etc.)
Luckily there's also another smaller hard disk in the "FAST" ICD box that I've been using as a boot disk and I've been able to move the important files over to. Unfortunately I've got this 128 meg unit that's been rendered useless.
ANY SUGGESTIONS WOULD BE GREATLY APPRECIATED.

peterw@io.org

--
--
Peter Weinzettl | If all the world's a stage....
peterw@io.org | ..... I want more props

2997. Bad Address

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 20:58:45 UTC
From: ab164@yfn.ysu.edu
Message-ID: <33ti65$ln@news.ysu.edu>
Source record: 181439

```
Date: Mon Aug 29 01:05:14 1994
From: MAILER-DAEMON@curly.cc.swin.edu.au (Mail Delivery Subsystem)
Subject: Returned mail: User unknown
To: ab164@yfn.ysu.edu

----- Transcript of session follows -----
While talking to stan.xx.swin.OZ.AU:
>>> RCPT To:<h8ip021@stan.xx.swin.OZ.AU>
<<< 550 <h8ip021@stan.xx.swin.OZ.AU>... User unknown: No such file or directory
550 <h8ip021@stan.xx.swin.OZ.AU>... User unknown

----- Unsent message follows -----
Received: from YFN.YSU.EDU by curly.cc.swin.edu.au (5.65c/1.34)
id AA28142; Mon, 29 Aug 1994 04:55:38 +1000
Received: by yfn.ysu.edu id AA17327
(5.67b/IDA-1.5 for h8ip021@stan.xx.swin.OZ.AU); Sun, 28 Aug 1994 14:56:21 -0400
Date: Sun, 28 Aug 1994 14:56:21 -0400
Message-Id: <199408281856.AA17327@yfn.ysu.edu>
From: ab164@yfn.ysu.edu (tom lamparty)
To: h8ip021@stan.xx.swin.OZ.AU
Subject: Re: adSCSI micro st adapter for US$40, where ???
Reply-To: ab164@yfn.ysu.edu

I'll put your message up as E-Mail on our BBS and give him
a phone call besides. Just to make sure he collects his mail promptly!
I'll get back to you as soon as I hear back from him! Only
only thing is I am going to be out of town till Thursday night.
Might be as late as Friday till I can get you an answer!

As you can see your E-Mail address bounced! Send me another message
and include a correct E-Mail address. I'll use that instead of just
replying via mailer.

--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware
```

2998. Re: Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 22:50:04 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CvBJFH.56D@cix.compulink.co.uk>
Source record: 181441

> BJ> TTs in small numbers. Falcons are nothing. They are dead.
>
>What are you talking about , Falcon's are cheaper than TT's ,have a more rece
>TOS revision ,when upgraded to 32Mhz are as near as damn it as fast as TT's a
>have far superior sound capabilitys .... the only think the TT still holds ov
>the Falcon is 32bit RAM and graphic card expansions ...both of which cost a
>bloomin fortune !

For general purpose usage, the Falcon may beat the TT, but the TT is still
a very good machine in its own right. Also by the time you've upgraded to
32Mhz, recased the Falcon to give a seperate keyboard, added extra serial
ports etc, then the Falcon isn't really that much cheaper. If you are
prepared to buy second hand, then a TT can be *very* cost efective against
a Falcon, provided of course you are after a powerful number cruncher, and
aren't too worried about lots of pretty colours at high resolutions.

:-)

Roland.

@CiX

2999. Re: NeST & AtariNet Piracy??

Newsgroup: comp.sys.atari.st
Date: 1994-08-29 23:34:18 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EH4XAIVYUp@dksoft.ping.dk>
Source record: 181448

In <2e60e0c4@ct.se> Rickard Troedsson wrote :

>(As for the list, they know who they are. I would advice them to stop their
>activities if they want to be able to continue using their Atari. Myself I've
>switched to the PC-platform, which is *VASTLY* superiour to the Atari.)
>

I think i recall you saying the same about the Falcon.
It seems to me you're not just out to get NeST and AtariNet but the hole
atari market itself. In that case i really do understand why you got your
self a PC.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

3000. Re: Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 00:00:18 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.1Abv1d06lTE@semprini.waterloo-rdp.on.ca>
Source record: 181183

```
In <33do0d$fdu@m.ehd.hwc.ca>, BLAIR DEAN writes:
> 55000-Daryl Monge(ih1439)392 (daryl@druid.adept.ih.att.com) wrote:
> : Page 6 on Other Products, including the St, TT, XE, 2600 and 7800:
>
> : "As a result of these inventories being technologically obsolete and
> : noncompetitive, the Company has written off these inventories"
>
> If they are going to write these off, what are the chances of them
> writting a TT off in my direction? I wouldn't mind being
> "technologically obsolete." Anybody else?

Hey, I'll even pay postage and handling.

--
------------------==========================================------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth
```

3001. Re: ***ICD HARD DRIVE PROBLEM*** HELP PLEASE!

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 01:16:06 UTC
From: Ansy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <Jw5SGAe.mindbomb_bbs@delphi.com>
Source record: 181443

ZIGFREID <peterw@io.org> writes:

>I seem to have run into a problem with my ICD hardrive. I've got a 128
>meg Quantum ELS127S installed and had it partioned into two equal
>partitions. It seemed to run fine for about 5-6 months, but NOW I've
>started getting these "data on drive E (F) may be damaged" messages along
>with the following appearing in the top right corner of my screen:
><Sense $7F>

Just last week my bbs's drive started doing this, intermittently... I think
it means that your HD Mech. is on its way to the bitbucket in the sky :(

I've got all my file areas wiped (60meg) and had to salvage stuff as best
I could before it totally freaked - it still works on my 'other' computer
where I can put up with the <SENSE> errors etc. but my board is stuffed on
an old Atari 20meg hehehe, ack!

Andy

3002. Re: Migraph?(Fax Number Wanted)

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 01:19:42 UTC
From: dpj@delphi.com
Message-ID: <Jy5y+uW.dpj@delphi.com>
Source record: 181444

Peter Hopson <pmh@noddy.forestry.tas.gov.au> writes:

>Would anyone have a fax Number for Migraph?
>Thanks in advance

As a matter of fact, yes. Migraph's fax number is: (206) 838-4702.

Dana @ STReport International Online Magazine

3003. Re: Comp.sys.atari.announce

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 01:24:24 UTC
From: dpj@delphi.com
Message-ID: <BQxz2+Q.dpj@delphi.com>
Source record: 181445

<phulse2@delphi.com> writes:

>I remember reading (and voting) for a new newsgroup some months back, I
>believe was to be called 'Comp.sys.atari.announce'. Well, now when I attempt
>to access this newsgroup, I can't find it.
>
>Am I using the wrong name? Thanks!

The name is correct and the newsgroup is currently available. I have
no idea as to why you can't seem to access it.

Dana @ STReport International Online Magazine

3004. Re: Calligrapher Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 01:26:36 UTC
From: dpj@delphi.com
Message-ID: <Bw6Qe+U.dpj@delphi.com>
Source record: 181446

Savino Grillo AB <grillo@olivea.ATC.Olivetti.Com> writes:

> Do you know if there are some PD fonts for calligrapher ?

AFAIK, Calligrapher fonts are all proprietary fonts and there haven't been any that are PD. Also, I haven't seen anything that will convert Calamus or Pagestream fonts to Calligrapher format (tho it would be nice if such a program existed!).

Dana @ STReport International Online Magazine

3005. Re: Turbo C to Pure C?

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 03:18:49 UTC
From: mabdul@viking.dvc.edu
Message-ID: <33u8ep$4ms@viking.dvc.edu>
Source record: 181450

Sander Stoks asked:

How do I upgrade from Turbo C to Pure C.

In the USA you can contact Gribnif Software and ask them for an upgrade.
If you're outside the US (and I gather from your address you are), call up
ASH and ask them for your local distributor.

Also, if anyone else out there knows about the status of Pure C could you
enlighten us. Thanks.

As far as I know, there is another version due by year end that will not have
any Borland copyrights on it.. I have not been informed about features, just
the forementioned.

--
M. Abdulkareem [XAF] Diversity in computing.
cc: M.ABDULKAREE@genie.geis.com

3006. Re: GIF & JPEG viewers

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 03:24:31 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <CvBw5B.8po@beaver.cs.washington.edu>
Source record: 181449

Johan Klockars (d8klojo@dtek.chalmers.se) wrote:

: >SOL: MGIF:
: >9 sec 38 sec

: You "forget", though, that the case I timed, the displayed pictures were
: identical (640x480x256 all colours used, no dithering, no scaling), which
: they're not in this case.

B.S! The image was EXACTLY the same in both cases! Both had no scaling, etc.

: What kind of processing do you think is useful in this case?

Well, for one thing, in SOL, you can have an arbitrary colormap, so SOL goes through a complicated color matching routine. In 16 colors, it also has to reduce the colormap down, then match it. SOL also goes through post-processing palette optimization, eliminating palette entries that are un-used or are duplicated in the palette (this optimizes GIFs for saving out in less bytes if they reduce down small enough.) But the bulk of the time is taken up in drawing which maps the pixel color in the original image to the one on the screen. If I don't do this, you can't have arbitrary color maps. I like having the ability to alter colormaps easily in realtime, I suppose if I wanted to just view the image fast, I could use TGIF/MGIF without this ability.

In reference to GEMview and SOL:
: As for features:
: - Can those programs do median filtering.

No, because they use Octree and Statistical methods. These are more accurate methods than your median method (discounted by scholars!)

: - Can they do general convolutions (for example the ever popular
: 'stone carving' effect, edge enhancement and edge detection).

Not exactly, but Speed of Light has the incredibly powerful Filtering effects for 3D pixels, smooth reduction/enlargement, sharpening, and other effects. Does MGIF do Filtered Image Scaling?

: - Can they do logarithmic scaling of pixel values?

YES! In fact, Speed of Light is EVEN BETTER with its customized color tranformations. The histogram editor allows for ANY type of pixel scaling. Contrast/Washout,Log Scale,Gamma Correction, Inversion, the LIST GOES ON!

: - Can they process images in 24 bit colour and display them in 16/256/65536
: colours?

GEMview can, and SOL does this quite nicely, too! It easily handles truecolor images and reduces them down to 16/256 colors. No truecolor display yet, but you don't really need it since the 256 color display is so good. Besides, on a Falcon, I find Truecolor modes unbearably SLOW!

: - Can they display in Falcon true colour mode using F-S dithering?

GEMview can, always has!

: I couldn't find any of those features in either, last time I looked.

LOOK AGAIN!

Lets not list all the features, or we'd go on forever! There are many features in Speed of Light and GEMView that MGIF is INCAPABLE OF!

This discussion is just become a frickin' advertisement!

-Stuart Denman

3007. ST USER

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 03:38:02 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <33u9iq$j07@golem.wcc.govt.nz>
Source record: 181302

Can some one tell the Last copy of ST-USER that was published,
a friend here get it and does not wan't to look for a mag that is no
longer out...

Thanks..........

____
|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3008. A.A. Gopher Problems..

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 03:41:15 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <33u9or$j07@golem.wcc.govt.nz>
Source record: 181303

*** ATARI ARCHIVE ***

Does any one know what is wrong with Atari Archive, I can no longer
Gopher to it, this is in the last 2-3 days...??

Thanks..........

____
|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3009. Connecticut Atari Fest Reports wanted

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 06:29:42 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <33ujkm$nb1@usenet.INS.CWRU.Edu>
Source record: 181307

```
The CAIN newsletter would like to publish anyone's reports from the
recent Connecticut Show...

Please address any reports to "aa338@po.cwru.edu"

Thank-you...
-Mark Leair
CAIN Publisher
aa338@po.cwru.edu
--
```

3010. FS: Atari Master Tracks Pro sequencer

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 06:30:22 UTC
From: mcwilliams@wmich.edu
Message-ID: <1994Aug30.023022.20952@wmichgw>
Source record: 181317

Master Tracks Pro sequencer for the Atari ST. Will run on TOS 1.0 and
up. 64 tracks, linear, has song overview window, piano edit window, controller
data edit windows, Instrument list window (like a track sheet).
This sequencer is very clean, straightforward, and easy to learn. It's
great because the user interface is so easy to get used to and should please
beginners, most mid-level and advanced sequencer gurus. (Ok, so it's not
Cubase or Logic).
Complete with manual. Paid $300 a couple of years ago, asking $75
(includes shipping & COD cost).

Please reply to MCWILLIAMS@WMICH.EDU

3011. Connecting a second Harddisk

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 06:56:53 UTC
From: tletsch@sky.itr.ch
Message-ID: <33ul7l$l61@sky.itr.ch>
Source record: 181308

I got an old SH205 harddisk, which I would like to use just as a backup-device
for the orginal SH205 on my Mega ST 4.

- How do I have to set the DIP switches on both of the harddisks.
- Is it possible to to connect the second harddisk to the first, partitioning
the second and than on the desktop just announce some new drives.
(The point is, that I don't want anything to change, reinstall etc. on the
first harddisk.)

I would appreciate any pointers.

Thanks in advance,
Thomas tletsch@itr.ch

3012. Jeff Minter...

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 08:17:21 UTC
From: etlgyve@etlxd30.ericsson.se
Message-ID: <1994Aug30.081721.16737@ericsson.se>
Source record: 181309

Hi,

Does anyone know where I can get hold of an ST version of Jeff Minters
'Gridrunner'... I feel a pang of nostalgia... those were the days...
'Good' games in 3.5K (Vic-20) *SIGH*.

Thanks in advance

Gary

3013. Re: Comp.sys.atari.announce

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 08:43:54 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <CvCAx7.M8F@bbc.co.uk>
Source record: 181310

```
dpj@delphi.com wrote:
: <phulse2@delphi.com> writes:
:
: >I remember reading ( and voting ) for a new newsgroup some months back, I
: >believe was to be called 'Comp.sys.atari.announce'. Well, now when I attempt
: >to access this newsgroup, I can't find it.
: >
: >Am I using the wrong name? Thanks!
:
: The name is correct and the newsgroup is currently available. I have
: no idea as to why you can't seem to access it.
:
: Dana @ STReport International Online Magazine

Try 'comp.sys.atari.announce' ... I don't believe that the 'C' is upper case

-David White
--
------------------------------------------------------------------------
One STFM and gone up ||| FALCON 030
david.white@rd.eng.bbc.co.uk |||
# STANDARD DISCLAIMER # / | \
------------------------------------------------------------------------
```

3014. Re: AUTO OVERSCAN UPGRADE...

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 08:50:55 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <33urtf$64n@bognor.barclays.co.uk>
Source record: 181311
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <33ok6t$fuj@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
|> I have tried that e-mail address, it looks like they only log on there
|> every month, I never got a reply...??
Try again, they log on daily AFAIK.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 8MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3015. Re: Help regarding Atari 800 :)

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 08:51:41 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <33urut$64n@bognor.barclays.co.uk>
Source record: 181312

```
In article <1994Aug28.025100.1@ube.ubalt.edu>, semi0073@ube.ubalt.edu writes:
|> Help - does anyone know of anyway to convert Atari 800 word processing
|> files to an IBM compatible file format ?
|> Thanks
a) Try comp.sys.atari.8bit
b) Which word processor? - there are several for the 8bit.
--
+-------------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 8MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------+
```

3016. Re: ST User - gone! (was: Re: ST Review - gone!)

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 08:53:40 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <33us2k$64n@bognor.barclays.co.uk>
Source record: 181313

In article <778143900.12@mettav.exnet>, Spencer.Davies@mettav.exnet.com (Spencer Davies) writes:

```
|> "L> From: ilaskey@cix.compulink.co.uk ("Iain Laskey")
|> "L> Organization: Compulink Information eXchange
|> "L> Message-ID: <CuuF19.JG6@cix.compulink.co.uk>
|> "L>
|> "L> Vic just confirmed that ST User has folded. Some of the staff writers
|> "L> will move over to STR which is continuing.
|> I am just glad that what happened with ST World didn't happen to ST Review ie.
|> it was combined into the one publication (read: killed off).
|>
|> Even though ST User wasn't that good it is a shame to see it go, just another
|> sign of the current market conditions.
|>
|> Need to ask yourself what the next one will be (ST Format or ST
|> Applications?)
ST Format along with it's sister titles, is up for sale......

--
+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 8MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------+
```

3017. Re: ST USER

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 08:55:20 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <33us5o$64n@bognor.barclays.co.uk>
Source record: 181314

In article <33u9iq$j07@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
|> Can some one tell the Last copy of ST-USER that was published,
|> a friend here get it and does not wan't to look for a mag that is no
The last issue will be the December one so there are a few more to go. The Septemeber one was out about a week ago.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 8MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3018. Re: Jeff Minter...

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 08:56:26 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <33us7q$64n@bognor.barclays.co.uk>
Source record: 181315

In article <1994Aug30.081721.16737@ericsson.se>, etlgyve@etlxd30.ericsson.se (G.Vance) writes:
|>
|> Hi,
|>
|> Does anyone know where I can get hold of an ST version of Jeff Minters
|> 'Gridrunner'... I feel a pang of nostalgia... those were the days...
|> 'Good' games in 3.5K (Vic-20) *SIGH*.
ST Gridrunner is awesomely good. Ask Jeff at yak@cix.compulink.co.uk - it may even be PD now. Not sure though.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 8MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3019. Re: Tape Backup SW

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 08:57:00 UTC
From: Steffen_Engel@pe2.maus.de
Message-ID: <199408301057.a53831@pe2.maus.de>
Source record: 181378

Hi Dave,

DH>I am still having trouble finding a reliable way to use my new tape
DH>drive. Gemar seems not to get along with my setup
What's the problem?

Teh WANGTEK 5150 should work with GEMAR fine, and I do not know of any
problems with GEMAR and several setups.

So, which version of GEMAR do you use (2.20 and 2.21 at the moment) and
what happens using GEMAR?

Bye, Steffen

3020. The Truth about MGIF 4.4 WAS: GIF & JPEG Viewers

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 09:15:37 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <CvCCEH.F16@beaver.cs.washington.edu>
Source record: 181316

OK, I've looked over MGIF 4.4 beta, and here's what I think (as discussed before, MGIF vs. Speed of Light, GEMview, etc.) Comments on MGIF's features with comparison of SOL to MGIF.

- All items under the "point" menu can be EASILY done with the histogram editor in SOL 3.x. Contrast, inverse, brighten, darken, log, threshold, etc. Everthing! PLUS, SOL's histogram editor is much more customizable and flexible. You aren't fixed to specific features like in MGIF.

- Still NOT GOOD COLOR SUPPORT! Sure, you can load in 256 color GIFs and display them on your 256 color falcon, but if you want to use any of the image processing features, you have to switch to greyscale, otherwise you get a garbled grey output (with color). If you switch to 24 bit, only a small number of the features work in color. Most produce a greyscale output and can take up to a minute for a small 640x400x256 GIF on a 16Mhz Falcon030. None of the functions seem to work with mapped images! Now you see why Speed of Light does all that processing...it's for handling mapped images with all it's features! MGIF can't even do this, so why compare them, Johan?

- I could only get the thing to zoom *2 or /2. There is a scale feature, but if your image goes off the screen...tough luck. There is no scrolling so you can't see the rest of the image!

- Rotation is nice, can do it in integral degrees. I personally would never use anything but 90 deg. anyway.

- Sheer? How boring. Warping in SOL is incredibly more powerful!

- Oil effect is cool. Blur can be easily done in SOL by scaling any Standard filter in width. SOL can use many different filters for different blurring effects, MGIF uses only one. Median has no measurable effect except to blur the image slightly. You were talking like this way a great feature of MGIF?!?!

- Convolutions are neat. Some of these effects can be had in SOL using filters, but these are pixel-dependent effects and do not work with a scaled image like Filtered Scaling does in SOL 3.x. MGIFs convolutions have a lot of edge detection stuff, that looks neat, but really has no use unless you can incorporate it into a robotic eye or something? Would any multimedia or desktop publishers ever use this? Again, I could only get a greyscale output with these, even in 24-bit mode.

- I can't combine any of these features! I can't use convolutions and brighten at the same time!

- Only one loaded image at a time in MGIF.

- Drawing is faster than SOL, but that is expected because all MGIF is doing is converting from the stored image to bit-plane format. SOL does lots of other operations (neccessary for scaling, color transformations/mapping, etc.) while drawing!

- GIF loading is very fast in MGIF, but other things? Forget it.

All tests on Falcon030 16Mhz 640x480x256 graphics mode using Speed of Light 3.7 and MGIF 4.4b

JPEG LOADING WITHOUT DSP:
Fixed palette F-S dithering/mapped output, 640x480 Truecolor, same image! BTW Johan, you can only use ordered dithering because you are not registered. Perhaps you'd like to contribute to my shareware efforts. Timing from load, uncompress, to completed display.

SOL: 30 sec MGIF: 45 sec (ouch! Even with "fast drawing!")

JPEG LOADING WITH SOME DSP CODE HELP:
Same parameters, same image.

SOL: 11 sec MGIF: 45 sec (N/A, no DSP)

GIF LOADING:
800x600x256 Image. Loading+uncompressing+display time.
Removed time SOL takes for palette optimization and other preprocessing that MGIF does not do (hence its lack of mapped image features.) MGIF draws very quickly, but again, it does no mapping, scaling, or histogram transformations while drawing. There is no way to remove these calculations from SOL's drawing time below. Note that all these calculations were left in SOL's times listed above.

SOL: 9 sec MGIF: 4 sec

(I don't know how you got 17 seconds in your post, Johan)

GIF SAVING:
640x480 64 color GIF Image.

SOL: 8 sec. MGIF: 22 sec. (ouch!)

Output file size was 3K less with SOL than with MGIF.

Frankly, I'm releaved. By the way you were talking, I thought MGIF would pose quite a competion to SOL in the image processing world (being free and all.) After seeing MGIF, I realize that you just can't compare the two. Obviously you've spent a lot of time trying to beat SOL's record for GIF loading (and you've done it!) and less time developing a good user-interface and well-rounded features. I hope this puts to rest any questions you may have had about MGIFs features versus SOL.

Perhaps now Dieter FiebelKorn or anyone else would like to point out to Johan the features that GEMview in fact includes that Johan said it did not. I have done so with SOL already. Obviously Johan does not read the manuals of the programs he uses before assuming what features they have or don't have.

I hope I have given everyone another point of view (although I will admit slightly biased) on MGIFs new features and use. I'm curious as to what other people think, as there hasn't been much response aside from just our author-biased public discussion.

Have fun!

As always, feel free to Email questions, comments, and suggestions for Speed of Light to me directly. That's the best way I can find out what users really want in SOL.

Stuart Denman
StuSoft
sdenman@cs.washington.edu

3021. BlowUP vs Screenblaster

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 09:51:15 UTC
From: sanders@sci.kun.nl
Message-ID: <CvCE1F.56D@sci.kun.nl>
Source record: 181318

Hi,

My question is very simple. Should I buy a BlowUP or a
Screenblaster? Thus far I came up with only a few (dis)advantages of
both devices, of which the most important are:

Screenblaster:

+ Better supported in The Netherlands
+ Often comes with cheap NVDI package
- A bit more expensive

BlowUP:

+ Authors can be contacted via the net (very nice!)
- I'd have to buy it in Germany, which isn't a very big problem for
me.

Could some kind soul tell me what's the difference (again) between the
I and II versions? Screenblaster II is out, too. I don't have a
monitor yet, and I intend to wait with that until I'm sure I get the
perfect match 'BlowUP / monitor' (or Screenblaster, of course).

If the author(s) of BlowUP read this, please email me. I consider
them as *the* experts on monitors. If I want to spend, say, DM900 as
a *max*, what would be my best buy? 15", I presume... If anyone else
has something he/she wishes to share with me, don't hesitate! I'ts
quite a big expense for me, so I want to do it right.

P.S. For the authors of BlowUP: You can mail me in German, if you
like. I will answer in English, if you don't mind, because the errors
would certainly annoy you as hell. I can read it though.

Thanks in advance,

--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

3022. Re: What Companies can I buy TOS upgardes from?

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 09:55:38 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <33uvmq$mod@golem.wcc.govt.nz>
Source record: 181319

In article <94241.090450STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>Try Toad Computers. E-mail them at toad@genie.geis.com.
>-scott tirrell

And CodeHead, they even do USA/French and English versions of TOS 2.06,
and the German TOS upgrade board...

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3023. Re: Microsoft Word Capability

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 12:52:26 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94242.085226STIRRE31@MAINE.MAINE.EDU>
Source record: 181320

Le Redacteur (sp?) is available in the United States from
A & D Software. Their e-mail address is: st-informer@genie.
geis.com. Hope this helps.
Another option to use with Word for Windows is to save files
as *.RTF files. This would allow them to be read by Atariworks
as well as Marcel. a shareware editor.
-scott tirrell

3024. Re: Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 12:57:21 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94242.085721STIRRE31@MAINE.MAINE.EDU>
Source record: 181321

Toad Computers listed TTs as priced between $1200-$1500 in their
catalog. Now I do not what configurations this price range includes
but these prices aren't much higher than the $1300 Falcon.
Sorry for the trivial information! Both machines are great IMO.
-scott tirrell

3025. A couple of unrelated questions

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 13:44:51 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94242.094451STIRRE31@MAINE.MAINE.EDU>
Source record: 181324

Here goes: does anyone know the e-mail address of Wizztronics?
Also, are there any good Tempest clones that run on the Atari
Falcon? Thanks!
-scott tirrell
-stirre31@maine.maine.edu

3026. Re: GIF & JPEG viewers

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 13:45:44 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <33vd68$7m6@nyheter.chalmers.se>
Source record: 181322

I hope I've not written anything that must be countered in this article, so
that we can now drop the subject unless there is someone else who has
anything to add.

In article <CvBw5B.8po@beaver.cs.washington.edu>,
Stuart Denman <sdenman@wolf.cs.washington.edu> wrote:
>Johan Klockars (d8klojo@dtek.chalmers.se) wrote:
>
>: >SOL: MGIF:
>: >9 sec 38 sec
>
>: You "forget", though, that the case I timed, the displayed pictures were
>: identical (640x480x256 all colours used, no dithering, no scaling), which
>: they're not in this case.
>
>B.S! The image was EXACTLY the same in both cases! Both had no scaling, etc.

As I explained in the part you cut out, MGIF used Floyd-Steinberg dithering,
not ordered dither. If you used F-S for SoL too, you've got a point. The
displayed images would still not be exactly the same, though, since my
F-S dither routine has a bug. ;-)

By the way, the timings for MGIF 4.2 vs MGIF 4.4 (exactly the same displayed
image) for ST mono on a Falcon with my favourite 640x480 GIF:

MGIF 4.2 MGIF 4.4
Time to quick preview finished 10.8 s 3.6 s
flicker start 31.7 s 10.3 s

MGIF 4.4 is far more comparable to SoL 3.7.

>: What kind of processing do you think is useful in this case?
>
>Well, for one thing, in SOL, you can have an arbitrary colormap, so SOL goes
...
>wanted to just view the image fast, I could use TGIF/MGIF without this ability.

OK, my point was that in most cases I don't think you want to use a user
defined palette etc when you view the images. If you do, SoL is your only
choice.

>: - Can those programs do median filtering.
>
>No, because they use Octree and Statistical methods. These are more accurate
>methods than your median method (discounted by scholars!)

Huh?
I said median _filtering_. That is used for example when you want to remove
single pixel noise in an image. It has nothing to do with quantization.

The quantization in MGIF is done using the code from the Independent JPEG
Groups library (used in _lots_ of software). Here is a short extract from
the jquant2.c file in that package:

```
* This module implements the well-known Heckbert paradigm for color
* quantization. Most of the ideas used here can be traced back to
* Heckbert's seminal paper
* Heckbert, Paul. "Color Image Quantization for Frame Buffer Display",
* Proc. SIGGRAPH '82, Computer Graphics v.16 #3 (July 1982), pp 297-304.
....
* Heckbert-style quantizers vary a good deal in their policies for choosing
* the "largest" box and deciding where to cut it. The particular policies
* used here have proved out well in experimental comparisons, but better ones
* may yet be found.
```

When the IJG decides that they've found a better algorithm to implement in
their code, MGIF'll get it ASAP.

```
>: - Can they do general convolutions (for example the ever popular
>: 'stone carving' effect, edge enhancement and edge detection).
>
>Not exactly, but Speed of Light has the incredibly powerful Filtering effects
>for 3D pixels, smooth reduction/enlargement, sharpening, and other effects.
```

Yes, those looks very nifty. They're a tad slow, though.
(Are you using 'Extrapolation by Error Energy Reduction', by chance. I saw
a picture in one of my books that looks extremly close to your pictures.
(Please email if you want to answer that.))

When I get around to adding some DSP code, I'll probably add some DCT filters
and such.

```
>Does MGIF do Filtered Image Scaling?
```

Well, to an _extremely_ limited degree. The expand and shrink functions
use averages to give better quality.

```
>: - Can they do logarithmic scaling of pixel values?
>
>YES! In fact, Speed of Light is EVEN BETTER with its customized color
>tranformations. The histogram editor allows for ANY type of pixel scaling.
>Contrast/Washout,Log Scale,Gamma Correction, Inversion, the LIST GOES ON!
```

Ah, that's right. I guess I should've mentioned rotating to any angle or
something like that instead. ;-)

```
>: - Can they process images in 24 bit colour and display them in 16/256/65536
>: colours?
>
>GEMview can, and SOL does this quite nicely, too! It easily handles
>truecolor images and reduces them down to 16/256 colors. No truecolor
```

>display yet, but you don't really need it since the 256 color display is so

But when SoL 3.5 has reduced the image to 256 colours, it's not a 24 bit
image any more. Of course that will not matter to most people.
If SoL can store images in 24 bit format internally, I'm sorry.

GEMview can of course have modules to do anything you may want.

With image processing I do not mean 'load and quantize', but I guess that's
all that most people'll need. I want to be able to change the RGB planes
individually with full quality maintained.

>good. Besides, on a Falcon, I find Truecolor modes unbearably SLOW!

They're not for the image processing in MGIF. A few examples:
(All modes in 60Hz, timing done with wrist-watch)
640x480x2ni 640x480x256ni 480x480ni TC
Displayed memory 2.3 Mb/s 18.4 Mb/s 27.6 Mb/s
Load 640x480 GIF in mapped mode 2.6 s 2.9 s 3.3 s
Load 640x480 JPEG in greyscales 15.7 s 21.8 s 29.0 s
Blur 4.0 s 5.0 s 5.6 s
Mirror vertically 4.1 s 4.7 s 5.3 s
Sobel filter 'stone carving' 13.1 s 15.0 s 18.5 s

In the worst case, the JPEG loading, the TC mode, with 12 times the display
memory was twice as slow as the monochrome mode.

Note that the TC mode was as bad as it can possibly get regarding memory
contention on a Falcon. The single bit mode was the opposite (nearly).

>: - Can they display in Falcon true colour mode using F-S dithering?
>
>GEMview can, always has!

No, it can not (Unless someone has written such a module.)
It says explicitly in the manual that the F-S dithering is used only to reduce
the number of colours.
MGIF uses F-S in Falcon TC in the same way as in monochrome, only full colour.

>: I couldn't find any of those features in either, last time I looked.
>
>LOOK AGAIN!

OK, I did and I admit I was confused regarding the log scaling and that the
module concept in GEMview makes it able to do anything.

>Lets not list all the features, or we'd go on forever! There are many
>features in Speed of Light and GEMView that MGIF is INCAPABLE OF!

Of course there is. I was just objecting to the way you called MGIF
featureless. It simply has a different selection of features than SoL.
For many (most?) people the selection in SoL may be the right one, but for me
MGIF wins hands down.

>This discussion is just become a frickin' advertisement!

I'd rather say it starts to look almost like a flamewar. That's not something
I ever expected to find myself in.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

3027. Re: Chronos Scheduler - Help

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 14:06:31 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <33ved7$6jn@lyra.csx.cam.ac.uk>
Source record: 181323

mbmccabe@bronze.coil.com (Matt McCabe) writes:
> I am lookinpg for good appointment/scheduling software. I have
>tried cal63 and deskpac from a.a.u.e. cal63 is passable -- I am looking
>for something more than this.
> Chronos appears to be much more robust and GEM-standard, but also
>appears to be availabe only in German.
> Is there anyone with an English conversion out there?
> Can anyone suggest another application which may fit the bill?

Have you tried CalAppt that comes with the Falcon.
I *haven't* tried it, but that is what it is supposed to do.
Seeing as it is an Atari freebie I wouldn't hold my breath, although you
never know!

Hope this helps,
Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of
cigarettes, it's dark, and we're wearing sunglasses.

Hit it.

3028. Re: WANTED: OPUS 2.3

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 14:21:58 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <33vfa6$64n@bognor.barclays.co.uk>
Source record: 181325

In article <gbie1.10.2E6289EB@pfs01.cc.monash.edu.au>, gbie1@pfs01.cc.monash.edu.au (GEORGE BIELINSKI) writes:
|> Recently, I have obtained OPUS 2.2 spreadsheet from New Age PDL. Encouraged
|> by the programs features, I decided to register my copy to obtain version
|> 2.3 by sending the registration fee (US $15) to the author of the OPUS. It
|> was almost two months ago, and I still haven't received my copy. Only this
|> week I have found that other OPUS users have also experienced similar
|> problems.
|>
|> I understand, that if the author of the program collects the money for
|> registration without any intention of fulfilling the orders, he does not
|> support his software anymore, therefore OPUS 2.3 becomes a public domain
|> software.
The above paragraph is utter rubbish I'm afraid. The law of copyright says no such thing that I am aware of either internationally or demosticly.

I believe that OPUS is no longer supported although I could be wrong. A pity as it was a nice spreadsheet. If the 15$ has been cashed then he presumably got the check, but not defintely. Your bank will be able to tell you which account it was paid into, they may charge for looking it up though. If he *did* get the cheque then you have claim against him if you got nothing in return.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 8MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3029. Re: A couple of unrelated questions

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 14:51:46 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <33vh22$64n@bognor.barclays.co.uk>
Source record: 181326

In article <94242.094451STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
|> Also, are there any good Tempest clones that run on the Atari
|> Falcon? Thanks!
How about Tempest, made by Atari about 4-5 years ago? probably no longer made but someone may want to sell theirs, I know I did :-) It was OK-ish but not too stunning.

|> -scott tirrell
|> -stirre31@maine.maine.edu

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 8MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3030. Idealist question.

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 15:18:09 UTC
From: cf580@city.ac.uk
Message-ID: <1994Aug30.151809.15969@city.ac.uk>
Source record: 181253

Hi all. I've oulled the Idealist program, and it looks really good except for one thing. I'm using continuous A4 paper and no matter _what_ I change in the printer config file, I can't get the program to use 70 lines per page. Hence it rapidly gets out of sync unless I reset top of page at the start of each sheet, which kind of negates the advantage of continuous paper.

If someone could explain the meanings of the various variables in the config file (or if I'm trying to do entirely the wrong thing here) then I'd greatly appreciate it.

--
Tim Wright - T.J.Wright@city.ac.uk

3031. Learning german in comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 16:21:10 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <33vm9m$q1q@ra.ibr.cs.tu-bs.de>
Source record: 181327

```
This is part I of the weekly learning German Series in
comp.sys.atari.st.

This series uses TeX-German.sty notation to display
umlauts or sharp s.

"a = a-Umlaut
"o = o-Umlaut
"u = u-Umlaut
"s = sharp s

Todays subject is Tempus-Editor.
(one of the older versions that crashes with MiNT)

Menubar:

Datei File
-- Laden -- -- Load --
Text neuladen Open new file
(lit. load new text)
Text "uberladen Reload text
Text hinzuf"ugen Add (merge) text
-- Speichern -- -- Save --
Text mit Duplikat Text with copy
Text ohne Duplikat Text without copy
Text unter Text with new name
Block unter Region with new name
---
Drucken in Datei Print to file
Datei l"oschen Delete file
---
TEMPUS verlassen Quit Tempus

Marken marks (?)
Marke <1> ...<5> mark 1 ... 5
---
Zeile Line
Druck-Seite Page (as printed)
Textanfang Start of text
Textende End of text
Blockanfang Start of region
Blockende End of region
letzt. Pos Last (cursor) position

Text text
Zeichenkette suchen Search String
```

Suche wiederholen Repeat search
Suchen & ersetzen Search and replace
Querverweisliste Cross-reference
Zeichenkonversion character-conversion (?)
Zeilen sortieren Sort lines
Textvergleich Compare texts
Text drucken Print
Zeichenredundanz Redundand characters (sp?)
Text anpassen Adapt text
Text reformatieren Reformat
Absat reformatieren Reformat paragraph

Text eliminieren Remove text

Part II follows next week

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

3032. Re: Atari bombs

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 16:33:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <2e636d83@ct.se>
Source record: 181338

In a strange ;-) little msg Hutch wrote:

>> YC> Anyways, I have 1 question to ask you ST users: Aren't you sick of
>> YC> seeing those damn little black bombs everytime the computer
>> freezes???
>>
>> Aren't you sick and tired of waiting 4 minutes for Windows to start up.?
H>
H>
H> Hahahaha... No, but they _do_ develop a rather sick, intimate
H> relationship with AUTOEXEC.BAT, CONFIG.SYS and WIN.INI not to mention the
H> mandatory use of some third party memory manager.

Well ;)

It was you who brought up the subject ;)

Grtz Jesper Kock,SysOp on -*- Kockens BBS -*- +4646250256,V32"

3033. Does someone have atari 520 st's terminal codes?

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 16:47:04 UTC
From: Ville.Mattila@hut.fi
Message-ID: <VILLE.MATTILA.94Aug30194704@delta.hut.fi>
Source record: 181328
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
Hi everybody!
```

Is atari's terminal codes same as in vt52 emulation?
From where I can find the code tables? Please email me them or send
me code's ftp-ste address.

```
thanks!
-----------------------------------------------------
|"Good times are comin', but they sure comin' slow"|
| ~ Vampire Blues, Neil Young ~ |
-----------------------------------------------------
--
-----------------------------------------------------
|"Good times are comin', but they sure comin' slow"|
| ~ Vampire Blues, Neil Young ~ |
-----------------------------------------------------
```

3034. Re: Jeff Minter...

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 17:11:42 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <33vp8e$14o@mailer.fsu.edu>
Source record: 181330

G.Vance (etlgyve@etlxd30.ericsson.se) wrote:

> Does anyone know where I can get hold of an ST version of Jeff Minters
> 'Gridrunner'... I feel a pang of nostalgia... those were the days...
> 'Good' games in 3.5K (Vic-20) *SIGH*.

Llamasoft (the commercial outlet for Jeff's stuff) is still active. Most
of the older ST titles are 5 pounds each! Here is some information:

> Prices for all the shareware games (indeed, for all the games) are five
> UK pounds each. Trip-A-Tron has now been released as shareware, and the
> registration fee is ten pounds, for which you will get a copy of the full
> TaT manual. We prefer that overseas customers pay via an International
> Money Order. The address for shareware orders is: Llamasoft, 49 Mount
> Pleasant, Tadley, Hants RG26 6BN U.K. Telephone is (+44) 734-81-4478 or
> fax on (+44) 734-81-6313.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3035. Re: The Truth about MGIF 4.4 WAS: GIF & JPEG Viewers

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 17:19:44 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <33vpng$9dq@nyheter.chalmers.se>
Source record: 181329

In article <CvCCEH.F16@beaver.cs.washington.edu>,
Stuart Denman <sdenman@wolf.cs.washington.edu> wrote:
>
>OK, I've looked over MGIF 4.4 beta, and here's what I think (as
>discussed before, MGIF vs. Speed of Light, GEMview, etc.) Comments on
>MGIF's features with comparison of SOL to MGIF.

I'll see if there is anything I should add. ;-)

>- All items under the "point" menu can be EASILY done with the histogram
>editor in SOL 3.x. Contrast, inverse, brighten, darken, log, threshold,

All true. If I had the time I could of course add a GEM based histogram
editor. Version 5.0 of MGIF will certainly have one, but it's not certain
that it'll ever materialize. If it ever does it's more than a year from now.

>- Still NOT GOOD COLOR SUPPORT! Sure, you can load in 256 color GIFs
>and display them on your 256 color falcon, but if you want to use any of
>the image processing features, you have to switch to greyscale,
>otherwise you get a garbled grey output (with color). If you switch to

The garbled output is there only because those features are not disabled yet.
They don't work in mapped mode, but I've never got around to fixing it. I
know what functions work, so I never get the strange results... ;-)

>24 bit, only a small number of the features work in color. Most produce

That is not true.
All the features works in 24 bit mode. You just have to be careful with
the use of the RGB mode switch. I think this is mentioned in the FAQ.
After all, 24 bit mode _is_ greyscale mode with two extra buffers!

>a greyscale output and can take up to a minute for a small 640x400x256

Most of the functions are rather speedy, but the 'Oil paint' function
can take that long. I've not seen it anywhere else on the ST before, though.
It's the same as in XV 3.0 if anyone is interested. It's implemented a bit
smarter in MGIF, though, to get _somewhat_ useful speed.

>GIF on a 16Mhz Falcon030. None of the functions seem to work with
>mapped images! Now you see why Speed of Light does all that

Scaling works fine with mapped pictures, as does median filtering and
the oil paint function. There is not much point in doing anything but
palette manipulations on a mapped image, since so _very_ much of the
information is already lost. Palette manipulations needs a much more
advanced GUI, which is the reason they're not available.

>processing...it's for handling mapped images with all it's features!
>MGIF can't even do this, so why compare them, Johan?

They can both display mapped images and they can both scale them. Aren't
those by far the most used features?

MGIF is not a palette based image processing program, I've never seen one,
but rather a greyscale/RGB one with some _simple_ palette features.

The only comparison between them that is even a bit valid, is their ability
to display images in a way the user wants. The two programs have quite
different philosophies for doing that, though.

>- I could only get the thing to zoom *2 or /2. There is a scale
>feature, but if your image goes off the screen...tough luck. There is

The scale can scale to any size from 1x1 pixels and up (there is a bug in
the dialog box now that prevents >1000 pixels).

(Why would you scale the image _up_ so that it doesn't fit on the screen?
If it was larger from the beginning I could understand but...)

>no scrolling so you can't see the rest of the image!

No, I don't believe in adding such features to MGIF. I got some code to do
it from a guy who's been helping me out, though, a couple of days ago, so
it _might_ get into v4.4 before release.

If you want to scroll around an image larger than the screen, just run with
a virtual screen program installed.
MGIF works nicely with the virtual screen in BlowUP030 for example.

>- Rotation is nice, can do it in integral degrees. I personally would
>never use anything but 90 deg. anyway.

No, I guess not many ever will, but it was something I once found
interesting to do. ;-)

>- Sheer? How boring. Warping in SOL is incredibly more powerful!

Yes, the shear is probably useless and should perhaps be removed from
the menu. It was needed for the rotation, that's why it's implemented.
Noone has asked for warping and I don't need it myself, so it's not there.

>- Oil effect is cool. Blur can be easily done in SOL by scaling any

I liked the oil effect when I found it in XV 3.0 a couple of weeks ago.
That's how most features gets added to MGIF. ;-)

>Standard filter in width. SOL can use many different filters for
>different blurring effects, MGIF uses only one. Median has no

You can do many kinds of blur using the convolutions. The one in the
menu is the same as the first low pass filter, only faster.

>measurable effect except to blur the image slightly. You were talking
>like this way a great feature of MGIF?!?!

Median filtering is not useful on good images. It is used to remove
spurious pixel noise. (If applied a number of times on the same image it
can give interesting effects too.)
Can SoL do anything about such an image?

>- Convolutions are neat. Some of these effects can be had in SOL using
>filters, but these are pixel-dependent effects and do not work with a
>scaled image like Filtered Scaling does in SOL 3.x. MGIFs convolutions
>have a lot of edge detection stuff, that looks neat, but really has no
>use unless you can incorporate it into a robotic eye or something?

As is explained in the FAQ, the edge detection filters can be used with
a bias value of 128 to give the popular 'stone carving' effect. You
can also use them to simply enhance edges if you add 1 to the center
value in the matrix.

>Would any multimedia or desktop publishers ever use this? Again, I

Edge detection together with a thresholding can produce good working
material for a line-tracer.

>could only get a greyscale output with these, even in 24-bit mode.

You must of course set the destination buffer to the same as the source
buffer (or do a copy afterwards). RT(fine)M!
The grey buffer can be used for trial purposes, though.

>- I can't combine any of these features! I can't use convolutions and
>brighten at the same time!

No, but you can apply them after each other. That is the whole point in the
concept used by MGIF.
It would be a _bit_ difficult to support
histogram equalization +
sobel edge detection with bias 128 +
contrast expansion +
low pass filter
while drawing, don't you think?

>- Only one loaded image at a time in MGIF.

Yes, but I'll add some kind of simple multi-image support for combination
purposes, before the release. Again it's a conceptual reason.

>- Drawing is faster than SOL, but that is expected because all MGIF is
>doing is converting from the stored image to bit-plane format. SOL does

Yes, because that's the best way to do it IMHO.

>lots of other operations (neccessary for scaling, color
>transformations/mapping, etc.) while drawing!

True, MGIF will never do all that.

>- GIF loading is very fast in MGIF, but other things? Forget it.

It's got the best display quality for 24 bit images in Falcon TC mode of any program I've seen. (I've not seen DA's picture, by the way. ;-)
As I said in another reply, GEMview does _not_ do F-S in TC, only while reducing colours. At least that's what the manual says.
(There might of course be modules that do this.)

One of MGIF's best features is that it's FreeWare in my opinion. You can even get the complete sources if you want to use them in a FreeWare package. Some of the sources are not by me, however, so they can have different distribution rights.

>All tests on Falcon030 16Mhz 640x480x256 graphics mode using Speed of
>Light 3.7 and MGIF 4.4b
>
>JPEG LOADING WITHOUT DSP:
>Fixed palette F-S dithering/mapped output, 640x480 Truecolor, same image!
>BTW Johan, you can only use ordered dithering because you are not

There is no F-S dither mentioned at all in the documentation for 3.5 or in the pop-up menus. Is this a new feature in 3.7?

MGIF does ordered and dither and halftoning with the correct .DIT or .DTT files as well as F-S dither.

>registered. Perhaps you'd like to contribute to my shareware efforts.

No, SoL does not have any the features I want that MGIF doesn't have.
Neither does GEMview, by the way.
As soon as this discussion dies, they're both gone from my HD.

>Timing from load, uncompress, to completed display.
>
>SOL: 30 sec MGIF: 45 sec (ouch! Even with "fast drawing!")

Not bad! There have always been programs that do JPEG decompression much faster than MGIF, so I'm not the least depressed. ;-)
I have in fact not worked more than perhaps 15 minutes to get the speed I have in MGIF. I simply compiled the IJG package.

Perhaps you should try the same picture in greyscales and the octree mode as well, though?

(I have only SoL 3.5 to compare with, so any numbers I give will of course be based on that.)

I tried five JPEGs in greyscale mode in both MGIF and SoL. The timings were almost identical!

Four of those (one was too big) were tested again with the default colour settings for SoL (octree, 10%, no dither, 5 bit) and the corresponding MGIF mode (two pass, no dither).
--- In that test MGIF was 30-100% faster than SoL 3.5! ---
The quality of the generated 256 colour pictures were the same in my eyes.

The problem with the SoL quantize was the reverse colour map calculation.
It took a large part of the time, which accounts for the 100% speed
difference for the small JPEG I tested.
In the IJG library the reverse map is generated only for the needed values,
which is much faster most of the time. Perhaps an idea for 3.7 if you've
not already implemented it.

>JPEG LOADING WITH SOME DSP CODE HELP:
>Same parameters, same image.
>
>SOL: 11 sec MGIF: 45 sec (N/A, no DSP)

Impressive!

If someone sends me money I'll add support for Brainstorms decoder. ;-)
I'll look into doing some work with the DSP later. That's number two on
my non-MGIF44 priority list right now.

>GIF LOADING:
>800x600x256 Image. Loading+uncompressing+display time.
>Removed time SOL takes for palette optimization and other preprocessing
>that MGIF does not do (hence its lack of mapped image features.) MGIF
>draws very quickly, but again, it does no mapping, scaling, or histogram
>transformations while drawing. There is no way to remove these
>calculations from SOL's drawing time below. Note that all these
>calculations were left in SOL's times listed above.
>
>SOL: 9 sec MGIF: 4 sec
>
>(I don't know how you got 17 seconds in your post, Johan)

I did not remove the palette optimization etc since SoL always does them,
naturally. I think that was reasonable when none of them did anything
useful in any case. Didn't I mention that somewhere?

>GIF SAVING:
>640x480 64 color GIF Image.
>
>SOL: 8 sec. MGIF: 22 sec. (ouch!)
>
>Output file size was 3K less with SOL than with MGIF.

This is another area where I've not done anything at all. It's all left to
the IJG libraries. In fact the GIF saving was simply a bonus when I added
support for Targa and PPM save.

I've only saved GIFs to test that it worked. Noone has asked for more speed
yet, but I'd probably look into it if someone did. That's the kind of
coding I like to do. ;-)

>Frankly, I'm releaved. By the way you were talking, I thought MGIF
>would pose quite a competion to SOL in the image processing world (being

I can't imagine anyone using SoL 3.5 for image processing. It doesn't match even the smallest specification list I can think of.
Image processing on mapped images is a contradiction in terms as far as I'm concerned.
I guess you have another definition of the term. ;-)

>free and all.) After seeing MGIF, I realize that you just can't compare

They're two very different beasts, sure.
In some cases comparisons are still valid, but I guess you and I are a bit too biased to do them. ;-)

>the two. Obviously you've spent a lot of time trying to beat SOL's
>record for GIF loading (and you've done it!) and less time developing a

No, MGIF had the record before SoL came around. It was almost on par while the decoder was still written in C in v4.4. A simple optimization of the GCC produced code gave near twice the speed. Another couple of hours made it faster than TGIF.
Optimizing code is fun!
If I'd thought there'd be a point in doing more, I'd do it.
I _have_ to get a pipeline diagram/explanation and a cycle count list for the '030 first, though.

>good user-interface and well-rounded features. I hope this puts to rest

The user interface has had a relatively low priority, that's true. I develop MGIF in my spare time for fun. My idea of fun does not include writing GUIs yet. Thank god there is gem++!

>any questions you may have had about MGIFs features versus SOL.

I still think everyone should try both programs. I'll even put a notice in the MGIF documentation that there are other programs (GEMView and SoL) that might suite some (all?) users better.

>Perhaps now Dieter FiebelKorn or anyone else would like to point out to
>Johan the features that GEMview in fact includes that Johan said it did

I've replied to the other message and said this already, where it was true. The module concept in GEMView makes it difficult to say what's there and what's not.

>not. I have done so with SOL already. Obviously Johan does not read

>the manuals of the programs he uses before assuming what features they
>have or don't have.

And you had when you claimed MGIF was _featureless_?
Why didn't you know about the RGB mode switch for manipulating images in MGIFs 24 bit mode? That's a rather basic feature in mgif 4.4 and it _is_ in the manual! ;-)

The only thing I got wrong about SoL, in my interpretation (I wrote the points), was the log scaling. The implementation was so different that I simply didn't realize that it could do the same thing.

Again, the modules in GEMview makes it impossible to say anything conclusive about it.

>I hope I have given everyone another point of view (although I will
>admit slightly biased) on MGIFs new features and use. I'm curious as to
>what other people think, as there hasn't been much response aside from
>just our author-biased public discussion.

Yes, I'd like to hear some other opinions too. Perhaps noone is interested?

>As always, feel free to Email questions, comments, and suggestions for
>Speed of Light to me directly. That's the best way I can find out what
>users really want in SOL.

The same applies MGIF users, but I reserve the right to do what I want about your suggestions, since you're not paying me anything. ;-)

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

3036. Looking for: Mag Innovision

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 17:23:50 UTC
From: jbaumgar@bronze.coil.com
Message-ID: <33vpv6$lgr@bronze.coil.com>
Source record: 181331

Does anyone have the phone number for Mag Innovision? I'd prefer if it was a U.S. number, but whatever I can get is fine. Please mail me at jbaumgar@bronze.coil.com

--
Jim Baumgardner (jbaumgar@bronze.coil.com)
"Would you _please_ stop clicking my head?"

3037. Tape Backup SW

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 17:43:00 UTC
From: Klaus_Luelff@ms3.maus.westfalen.de
Message-ID: <199408301943.a39841@ms3.maus.de>
Source record: 181353

Dave Halliday(daveh@netcom.com) 29.08.94 07:15

DH>gtar seems to expect a /dev/mnt which of course does not exist under
DH>standard Tos
Try TAR -options =tape

DH>I am still having trouble finding a reliable way to use my new tape
DH>drive. Gemar seems not to get along with my setup
What happens? Bombs? SCSI Error? Gemar Version 2.21?

Tschau Klaus

Klaus_Lï¿½lff@ms3.westfalen.de

3038. Re: Calligrapher Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 18:56:28 UTC
From: hoagy@cix.compulink.co.uk
Message-ID: <CvD3A4.EH5@cix.compulink.co.uk>
Source record: 181332

>Do you know if there are some PD fonts for calligrapher ?
There are none. Working Title protected their font format.

>Calligrapher is able to use vector fonts:, Could it use the Calamus
>or Pagestream fonts?
No.

>If not do you have any hints'n tips to convertthem ?
No.

Hoagy (hoagy@cix.compulink.co.uk, djs@jet.uk, 0734 351783)

3039. Re: ST User - gone! (was: Re: ST Review - gone!)

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 19:08:30 UTC
From: frank@theshack.demon.co.uk
Message-ID: <778273710snz@theshack.demon.co.uk>
Source record: 181348

In article <778143900.12@mettav.exnet>
Spencer.Davies@mettav.exnet.com "Spencer Davies" writes:

> Need to ask yourself what the next one will be (ST Format or ST
> Applications?)

It certainly won't be ST Format, that's for sure.

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

3040. Nethack versions??

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 21:35:16 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <2e64786e38b0@albemuth.equinox.gen.nz>
Source record: 181368

Hi there,

Is there anywhere available, a version of Nethack 3.* that will run on an ST with only 1 Meg of Ram?? I know about the earlier version 2.3 that was ported by Eric Smith. I'd just be interested to see a later version running.

Any suggestions welcome! :-)

--
|John Collis: Email in order of preference
| john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|or: John Collis at 3:770/105.7 @ fidonet.org
|Phone: +64-3-379-8921

3041. [Q] ST EtherNet hardware

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 21:56:21 UTC
From: kloepelm@gpu.srv.ualberta.ca
Message-ID: <3409u5$71k@quartz.ucs.ualberta.ca>
Source record: 181333

I've got an ST1040fm that I'd like to connect to an EtherNet network. Can anyone recommend hardware/software packages that will do this? I'm also seeking a reliable, preferably North American, mailorder place from which to buy the stuff.

Any help is appreciated!

KAL
--
Karsten A. Loepelmann, Master of his domain (*psychology*, that is :-)
"Back off, man. I'm a scientist." -- Dr. Peter Venkman
kloepelm@gpu.srv.ualberta.ca /// kloepel@psych.ualberta.ca

3042. Re: Calligrapher Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 22:21:49 UTC
From: mcareyb@cix.compulink.co.uk
Message-ID: <CvDCsD.7n3@cix.compulink.co.uk>
Source record: 181336

In message <33rvpa$3so@olivea.ATC.Olivetti.Com>, grillo@olivea.ATC.Olivetti.Com said:

>Do you know if there are some PD fonts for calligrapher ?

>Calligrapher is able to use vector fonts:, Could it use the Calamus
>or Pagestream fonts ? If not do you have any hints'n tips to convert
>them ?

No joy. Earlier versions of Calligrapher could use GEM bitmap fonts but
later versions use only Working Title's proprietry own format.

Matthew

3043. Atari disks for sale

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 22:33:31 UTC
From: magnum@realm.tdkcs.waterloo.on.ca
Message-ID: <magnum.5c3r@realm.tdkcs.waterloo.on.ca>
Source record: 181185

O.K. this is it...I am dumping all of my floppies for the Atari ST. I have 275 of them. Yes that's right 275. I don't want to list everything, but there are tons of public domain utilities, games and applications. Also a few original commercial programs. I am looking for $100 US including shipping.

3044. Re: WANTED: OPUS 2.3

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 23:27:14 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <340f8i$2mb@golem.wcc.govt.nz>
Source record: 181341

In article <gbie1.10.2E6289EB@pfs01.cc.monash.edu.au>, gbie1@pfs01.cc.monash.edu.au (GEORGE BIELINSKI) writes:
>Recently, I have obtained OPUS 2.2 spreadsheet from New Age PDL. Encouraged
>by the programs features, I decided to register my copy to obtain version
>2.3 by sending the registration fee (US $15) to the author of the OPUS. It
>was almost two months ago, and I still haven't received my copy. Only this
>week I have found that other OPUS users have also experienced similar
>problems.
>
>I understand, that if the author of the program collects the money for
>registration without any intention of fulfilling the orders, he does not
>support his software anymore, therefore OPUS 2.3 becomes a public domain
>software.
>
>I would really appreciate if someone would help me to obtain OPUS 2.3
>spreadsheet. Please contact me on:
> GBIE1@PFS01.CC.MONASH.EDU.AU

You have only payed your Shareware fee to use OPUS 2.2, if you are that dumb that people are still supporting the Atari till doomsday...

Rule of thumb, never shed money out and Shareware software unless you know its being supported, like write a letter firsts, if you check you will find that OPUS 2.2 is very very old....

As they say get a life get a PC.....

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3045. STuff For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-08-30 23:37:29 UTC
From: magic@mtu.edu
Message-ID: <340frp$scf@maxwell1.ee>
Source record: 181337

Howdy,

I have the following ST software for sale

Original Spectrum 512 w/Unispec
Roadwar Europa
Fontz!
Xenon II: Megablast
Batman (By ocean...2 separate adventures...not based on the movie)
Gauntlet
Gauntlet II

I also have a pair of 128K Macintosh Roms

If you are interested, make an offer via e-mail

```
*****************************************************************************
* magic@mtu.edu >>> Falcon 14/170 >>> The only way to fly >>> *
* "If you can tell the difference between good advice & bad advice... then *
* you don't need advice" *
*****************************************************************************
```

3046. The Truth about MGIF 4.4

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 00:06:00 UTC
From: mike.pelletier@canrem.com
Message-ID: <60.51274.4514.0N1ACD2A@canrem.com>
Source record: 181340

>OK, I've looked over MGIF 4.4 beta, and here's what I think (as
>discussed before, MGIF vs. Speed of Light, GEMview, etc.) Comments on
>MGIF's features with comparison of SOL to MGIF.

>- Still NOT GOOD COLOR SUPPORT! Sure, you can load in 256 color GIFs
...
>- I could only get the thing to zoom *2 or /2. There is a scale
> feature, but if your image goes off the screen...tough luck. There is
> no scrolling so you can't see the rest of the image!
> Would any multimedia or desktop publishers ever use this? Again, I
> could only get a greyscale output with these, even in 24-bit mode.
...
>- I can't combine any of these features! I can't use convolutions and
> brighten at the same time!
...
>- Only one loaded image at a time in MGIF.

You _REALLY_ should have read the manual. You obviously don't know how
the RGB and multiple buffer systems work. You could also have been a bit
more... ahh... Tactful? If I didn't know better, I would say several of
your comments were direct attacks on MGIF.

>Frankly, I'm releaved. By the way you were talking, I thought MGIF
>would pose quite a competion to SOL in the image processing world (being
>free and all.) After seeing MGIF, I realize that you just can't compare
>the two. Obviously you've spent a lot of time trying to beat SOL's
>record for GIF loading (and you've done it!) and less time developing a
>good user-interface and well-rounded features. I hope this puts to rest
>any questions you may have had about MGIFs features versus SOL.

You can't cite the user interface. You are looking at a beta version,
and the newest addition is _GEM_! The interface isn't finished yet. If
you knew how to _USE_ the features, I'm sure you'd find it a very powerful
program.

>Perhaps now Dieter FiebelKorn or anyone else would like to point out to
>Johan the features that GEMview in fact includes that Johan said it did
>not. I have done so with SOL already. Obviously Johan does not read
>the manuals of the programs he uses before assuming what features they
>have or don't have.

I'm sorry, but I just _HAVE_ to laugh at that!

>I hope I have given everyone another point of view (although I will
>admit slightly biased) on MGIFs new features and use. I'm curious as to
>what other people think, as there hasn't been much response aside from

>just our author-biased public discussion.

I think SoL is fantastic, wonderful, incredible, amazing for colour ST/STes. However, I think MGIF is better suited to my needs and my system. I also really like the fact that the source code is available, which obviously isn't an option for you.

>Stuart Denman
>StuSoft
>sdenman@cs.washington.edu

Hmm...

Msg #-14271 (6 of 12) Date: 08-30-94 (14:18) Public, unread
To : ALL
From: Stuart Denman
Subj: The Truth about MGIF 4.4

Newsgroups: comp.sys.atari.st
Path: portnoy!uunet.ca!uunet.ca!spool.mu.edu!howland.reston.ans.net europa.eng.gtefsd.com!newsxfer.itd.umich.edu!nntp.cs.ubc.ca!uw-beaver wolf.cs.washington.edu!sdenman
From: sdenman@wolf.cs.washington.edu (Stuart Denman)
Subject: The Truth about MGIF 4.4 WAS: GIF & JPEG Viewers
Message-ID: <CvCCEH.F16@beaver.cs.washington.edu>
Sender: news@beaver.cs.washington.edu (System PRIVILEGED Account)
Organization: Computer Science & Engineering, U of Washington, Seattle
X-Newsreader: TIN [version 1.2 PL2]
Date: Tue, 30 Aug 1994 09:15:37 GMT
Lines: 127

OK, I've looked over MGIF 4.4 beta, and here's what I think (as discussed before, MGIF vs. Speed of Light, GEMview, etc.) Comments on MGIF's features with comparison of SOL to MGIF.

- All items under the "point" menu can be EASILY done with the histogram editor in SOL 3.x. Contrast, inverse, brighten, darken, log, threshold, etc. Everthing! PLUS, SOL's histogram editor is much more customizable and flexible. You aren't fixed to specific features like in MGIF.

- Still NOT GOOD COLOR SUPPORT! Sure, you can load in 256 color GIFs and display them on your 256 color falcon, but if you want to use any of the image processing features, you have to switch to greyscale, otherwise you get a garbled grey output (with color). If you switch to 24 bit, only a small number of the features work in color. Most produce a greyscale output and can take up to a minute for a small 640x400x256 GIF on a 16Mhz Falcon030. None of the functions seem to work with mapped images! Now you see why Speed of Light does all that processing...it's for handling mapped images with all it's features! MGIF can't even do this, so why compare them, Johan?

- I could only get the thing to zoom *2 or /2. There is a scale feature, but if your image goes off the screen...tough luck. There is no scrolling so you can't see the rest of the image!

- Rotation is nice, can do it in integral degrees. I personally would never use anything but 90 deg. anyway.

- Sheer? How boring. Warping in SOL is incredibly more powerful!

- Oil effect is cool. Blur can be easily done in SOL by scaling any Standard filter in width. SOL can use many different filters for different blurring effects, MGIF uses only one. Median has no measurable effect except to blur the image slightly. You were talking like this way a great feature of MGIF?!?!

- Convolutions are neat. Some of these effects can be had in SOL using filters, but these are pixel-dependent effects and do not work with a scaled image like Filtered Scaling does in SOL 3.x. MGIFs convolutions have a lot of edge detection stuff, that looks neat, but really has no use unless you can incorporate it into a robotic eye or something? Would any multimedia or desktop publishers ever use this? Again, I could only get a greyscale output with these, even in 24-bit mode.

- I can't combine any of these features! I can't use convolutions and brighten at the same time!

- Only one loaded image at a time in MGIF.

- Drawing is faster than SOL, but that is expected because all MGIF is doing is converting from the stored image to bit-plane format. SOL does lots of other operations (neccessary for scaling, color transformations/mapping, etc.) while drawing!

- GIF loading is very fast in MGIF, but other things? Forget it.

All tests on Falcon030 16Mhz 640x480x256 graphics mode using Speed of Light 3.7 and MGIF 4.4b

JPEG LOADING WITHOUT DSP:
Fixed palette F-S dithering/mapped output, 640x480 Truecolor, same image!
BTW Johan, you can only use ordered dithering because you are not registered. Perhaps you'd like to contribute to my shareware efforts.
Timing from load, uncompress, to completed display.

SOL: 30 sec MGIF: 45 sec (ouch! Even with "fast drawing!")

JPEG LOADING WITH SOME DSP CODE HELP:
Same parameters, same image.

SOL: 11 sec MGIF: 45 sec (N/A, no DSP)

GIF LOADING:
800x600x256 Image. Loading+uncompressing+display time.
Removed time SOL takes for palette optimization and other preprocessing that MGIF does not do (hence its lack of mapped image features.) MGIF draws very quickly, but again, it does no mapping, scaling, or histogram

transformations while drawing. There is no way to remove these calculations from SOL's drawing time below. Note that all these calculations were left in SOL's times listed above.

SOL: 9 sec MGIF: 4 sec

(I don't know how you got 17 seconds in your post, Johan)

GIF SAVING:
640x480 64 color GIF Image.

SOL: 8 sec. MGIF: 22 sec. (ouch!)

Output file size was 3K less with SOL than with MGIF.

Frankly, I'm releaved. By the way you were talking, I thought MGIF would pose quite a competion to SOL in the image processing world (being free and all.) After seeing MGIF, I realize that you just can't compare the two. Obviously you've spent a lot of time trying to beat SOL's record for GIF loading (and you've done it!) and less time developing a good user-interface and well-rounded features. I hope this puts to rest any questions you may have had about MGIFs features versus SOL.

Perhaps now Dieter FiebelKorn or anyone else would like to point out to Johan the features that GEMview in fact includes that Johan said it did not. I have done so with SOL already. Obviously Johan does not read the manuals of the programs he uses before assuming what features they have or don't have.

I hope I have given everyone another point of view (although I will admit slightly biased) on MGIFs new features and use. I'm curious as to what other people think, as there hasn't been much response aside from just our author-biased public discussion.

Have fun!

As always, feel free to Email questions, comments, and suggestions for Speed of Light to me directly. That's the best way I can find out what users really want in SOL.

Stuart Denman
StuSoft
sdenman@cs.washington.edu

3047. Power Monger

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 00:08:35 UTC
From: Frits_Van_Den_Akker@sterbbs.nl
Message-ID: <18499KSDNASHICXKEBX@sterbbs.nl>
Source record: 181334

I found a copy of Power Monger between on of mine _very_ old disks.
I don't know wether it's PD or not. (I'm afraid it's a pirated copy;
I can't remember were I got it from. It's just on one of the disk I
think I own.)
Anyway, I don't know how I have to use it; can't find it out either.
It seems like an different ST-version of Populus....

Does someone know how I can use it or if the program isn't PD?
If it isn't: I'll delete it inmidiately; I don't like pirated
programs very much....

Thanks!

Frits.

Internet : Frits_Van_Den_Akker@sterbbs.nl | JFA Software
Add on first line : TO: Frits Van Den Akker | TOS AES VDI GEM!
Majornet : Frits Van Den Akker@STR | ST TT Falcon!

* TailMail 2.1 #031 * There are bugs and then there are bugs. And
then there are bugs. - karl

--
|[From]===|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

======================== !!! Automated Notice !!! ======================
E-mail replies to this user should have the following on the first line
of message text: TO: Frits Van Den Akker
==

3048. Power Monger

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 00:08:35 UTC
From: hspijker@sterbbs.nl
Message-ID: <18506KSDNASHICXKEBX@sterbbs.nl>
Source record: 181335

On the 30th of August Frits van den Akker wrote:

>I found a copy of Power Monger between on of mine _very_ old disks.
>I don't know wether it's PD or not. (I'm afraid it's a pirated copy;
>I can't remember were I got it from. It's just on one of the disk I
>think I own.)
>Anyway, I don't know how I have to use it; can't find it out either.
>It seems like an different ST-version of Populus....
>
>Does someone know how I can use it or if the program isn't PD?
>If it isn't: I'll delete it inmidiately; I don't like pirated
>programs very much....

In that case delete it. It's commercial alright.....

Greetings,

Henri Spijkerman

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

3049. Re: Does someone have atari 520 st's terminal codes?

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 00:24:40 UTC
From: magic@mtu.edu
Message-ID: <340ik8$svg@maxwell1.ee>
Source record: 181339
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Ville Mattila (Ville.Mattila@hut.fi) wrote:
:
: Hi everybody!
:
: Is atari's terminal codes same as in vt52 emulation?
: From where I can find the code tables? Please email me them or send
: me code's ftp-ste address.
:
: thanks!
: ----------
: |"Good times are comin', but they sure comin' slow"|
: | ~ Vampire Blues, Neil Young ~ |
: ----------
: --
: ----------
: |"Good times are comin', but they sure comin' slow"|
: | ~ Vampire Blues, Neil Young ~ |
: ----------

Howdy,

Try Atari ST Internals (By Data Becker) or The Atari Compendium,
both books have the tables along with descriptions...or if you can't
find either of those...I suppose I could type the tables in and e-mail
them...

Cheers,

-Magic

```
*****************************************************************************
* magic@mtu.edu >>> Falcon 14/170 >>> The only way to fly >>> *
* "If you can tell the difference between good advice & bad advice... then *
* you don't need advice" *
*****************************************************************************
```

3050. Re: Video Problems!

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 00:38:36 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EH6AEGVM@ttgk.textlitho.nl>
Source record: 181346
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <33tctb$mcr@charm.magnus.acs.ohio-state.edu> Panjandrum wrote :

>Is the ST powdered toast?
Nope, probably just the power supply..

>Did my sister spill coke it in?
Hard to tell from here, but it sure would help in blowing out the PSU..

>Can Lassie save the day once again?
Only if Lassie can hold a soldering iron and has lots of experience, no fear of very high voltages etc..

>Or is this finally the end?
Naaah, can't be can it ?

Gert

--

-- --
Atari TT-Point
-- --

3051. Does this software exist?

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 02:07:25 UTC
From: rhett@bigwpi.WPI.EDU
Message-ID: <340okt$glg@bigboote.WPI.EDU>
Source record: 181342

I was wondering if there is an ST program which is similar to MathCAD.
In fact, is there any high level CAD-oriented math producitivty
software on the ST platform? Any help would be greatly appreciated.
thanks
rhett@wpi.wpi.edu

3052. cscope

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 02:53:38 UTC
From: whitema@rtsg.mot.com
Message-ID: <340rbi$7ql@delphinium.cig.mot.com>
Source record: 181354

Hi!

After using cscope at work on my Sun, I was wondering if there
was something similar out there for my STe? Or is this a job
for Sharewareman? Or will Sharewareman be defeated by his eternal
foe - the Copyrightist!

Mike
whitema@cig.mot.com

3053. Re: Atari bombs

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 03:07:20 UTC
From: tdcflcn@infinet.com
Message-ID: <340s58$4cs@rigel.infinet.com>
Source record: 181344

YANN CLEROUX (9302442@meo.lacitec.on.ca) wrote:
: I used to use my Atari ST everyday.... I'm now hooked on my IBM compatibles (
: running a BBS off of them).

: Anyways, I have 1 question to ask you ST users: Aren't you sick of seeing
: those damn little black bombs everytime the computer freezes??? And that
: other bug with the video chip where you have to slam the keyboard just to "
: wake it up"...

At least we get something to tell us it lock-up Windoze, just sits there...
is it thinking?
is it cacheing to the drive?
why doesn't the mouse move?

Maybe I'll wait and see what happens.

I work in the IBM world very day, there is not a day that I don't have to
reboot windoze.

Thomas (Tom) Chamberlain, tdcflcn@infinet.com
==========
Member of: | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
| P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *
==========
Also a IBM AS/400 RPG/COBOL Programmer/Analyst/Software Consultant

3054. WANTED: REVIEWS OF CALAMUS SL

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 03:22:03 UTC
From: amez1@pfs01.cc.monash.edu.au
Message-ID: <amez1.27.2E63F75B@pfs01.cc.monash.edu.au>
Source record: 181345

Can someone please send me a review of CALAMUS SL to my address:

****
Anthony
Amez1@pfs01.cc.monash.edu.au
****

Thanks

3055. Re: The Truth about MGIF 4.4 WAS: GIF & JPEG Viewers

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 04:11:59 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <CvDt0F.C4C@beaver.cs.washington.edu>
Source record: 181347

I don't see what is so good about F-S dithering in TrueColor modes? There is not that much of a loss...

Also, I did have the RGB mode switch ON when doing convolutions, and they STILL produces greyscale results. Mapped images produce GARBAGE! And to get any decent output in 16/256 modes, I have to quantize EVERY TIME!

And your comment about SOL not being an Image Processor because it only works on mapped images is crap! Not only does SOL work beautifully on greyscale modes, but mapped images are 100% as valid an image to process!
It's an image, isn't it? We're processing it, aren't we?

What's your convoluted notion of an Image Processor? Only greyscale? B.S.

Every text I haved looked in that has ANY image processing information works with mapped images just as well as TC or Grey Images. You simply do all processing in Truecolor (as in filtering) and then map things to a palette while drawing. Easy. If you're in greyscale (as with SOL) you don't need to map it.

Not an image processor...what crap!

Cheers, and solutations.

Stuart

3056. Re: WANTED: OPUS 2.3

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 04:42:05 UTC
From: vicb@clark.edu
Message-ID: <3411mt$m0c@clark.edu>
Source record: 181349

In article <340f8i$2mb@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:
>gbie1@pfs01.cc.monash.edu.au (GEORGE BIELINSKI) writes:
>>Recently, I have obtained OPUS 2.2 spreadsheet from New Age PDL. Encouraged
>>by the programs features, I decided to register my copy to obtain version
>>2.3 by sending the registration fee (US $15) to the author of the OPUS. It
>>was almost two months ago, and I still haven't received my copy. Only this
>>week I have found that other OPUS users have also experienced similar

>You have only payed your Shareware fee to use OPUS 2.2, if you are that dumb

>that people are still supporting the Atari till doomsday...
>
>Rule of thumb, never shed money out and Shareware software unless you know its
>being supported, like write a letter firsts, if you check you will find that
>OPUS 2.2 is very very old....
>
>As they say get a life get a PC.....

Roger, you're such a classy guy sometimes. Did you "get a life" by deciding
to spend your time insulting a small user base to which you used to/still
belong? Not to mention someone who is only trying to be honest and register
a fine piece of software, whether it's old or new?

>|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|

Victor Bruhn
vicb@clark.edu

3057. Spectre GCR for sale

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 05:16:01 UTC
From: japolis@nyx10.cs.du.edu
Message-ID: <3413mh$anm@nyx10.cs.du.edu>
Source record: 181351

Spectre GCR 3.0 complete with system software and a big bunch of disks of utilities and programs to get you started. Roms included. .....$200. Includes cable, disks, instruction books, and years of newsletters. Lots of interesting tidbits about the Atari and Macintosh.
Runs Macintosh software very very fast.

3058. Can a TT 19" mono monitor run on a mega st ?????

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 06:08:54 UTC
From: putney@suburbia.apana.org.au
Message-ID: <putney.778313334@suburbia.apana.org.au>
Source record: 181355

I have a mega st and would like to run a 19" mono monitor on it. I
have got onto a 19" monitor that is designed to run on a TT. It uses an
ecm (or something like that, ecl ???) interface.
Is there a card I can plug into my mega st that will allow this
monitor to display a 4 screen area like the old Viking Moniterms ?
What other upgrade cards are available for the mega st ??, ram, cpu,
graphics ?.

Any help would be greatly appreciated

putney@suburbia.apana.org.au

--
---
suburbia.apana.org.au
Suburbia Public Access Unix - 24 Hr Internet Connection - +61 3 596 8366
==========

3059. Re: The Truth about MGIF 4.4 WAS: GIF & JPEG Viewers

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 06:21:40 UTC
From: dburns@world.std.com
Message-ID: <CvDz05.M37@world.std.com>
Source record: 181356

Stuart,

I liked SOL enough to register it, even though I don't use color much. I'm very happy you're working on a mono version. I don't understand all of its features yet, but I like the program.

Since this exchange began (you and Johan), I got a copy of MGIF. It too is very impressive (at least to me). I would like to see a print feature and some other Save formats (.IMG, etc.), but it still seems pretty powerful.

I think you, Stuart, have every right to be proud of SOL, and to clear up misuderstandings about its capabilities. But I think your criticism of MGIF casts you in an unflattering light. I'd rather see you speak positively about your program without the (apparent) hostility toward another author.

Dave Burns
Lowell, MA

3060. Re: WANTED: OPUS 2.3

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 06:40:02 UTC
From: dburns@world.std.com
Message-ID: <CvDzur.21C@world.std.com>
Source record: 181357

Geesh Roger, you really are a jerk.

Calling you dumb would be an insult to dumb people.

Dave Burns
Lowell, MA

3061. Re: NeST & AtariNet Piracy??

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 06:42:36 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940831Z064236.354dbrewood@nest.demon.co.uk>
Source record: 181399

In article <2e60e0c4@ct.se>
rickard.troedsson@secom.ct.se "Rickard Troedsson" writes:

> After this message Daron, I do not have to post that list. You have clearly
> showed yourself here that you are VERY afraid of seing logfiles from the old
> Sarcastic Existence - where you downloaded no less than 40 commercial pieces of
> software in two days, posted here.

I just want to avoid any troubles for the nets, and I'm not scared of anything
mate. We've been through this sort of conversation over a year ago when you
were asked to clear pirate software off your system if you wanted to remain in
NeST.

All my software is fully paid for and I do keep the receipts to prove it!

--


```
=============================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
=============================================================================
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
=============================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
=============================================================================
```

3062. Re: Tape Backup SW

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 07:08:21 UTC
From: miff@apanix.apana.org.au
Message-ID: <miff.778316901@apanix.apana.org.au>
Source record: 181360

daveh@netcom.com (Dave Halliday) writes:

>I am still having trouble finding a reliable way to use my new tape drive. Gemar seems not to get along with my setup and I can't work out how to get the tapebios/gtar combination to read or write to my tape (even though tapetest works fine.) gtar seems to expect a /dev/mnt which of course does not exist under standard Tos.

Please learn to format your paragraphs. (1/2 8)

>What do fellow netters think of Diamond Back? Can it perform the following:

Not an awful lot. It's a floppy-backup program.

>o Backup non tos partitions (Mac GCR for now minix in the future.)?

Not sure. I don't think it does image backups.

>o Can it read/write unix tar files that my sun at work can read/write?

No. It uses a proprietary format.

>o Can it perform incremental dumps and tars?

It is capable of incremental backups, not of writing tarfiles.

>o Can it undertand my Wangtek 5150ES drive?

No. It only works with floppy disks.

Your problems with Gemar should be easily solved, and it is _the_ program
that you want to be using with your requirements.

>Thanks,
>Dave.
--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

3063. SOL

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 08:21:36 UTC
From: John.Stoff@203-1657-4.wmeonlin.sacbbx.com
Message-ID: <832_9408311014@wmeonlin.sacbbx.com>
Source record: 181259

> As always, feel free to Email questions, comments, and suggestions
> for Speed of Light to me directly. That's the best way I can find out
> what users really want in SOL.
>
Would be nice if SOL would set Low res automatically on a ST.

TTFN

John
--
: Fidonet: John Stoff 1:203/1657.4 .. speaking for only myself.
: Internet: John.Stoff@203-1657-4.wmeonlin.sacbbx.com

3064. Re: Fonts: Speedo=TrueType?

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 11:34:58 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <341pt2$3le@infa.central.susx.ac.uk>
Source record: 181392

Mike Morris (mike@divsun.unige.ch) wrote:
: I should know this, but I've gone blank: are TT fonts SpeedoGDOS
: compatible? If so, does anything need doing or do I just copy 'em
: and install them?
: **
: Michael Morris PhD
: Division of Medical Genetics tel (Switzerland) (22) 702.56.94
: CMU, University of Geneva fax (Switzerland) (22) 702.57.06
: Geneva, Switzerland email mike@medsun.unige.ch

Scalable fonts are:
1. Bitstream's Speedo fonts (fast)
2. Truetype
3. Postscript (poor quality at small point size)

SpeedoGDOS v5 uses all three plus other GDOS fonts.
That's Write 3 uses Speedo via it's own internal scaler.

Steven

3065. Re: GIF & JPEG viewers

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 12:03:36 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <341rio$aj5@golem.wcc.govt.nz>
Source record: 181362

In article <33vd68$7m6@nyheter.chalmers.se>, d8klojo@dtek.chalmers.se (Johan Klockars) writes:
>
>I hope I've not written anything that must be countered in this article, so
>that we can now drop the subject unless there is someone else who has
>anything to add.

Will all this talk about GIF viewers, but nothing about Photocrome 4..

At least it gives more colours on a ST and even much more on a STE,
so why no comments on this software....

>--
> Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
> of Technology | .signatures | Address: Johan Klockars
> | so hard to do | Foreningsgatan 32/408
> Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3066. Re: The Truth about MGIF 4.4 WAS: GIF & JPEG Viewers

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 12:06:38 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <341roe$gpg@nyheter.chalmers.se>
Source record: 181358

In article <CvDt0F.C4C@beaver.cs.washington.edu>,
Stuart Denman <sdenman@wolf.cs.washington.edu> wrote:
>I don't see what is so good about F-S dithering in TrueColor modes? There is
>not that much of a loss...

I said _Falcon_ TC mode. That's 16 bits and the loss is _very_ obvious in many
pictures if you don't dither. Try the test image creation in MGIF and you'll
see a good example of the improvement you can get.

>Also, I did have the RGB mode switch ON when doing convolutions, and they
>STILL produces greyscale results. Mapped images produce GARBAGE! And to get

I assure you that you get RGB results when you use that switch!
The article from Mike Pelletier shows that other people have no problem
getting it right by reading the manual. ;-)

If you try to display the image using the 'draw source' or 'draw destination'
selections in the menu, MGIF will of course do exactly that!
Can you guess what the 'draw RGB' item is used for? :-)

Most of the image processing functions are not supposed to work at all in
mapped mode. They produce garbage because they're not disabled yet.

As I said before, scaling, median filter and oil paint works fine in mapped
mode. If you read the manual you might find out what you're doing wrong. ;-)
It's quite possible that you won't, of course. That's why I always include the
following line in my MGIF distributions nowadays:

When (not if) you have any questions, please mail.

Did I forget that line when I mailed MGIF 4.4beta to you?

>any decent output in 16/256 modes, I have to quantize EVERY TIME!

Huh, what are you talking about?
If you load an image in mapped colour mode you _can't_ quantize it! In 256
colours it will be displayed as loaded, in 16 colours you have the option
of using an ordered dither to display.
SoL does a much better display in 16 colours, though.

Since you're talking about quantization, I guess you've loaded the image in
24 bit mode. Why have you done that if you can't get the RGB features to work?

I really can't understand what you mean here.
You said earlier that you could only get greyscale output using the RGB switch.
That must mean you've not discovered 'draw RGB' in the menu.
Without using that you can't get any multi-colour output from a 24 bit image.
Decent or otherwise!

In any case, you must remember that MGIF is doing a simple 24 bit to mapped conversion, while drawing, for preview purposes only.
With a decent dither matrix (try one of the ones supplied in SoL ;-) and a relatively high resolution, the preview results are not too bad. In 256 colours the output is usually rather good. It always depends on the dither matrix, however, and the supplied one is not top notch by any means.

When you're done with your image processing, use quantize with maximum settings for quality output in any number of colours (8-256).

>And your comment about SOL not being an Image Processor because it only works
>on mapped images is crap! Not only does SOL work beautifully on greyscale

A few quotes:

I can't imagine anyone using SoL 3.5 for image processing. It doesn't
^
match even the smallest specification list I can think of.
^
Image processing on mapped images is a contradiction in terms as far as
I'm concerned.
^
I guess you have another definition of the term. ;-)

I think that looks like my _personal_ views, don't you?

>What's your convoluted notion of an Image Processor? Only greyscale? B.S.

The most important thing is _IMHO_ the capability to define your own general convolution filters. Of course the 3x3 filters in MGIF is a bit too small, but 5x5 or 7x7 filters would be _sloooow_ without DSP help.
_I'd_ be unhappy if there was no median filter or some general 'despeckle' like functions.
_I_ need intensity manipulation features. Yes, I admit SoL has more of that!
For colour, 24 bit is a must, again _IMHO_ of course.

>Every text I haved looked in that has ANY image processing information
>works with mapped images just as well as TC or Grey Images. You simply
>do all processing in Truecolor (as in filtering) and then map things to
>a palette while drawing. Easy. If you're in greyscale (as with SOL)
>you don't need to map it.

That's the way MGIF is doing it when you use only 'draw RGB' in the palette modes!
SoL (at least up to v3.5) quantizes the image at load time, loosing a _lot_ of information.

>Not an image processor...what crap!

IMNSHO!

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars

| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

3067. Re: Learning german in comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 12:17:57 UTC
From: koehne@oslo.informatik.uni-dortmund.de
Message-ID: <341sdl$dj0@fbi-news.informatik.uni-dortmund.de>
Source record: 181359

In article <33vm9m$q1q@ra.ibr.cs.tu-bs.de>, c0031098@ws.rz.tu-bs.de
(Kielhorn) writes:
|> This is part I of the weekly learning German Series in
|> comp.sys.atari.st.
|>
|> This series uses TeX-German.sty notation to display
|> umlauts or sharp s.
|>
|> "a = a-Umlaut
|> "o = o-Umlaut
|> "u = u-Umlaut
|> "s = sharp s
|>
|> Todays subject is Tempus-Editor.
|> (one of the older versions that crashes with MiNT)
|>
|> Menubar:
|>
|> Datei File
|> -- Laden -- -- Load --

:-))

I think they should be able to learn these few words by using a dictionary.
This method will be better than just reading it.

--

Gruss

...Patrick

Patrick Koehne
Irisweg 9
59439 Holzwickede
Germany

e-mail: Patrick_Koehne@un.maus.ruhr.de
koehne@troja.informatik.uni-dortmund.de

+++ Letzte Meldung:

Joe Cocker: "Ueberlaeufer des K.G.B. folterten meine Putzfrau!"
-- Grosser Bericht auf Seite 8.

3068. Re: Microsoft Word Capability

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 12:21:15 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <341sjr$aj5@golem.wcc.govt.nz>
Source record: 181363

In article <94242.085226STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>Le Redacteur (sp?) is available in the United States from
>A & D Software. Their e-mail address is: st-informer@genie.
>geis.com. Hope this helps.
>Another option to use with Word for Windows is to save files
>as *.RTF files. This would allow them to be read by Atariworks
>as well as Marcel. a shareware editor.
>-scott tirrell

Calligrapher Pro that is being sold of cheap in the UK, for 39 Pounds,
that also has support for RTF files, plus a few other good thing going for it,
but the big minus is the lack of Fonts, there are only 84 extra ones and they
are not that cheap, they don't even have a Chancery font, and no PD fonts or a
converter...

But at 39 ponds its a good buy, has PostScipt plus a very good Dictionary
and Thesaurus, and French/German/Italian and Spanish...

I think there is only one other Document/Word Processer that has this kind
of language support...

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3069. Re: Tape Backup SW

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 12:55:43 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <341ukf$64n@bognor.barclays.co.uk>
Source record: 181361

In article <miff.778316901@apanix.apana.org.au>, miff@apanix.apana.org.au (Michael Smith) writes:
|> daveh@netcom.com (Dave Halliday) writes
|> >What do fellow netters think of Diamond Back? Can it perform the following:
|> Not an awful lot. It's a floppy-backup program.
It also backs up to other HDs, partitions, removable media, tape streamers and so on, with and
without compression/encryption.

|> >o Backup non tos partitions (Mac GCR for now minix in the future.)?
|> Not sure. I don't think it does image backups.
Not sure either. I think an image backup should do it OK.

|> >o Can it undertand my Wangtek 5150ES drive?
|> No. It only works with floppy disks.
Yes. It uses most SCSI tape drives.

|> Your problems with Gemar should be easily solved, and it is _the_ program
|> that you want to be using with your requirements.
GEMar is nice but the current Diamond Back is pretty good too.
--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 8MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3070. Conlficting loyalties ahoy!

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 13:22:34 UTC
From: 895822ja@cent.gla.ac.uk
Message-ID: <895822ja.778339354@cent.gla.ac.uk>
Source record: 181270

rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:

[Pathetic wibble about NeST and AtariNet and piracy deleted...]

>[...] Myself I've
>switched to the PC-platform, which is *VASTLY* superiour to the Atari.)

Oh yeah. Let's look at the .sig ....

>+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
>+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
>+--------- SysOp on SECOM - 760 users / 26 countries - +46-451-91002 +
>+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - NeST Sucks! +
>+ SYNC -------- Opinions expressed are those of my employee! --------+

Hmmm... An advert for FOG? The Falcon Owners Group? Perhaps FOG Sweden
would be interested to read what Mr Troedsson has just wibbled?

The appropriate word here I believe rhymes with "tanker"...

Michael.

--
-- { Opinions are mine, etc., etc..}
| Michael James <895822ja@udcf.gla.ac.uk>|- ||| <- Cliched, but easy
--| ||| to draw!!
-- _/ | _ < F A L C O N 0 3 0 >

3071. Re: Power Monger

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 13:47:52 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3421m8$soj@mailer.fsu.edu>
Source record: 181364

Frits_Van_Den_Akker@sterbbs.nl wrote:
>
> I found a copy of Power Monger between on of mine _very_ old disks.
> I don't know wether it's PD or not. (I'm afraid it's a pirated copy;
> I can't remember were I got it from. It's just on one of the disk I
> think I own.)
> Anyway, I don't know how I have to use it; can't find it out either.
> It seems like an different ST-version of Populus....
>
> Does someone know how I can use it or if the program isn't PD?
> If it isn't: I'll delete it inmidiately; I don't like pirated
> programs very much....

It is a commercial product, so yours is very likely pirated. I am not a big fan of the game itself. They basically took the Populous/PopulousII concept and made it extremely complicated and information-dense, which tends to take the fun out of it (for me, at least). At least one data disk was produced for this game (WWI scenarios, I believe). Populous II is the king of the God games IMHO, particularly via modem against another human.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3072. Re: Flight Simulator for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 13:49:14 UTC
From: wede@x4u2.desy.de
Message-ID: <3421oq$ff2@dscomsa.desy.de>
Source record: 181365

In article <778213450.0@mettav.exnet>, Colin.Campbell@mettav.exnet.com
(Colin Campbell) writes:
|> Graham bibbled on 28 Aug 94 to Mickey...
|>
|> MB>> Flight Simulator II is probably the most technically accurate flight
|> MB>> sim available for the ST (for small unarmed aircraft, at least :-).
|> >
|> > A320 Airbus is a much more recent addition and IMHO more accurate
|> > sim. Heaviest box i've ever purchased BTW ,possibly because of they
|> > give you genuine pilots navigation/beacon maps with it along with loads
|> > of techy stuff .... for 'serious pilots types' only though ,this is one
|> > mean beast to land on manual :-)

Well, it's not that hard, once you've got the hang of it. I've even sailed it
down!

|> And don't forget to put fuel in the tanks before taking off!! :) Yes, it's
|> ___that___ accurate!

Yeah, I've tried to take off and get back safely with the minimum amount of fuel
that you always have in the tank (just enough to take off). Haven't made it yet.
Has anyone done it? If so, on which airport?

Volker (Senior Pilot (grin))

3073. Re: Turbo C to Pure C?

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 13:56:13 UTC
From: wede@x4u2.desy.de
Message-ID: <34225t$ff2@dscomsa.desy.de>
Source record: 181366

In article <199408292038.a39838@ms3.maus.de>, Klaus_Luelff@ms3.maus.westfalen.de
(Klaus Luelff) writes:
|> SS>Can Application Systems Heidelberg (those're the guys I want to speak,
|> SS>right?) be contacted over the net?
|> From CompuServe 100067,3712
|>
|> But ASH said they will release a new Version Pure C 2.0. (This Year)
|>
|> Bye Klaus

Will this be an objective C-compiler??

Volker

3074. Re: Learning german in comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 13:56:19 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <342263$9af@ra.ibr.cs.tu-bs.de>
Source record: 181367

Patrick Koehne (koehne@oslo.informatik.uni-dortmund.de) wrote:
: In article <33vm9m$q1q@ra.ibr.cs.tu-bs.de>, c0031098@ws.rz.tu-bs.de
: (Kielhorn) writes:
: |> This is part I of the weekly learning German Series in
: |> comp.sys.atari.st.
: |>
: |> This series uses TeX-German.sty notation to display
: |> umlauts or sharp s.
: |>
: |> "a = a-Umlaut
: |> "o = o-Umlaut
: |> "u = u-Umlaut
: |> "s = sharp s
: |>
: |> Todays subject is Tempus-Editor.
: |> (one of the older versions that crashes with MiNT)
: |>
: |> Menubar:
: |>
: |> Datei File
: |> -- Laden -- -- Load --

: :-))

: I think they should be able to learn these few words by using a dictionary.
: This method will be better than just reading it.

: --
: Patrick Koehne
: Irisweg 9
: 59439 Holzwickede
: Germany

: e-mail: Patrick_Koehne@un.maus.ruhr.de
: koehne@troja.informatik.uni-dortmund.de

A dictionary, a merkin with a dictionary, never seen one.
(Is it still legal to *use* German-English-Dictionaries in the
States?)

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

3075. Re: Nethack versions??

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 14:53:00 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <3425gc$64n@bognor.barclays.co.uk>
Source record: 181369

There is a superb color GEM version with full GFX called GEMhack. It really needs an enhanced GFX board, a Falcon or a TT though. Maybe it's useable in some ST reses????

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 8MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3076. FOR SALE: Mint Condition Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 14:55:47 UTC
From: VP_Ostrander@pnl.gov
Message-ID: <3425lj$mng@bbs.pnl.gov>
Source record: 181370

I have a mint condition Atari 520ST for sale that I bought
a few years ago and have hardly used. It is a 520ST with
a external double-sided drive, mouse, monitor, all power
supplies, cables (etc.). It is currently setting in my basement
in the original boxes. I only ever bought one software program -
it is a word processor the name of which I can't recall.

Make offer.

3077. Sound Chip for the Atari 520/1040/Mega ST

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 15:02:24 UTC
From: lupien@eng.mc.xerox.com
Message-ID: <1994Aug31.150224.4149@news.wrc.xerox.com>
Source record: 181395

Hey,

Does anyone know of a source for (or have any that they
were willing to sell) the sound chip used in the first ST's? You
know the problem where you zap the chip and the disk stops working
because part of the disk controller is on the sound chip? Well,
that's my problem.

Any source whatsoever. Old dead ST's (that did not die the
same way) Distributors, yourself, whatever.

GOT A SOUND CHIP??? Please write back to gfl.xkeys@xerox.com

THANKS!!!

Gordon

3078. Re: Comp.sys.atari.announce

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 15:32:07 UTC
From: vctec@westminster.ac.uk
Message-ID: <CvEoIF.Dtn@westminster.ac.uk>
Source record: 181371

dpj@delphi.com wrote:
: <phulse2@delphi.com> writes:
:
: >I remember reading (and voting) for a new newsgroup some months back, I
: >believe was to be called 'Comp.sys.atari.announce'. Well, now when I attempt
: >to access this newsgroup, I can't find it.
: >
: >Am I using the wrong name? Thanks!
:
: The name is correct and the newsgroup is currently available. I have
: no idea as to why you can't seem to access it.

Maybe it's got something to do with where the site gets it's newsfeed
from...

Ask the site systems admin about it. Also inform them that it is a
moderated group, otherwise, you will not be able to post to the group.

Danny.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

3079. WANTED:EPROMER

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 16:12:58 UTC
From: cmh@hik.se
Message-ID: <cmh.5.0011377F@hik.se>
Source record: 181372

sorry if i post this in the wrong grop, but i dont read this stuff
and i post this for a frend of mind.

my frend want an eprom burner (or is it eprom programmer? dont know
the exact translationt) for his atari st.

it must be able to handel 1mb eproms.

his phone number is 46(0)480-24852

or you culd send me ofers for one at
email: cmh@cf.hik.se

sorry for my por spelling.

3080. Atari 520 for sale

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 16:23:28 UTC
From: tanman@iastate.edu
Message-ID: <342aq0$q3u@news.iastate.edu>
Source record: 181373

I have an Atari SM124 monochrome monitor and a Atari 520ST keyboard in very good condition.

Cables and power boxes all included.

I'm asking for $50 for each, but willing to negotiate.

I also have two Atari SF354 disk drives that are not in good condition. However, I'm willing to part with them for a dirt cheap price.

If interested, send email to tanman@iastate.edu

--

3081. Re: Learning german in comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 17:20:30 UTC
From: saj@chinet.chinet.com
Message-ID: <CvEtI6.Iyw@chinet.chinet.com>
Source record: 181374

In article <342263$9af@ra.ibr.cs.tu-bs.de>,
Kielhorn <c0031098@ws.rz.tu-bs.de> wrote:
>Patrick Koehne (koehne@oslo.informatik.uni-dortmund.de) wrote:
>: In article <33vm9m$q1q@ra.ibr.cs.tu-bs.de>, c0031098@ws.rz.tu-bs.de
>: (Kielhorn) writes:
>: |> This is part I of the weekly learning German Series in
>: |> comp.sys.atari.st.
>: |>
>: |>
>
>: :-))
>
>: I think they should be able to learn these few words by using a dictionary.
>: This method will be better than just reading it.
>
>: --
>: Patrick Koehne
>
>A dictionary, a merkin with a dictionary, never seen one.
>(Is it still legal to *use* German-English-Dictionaries in the
>States?)
>

Please: that's a 'Murkin', not a 'merkin', which is something else entirely.
And I do have a German-English dictionary--several of 'em even. I may not
be a good representative because I took a German course once (not TOO bad
a representative, though, since I got a charitable 'D'). Anyway, the easy-to-
come-by dictionaries were written before little computers became common,
and a lot of definitions that are appropriate for program menus are only
metaphorically related to the ones given in the old dictionaries. From time
to time I've shown technobabble to a German co-worker who's sharp with small
computers, but has been in the US since before the micro revolution started,
and he often has to think a while to figure out what's being talked about.

So anyway, thanks for the effort. It's kind and it's worthwhile.

Steve

3082. packard bell 2400 modem for sale, cheap

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 18:15:46 UTC
From: burglin@Frodo.MGH.Harvard.EDU
Message-ID: <342hci$osb@nmr-z.mgh.harvard.edu>
Source record: 181377

```
Hi,
I have a packard Bell 2400 modem for sale, external.
Although it's for a PC, I used it fine with an ST 520, and
an Mega ST2.
20$ plus shipping, obo
Thomas Burglin
burglin@frodo.mgh.harvard.edu
Boston
```

3083. Re: CD-ROM archive of a.a.u.e?

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 18:42:30 UTC
From: rm03@cscmgb.cc.ic.ac.uk
Message-ID: <1994Aug31.184231.20759@cc.ic.ac.uk>
Source record: 181389

in article <Cv3zJ5.Kr2@world.std.com>, azog (azog@world.std.com) wrote:
>This might be a goofy question, but I havent seen it asked before

>Does there exist, or is there interest, in a CD-ROM snapshot of
>the Atari directories at atari.archive.umich.edu? I was even thinking
>of something like a quarterly issue or something, hell I would pay $30
>for that.

The Gemini CD-ROM, from Walnut Creek, has most of atari.archive on it.
(It's a bit old, but there may be a new version.)
Best of all, if you have written any of the programs on the CD-ROM, you
get a free copy.

There is an info file about it on, err, atari.archive.

Walnut Creek
1547 Palos Verdes Mall, Suite 260
Walnur Creek CA 94596

tel: 510-674-0783
fax: 510-674-0821

info@cdrom.com

Hope this helps,
-- Robert Mellish, F.O.G. --
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
-- and also the mrs joyful prize for rafia work. --

3084. Does Speedo 5 support the Epson 2500?

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 18:54:45 UTC
From: bjgrier@bnr.ca
Message-ID: <342jll$edf@nrtphaa9.nt.com>
Source record: 181375

When I purchased Atari Works/Speedo GDOS 4.1, the only Epson
driver it supported was the LQ570. However my printer is only
LQ2500 compatable. The difference is my printer, and the LQ2500
supports only 360x180 dpi while the LQ570 supports up to 360x360
dpi. As a result I have to use the NX-1000 driver (180x180 dpi).
The dot resolution in the LQ570 driver does not seem to be adjustable.

Does anyone know if the Speedo 5 drivers support the Epson LQ2500,
360x180 dpi, printer? Or is the LQ570 driver now configurable to
360x180 dpi?

Thanks in advance,
Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

____
| Brian, WS1S (ST/TT User/Developer) |
| Bell Northern Research |
| Research Triangle Park, NC |
|____________________________________|
If I wanted a computer to play games |
on I'd buy an MS-Dos compatible. I |
have REAL computing work to do. |
_____________________________________|

3085. A ton of Atari stuff for sale.

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 20:34:28 UTC
From: oconnor@took.enet.dec.com
Message-ID: <342m3a$h2j@nntpd.lkg.dec.com>
Source record: 181376

ATARI 1040 ST 1 meg RAM DSDD 3.5" 720KB drive $150.00
TOS 1.0

ATARI SF314 DSDD 3.5" 720KB floppy drive $60.00

SC1224 ATARI color monitor $100.00

SM124 ATARI monochrome monitor $75.00

CALLIGRAPHER GOLD Complete and registered with all manuals $100.00

DEGAS and DEGAS ELITE graphics programs $25.00 for both
Complete with all manuals

NEO DESK 3.01 with 3.02 upgrades $15.00
Complete and registered w/ all manuals

HISOFT C INTERPRETER Complete and registered w/ all manuals $15.00

MULTI TASKING C SHELL Complete and registered w/ all manuals $15.00

LATTICE C Version 3.401 Complete and registered w/ all manuals $15.00

TRUE BASIC Version 2.0 Complete and registered w/ all manuals $50.00
Plus all GEM and Math libraries

SOLAPAK ST Print spooler and RAM disk & screen saver $10.00
Complete and registered w/ all manuals

CORNER MAN Includes clock, phone log, notepad, calculator & dialer $15.00

MUSIC STUDIO by Activision $10.00

THUNDER a spelling checker by Batteries Elite $10.00

GEOGRAPHY a map database program $10.00

BOOK: "Programmer's Guide to GEM" $6.00

BOOK: "Compute ST's Programmer's Guide" $5.00

BOOK: "ATARI ST GEM Programmer's Reference" $8.00

BOOK: "ATARI ST Internals" $8.00

GAME: Plutos from Mindscape (Xevious clone) $5.00

GAME: Leather Goddess of Phobos from Infocom $7.00

GAME: Zany Golf from Electronic Arts $7.00

GAME: Trivia Challenge from Microdeal (Trivial Pursuit clone) $5.00

GAME: Shadow of the Beast from Psygnosis $12.00

GAME: Star Wars $3.00

GAME: Sub-LOGIC Flight Simulator $15.00

GAME: Fast Lane, excellent simulation of sports car racing $10.00

GAME: Test Drive, drive Corvettes, Ferraris and Lamborginhis $8.00

GAME: Final Assualt, by EPYX, a mountain climbing simulation $8.00

GAME: Heros of the Lance, a D&D FRP game $8.00

GAME: President Elect, simulation of a presidental election $5.00

GAME: War in Middle Earth, simulation of "Lord of The Rings" $6.00

GAME: Xevious, space shoot em up $6.00

GAME: OIDs, defender clone and more! $7.00

GAME: Dungeon Master $8.00

GAME: Barbarian by Psygnosis $6.00

GAME: Bractucus by Psygnosis $6.00

GAME: Rogue by Eypx $6.00

GAME: Falcon, excellent jet fighter simulator by Spectrum Holobyte $8.00

GAME: Block Out (Welltris clone) $7.00

GAME: Orbiter (Space Shuttle simulator) $7.00

GAME: Arena Simulation of a Decathelon by Psygnosis $8.00

GAME: Trivial Pursuit (Official authorized edition) $10.00

GAME: Populous by Electronic Arts $10.00

GAME: Stunt Track Racer $8.00

GAME: Mean 18 Gold Simulator with 1 extra course disk $10.00

GAME: Hard Drivin' II by Domark $8.00

GAME: Scruples (Official authorized edition) $10.00

GAME: Black Cauldron based on Walt Disney movie by Sierra $12.00

GAME: Hero Quest by Sierra $12.00

GAMEPACK: Includes Lotus Esprit Turbo Challenge, $20.00
Toyota Cellica GT Rally, Team Suzuki, and Combo Racer

Please reply via email.

Joe O'Connor
EMAIL: oconnor@took.enet.dec.com

3086. Re: HELP! Question about FRONTIER : ELITE 2 and CIVILIZATION

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 22:04:00 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <342uog$oev@msuinfo.cl.msu.edu>
Source record: 181383

In article <eliassen-3108941415340001@avirislab.jpl.nasa.gov>,
eliassen@aviris382.jpl.nasa.gov (Miraden) writes:
>Does anyone have any of the cheats/bug fixes/ANYTHING regarding Frontier :
>Elite 2 or Civilization?
>
>If you don't know anything regarding these but know of someplace I might
>find out, please let me know. Calling overseas is a bit of a joke.
>
>Any help would be greatly appreciated.

There's a topic on Frontier in the GEnie Atari Forums. Don't know about
Civilization, but lots of "cheats" are posted for Frontier. If you want
them and can't get to 'em, let me know and I can d-l whatever's there.

Tom
hopper_t@msupa.pa.msu.edu

>Thanks.
>
>Miraden
>
>***
>*Miraden | Jaguar, 130XE, 1040ST, STOS, AD&D, etc. *
>*Magnum Opus Software | "Television is the retina of the minds eye" -T2000 *
>***

3087. HELP! Question about FRONTIER : ELITE 2 and CIVILIZATION

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 22:15:34 UTC
From: eliassen@aviris382.jpl.nasa.gov
Message-ID: <eliassen-3108941415340001@avirislab.jpl.nasa.gov>
Source record: 181379

Well, I got plenty of requests for information when I got an answer on these but I never received any responses other than requests for the information when I got it.

So, I'll ask again.

Does anyone have any of the cheats/bug fixes/ANYTHING regarding Frontier : Elite 2 or Civilization?

If you don't know anything regarding these but know of someplace I might find out, please let me know. Calling overseas is a bit of a joke.

Any help would be greatly appreciated.

Thanks.

Miraden

```
*****************************************************************************
*Miraden | Jaguar, 130XE, 1040ST, STOS, AD&D, etc. *
*Magnum Opus Software | "Television is the retina of the minds eye" -T2000 *
*****************************************************************************
```

3088. Turbo GIF freezing???

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 23:00:28 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <34322c$385@scapa.cs.ualberta.ca>
Source record: 181381

Does anyone else have this problem??? I'm running a falcon with tos 4.04
(and a VGA monitor- well actually, a multisync).

Thanks..

--
\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

3089. Re: The Truth about MGIF 4.4

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 23:03:25 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Aug31.230325.6004@abo.fi>
Source record: 181388

Some user opinions about SoL, MGIF and GemView...

I have good memories of MGIF from the time I used a Mega-ST. The program even worked with a 40 MHz accelerator ;-) ! Since I moved to Falcon, MGIF was forgotten (I simply didn't know it worked on Falcon!) for a while. The program worked very well although the user interface was quite confusing. For monochrome GIF viewing on a ST, MGIF could still be unbeatable. I'm looking forward to a more Falcon-oriented version of MGIF (support for screen enhancers and multitasking?). Maybe the new 4.4 does all that; we'll see!
A special bonus award for the author of MGIF: during the ongoing, sometimes quite nasty sounding conversation, Johan's calm and polite attitude just surprises me (positively)!

SoL 3.5 is great on Falcon; there's no arguing against that. The program is very well written and certainly worth registrating (wish it was a bit easier from Finland.. The extra fees the bank takes, easily double the total price... But I guess the same thing happens almost everywhere. Sending money abroad IS expensive..!). Yes, I like SoL - but I think it's quite a different kind of a program compared to MGIF, so the war between those two programs doesn't feel very sensible? BOTH are good programs, so why fight ;-) ?!

But GEMVIEW... I must say I don't like this program very much today. I used to like it - but with its modular design it's became slow. Way _too_ slow, I think... =-(Just make it load a big GIF file with dithering, and you'll understand what I mean! The user-interface may be clever, but I find it difficult to use sometimes. Sometimes it's just not logical at all. It's too often hard to say what the program is really doing - or if it's going to do anything. GemView has some great features, too (conversions from one format to another, for example work mostly fine) - and since it supports almost every imaginable CPU, screen and colour combination, it's very well programmed.
Some speed and a new, better user interface - well... THEN we'd have something very special!

Btw: the new GemView 3.06 found in ftp.uni-kl.de, cnam.cnam.fr and umich.edu seems to be somehow faulty? I couldn't install it (the inst. prg complained that the packets were wrongly coded, or something..) at all. Previously: no problemos. Anybody knowing about the problem?

Greetings (and luck to all the MGIF/SoL/GemView/etc programmers ;-),
Tommi

3090. Gemulator 3

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 23:59:01 UTC
From: otohnspa@indirect.com
Message-ID: <otohnspa.22.0017FC88@indirect.com>
Source record: 181398

Does anyone have experience with the Gemulator 3 and all the games available?
From the ads, it looks as though it would run most of the
productivity/business/DTP type software, but what about the games ??

Thanks

3091. Re: ***ICD HARD DRIVE PROBLEM*** HELP PLEASE!

Newsgroup: comp.sys.atari.st
Date: 1994-08-31 23:59:05 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CvFByH.n2H@cix.compulink.co.uk>
Source record: 181387

><Sense $7F>

Can't see this code in my manual :-(

>I've tried re-formatting the drive using the ICD utilities disk. I'm not
>sure if it's working 'cause it only says "FORMATTING" on the screen for a
>few seconds and then goes into a GEM type screen without any pull-down

This doesn't sound right. I formated a drive last night with ICD Pro 6.5.1,
and it did more than this. Does it take you to the partition screen, and
did it do the bad sector check?

The oldest ICD (non Pro) utilites I've used are 4.6.2, and even they did
the above steps AFAICR.

What ICD software are you using?

Roland.

@CiX

3092. Platform shift Atari to Mac graphics HELP?

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 00:08:07 UTC
From: masona@aol.com
Message-ID: <343617$esj@search01.news.aol.com>
Source record: 181384

I am afraid that due to the lack of support by the Tramiel family and the Atari Corp. plus the fact that our school system is receiving Macs by the truckload that I have had to make the switch to Apple. I kind of hated doing it since my Mega STe is really a nice piece of equipment and I got used to doing a lot of things with it.

One of the things I have difficulty with is giving up all of my clip art and graphics libraries. I still plan to do a lot of dtp with PageMaker, but I am currently short on graphics and can't afford a scanner right now.

I have an Atari to Mac graphics converter program, but my Mac won't read the Atari disks. Does anyone have any idea how I can port them over? I do have a Golden Image floppy drive that I could hook up, but I'm not sure where or how since both pieces of equipment have dissimilar cabling.

If you have an idea, I would be pleased to hear it. You can email me on AOL at MASONA, leave word here, or "net it" to me at aldricm@firnvx.firn.edu.

3093. Re: HELP! Question about FRONTIER : ELITE 2 and CIVILIZATION

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 00:46:15 UTC
From: eliassen@aviris382.jpl.nasa.gov
Message-ID: <eliassen-3108941646150001@avirislab.jpl.nasa.gov>
Source record: 181380

In article <342uog$oev@msuinfo.cl.msu.edu>, hopper_t@msupa.pa.msu.edu wrote:

> There's a topic on Frontier in the GEnie Atari Forums. Don't know about
> Civilization, but lots of "cheats" are posted for Frontier. If you want
> them and can't get to 'em, let me know and I can d-l whatever's there.
>
> Tom
> hopper_t@msupa.pa.msu.edu

PLEASE, PLEASE, PLEASE! Oh yes, that would be absolutely wonderful! I've
been plodding through Frontier for a while now and I keep getting killed
by a pirate that just won't leave me alone. Sheesh. If you could grab
whatever information you can, I'd be very grateful. Thanks!

Miraden

****
*Miraden | Jaguar, 130XE, 1040ST, STOS, AD&D, etc. *
*Magnum Opus Software | "Television is the retina of the minds eye" -T2000 *
****

3094. Re: Connecticut Atari Fest Reports wanted

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 00:47:57 UTC
From: dpj@delphi.com
Message-ID: <R03wWUI.dpj@delphi.com>
Source record: 181382

Mark Leair <aa338@cleveland.Freenet.Edu> writes:

>The CAIN newsletter would like to publish anyone's reports from the
>recent Connecticut Show...

Mark,

There will be at least 2 CT show reports in this week's issue of STReport.
Please feel free to re-publish them in the CAIN newsletter; just give
STReport and the author(s) credit.

Dana @ STReport International Online Magazine

3095. Re: WANTED: OPUS 2.3

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 01:02:51 UTC
From: miff@apanix.apana.org.au
Message-ID: <miff.778381371@apanix.apana.org.au>
Source record: 181397

sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>You have only payed your Shareware fee to use OPUS 2.2, if you are that dumb
>that people are still supporting the Atari till doomsday...

...

>As they say get a life get a PC.....

As they say, Roger... Fuck Off And Die.

>_____
>|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
>|+64 4 298-7249 r.sheppard5@genie.geis.com |
>-----

My apologies to anyone out there soft enough to feel sorry for this
mindless old coot.

--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

3096. WANTED: WP WITH CONTINUOUS SPELLCHECK

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 01:21:38 UTC
From: amez1@pfs01.cc.monash.edu.au
Message-ID: <amez1.30.2E652CA2@pfs01.cc.monash.edu.au>
Source record: 181385

Does anyone know of a word processor or document processor with a
CONTINUOUS SPELLCHECK option, similar to the one featured on Word Writer II.

If you do, please let we know on my P-mail address:
amez1@pfs01.cc.monash.edu.au

Anthony

3097. Re: Learning german in comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 01:32:54 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <Up-EIBBEIYK@warpcon.ersys.edmonton.ab.ca>
Source record: 181208

In <CvEtI6.Iyw@chinet.chinet.com> Stephen Jacobs wrote :

>In article <342263$9af@ra.ibr.cs.tu-bs.de>,
>
>Please: that's a 'Murkin', not a 'merkin', which is something else entirely.
>And I do have a German-English dictionary--several of 'em even. I may not
>be a good representative because I took a German course once (not TOO bad
>a representative, though, since I got a charitable 'D'). Anyway, the easy-to-
>come-by dictionaries were written before little computers became common,
>and a lot of definitions that are appropriate for program menus are only
>metaphorically related to the ones given in the old dictionaries. From time
>to time I've shown technobabble to a German co-worker who's sharp with small
>computers, but has been in the US since before the micro revolution started,
>and he often has to think a while to figure out what's being talked about.
>
>So anyway, thanks for the effort. It's kind and it's worthwhile.
>
> Steve
>
Actually, the dictionary that I use to translate german
technobabble is the Collins German Concise Dictionary, and it's
very rarely failed me (maybe twice in about 40-45 program
translations), in which cases I used Alfred_E in a text editor
accessory. As for being a good representative, I have never taken a
german language course in my life. (My name is from a previous
marriage of my mother to a german fellow, which I never felt like
changing to anything else.
--

-- --
UPoint News-Signature
-- --

3098. Re: Tape Backup SW

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 01:42:42 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <Up-EIBBEIYN@warpcon.ersys.edmonton.ab.ca>
Source record: 181207

In <miff.778316901@apanix.apana.org.au> Michael Smith wrote :

>daveh@netcom.com (Dave Halliday) writes:
>
>>What do fellow netters think of Diamond Back? Can it perform the following:
>Not an awful lot. It's a floppy-backup program.

It'll back up CD-ROMs or hard drives to hard drives, floppies, or
tape drives.

>>o Backup non tos partitions (Mac GCR for now minix in the future.)?
>Not sure. I don't think it does image backups.

Yes, it certainly does.

>>o Can it read/write unix tar files that my sun at work can read/write?

No, it doesn't.

>>o Can it perform incremental dumps and tars?

Yes to incremental backups, no to writing tarfiles.

>>o Can it understand my Wangtek 5150ES drive?

There should be no reason at all why it shouldn't.

>>Thanks,
>>Dave.

You're very welcome.
Leslie.

--

-- --
UPoint News-Signature
-- --

3099. Re: The Truth about MGIF 4.4 WAS: GIF & JPEG Viewers

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 03:11:06 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <CvFKv2.C53@beaver.cs.washington.edu>
Source record: 181390

Johan Klockars (d8klojo@dtek.chalmers.se) wrote:

: I said _Falcon_ TC mode. That's 16 bits and the loss is _very_ obvious in many
: pictures if you don't dither. Try the test image creation in MGIF and you'll
: see a good example of the improvement you can get.

True, I see your point.

: I assure you that you get RGB results when you use that switch!
: The article from Mike Pelletier shows that other people have no problem
: getting it right by reading the manual. ;-)

I did read the manual, but I think my problem was in the final output buffer.
I got greyscale results that first time (yesterday) when convoluting and
the RGB switch was on. This could be a contrast problem, however.

: If you try to display the image using the 'draw source' or 'draw destination'
: selections in the menu, MGIF will of course do exactly that!
: Can you guess what the 'draw RGB' item is used for? :-)

Thanks for the info, but I already read that in the manual.

: Most of the image processing functions are not supposed to work at all in
: mapped mode. They produce garbage because they're not disabled yet.

Not disabled? You mean not ENABLED.

: mode. If you read the manual you might find out what you're doing wrong. ;-)
: It's quite possible that you won't, of course. That's why I always include the

It's quite possible that _I DID_, but your UI is confusing. You need some kind
of dialog box to lay out all the source to dest transfers. Using only
menus is confusing...hope this helps.

: >any decent output in 16/256 modes, I have to quantize EVERY TIME!

: Huh, what are you talking about?

I mean to get output to be anything like SOL, you have to quantize after every
image process.

: >And your comment about SOL not being an Image Processor because it only works
: >on mapped images is crap! Not only does SOL work beautifully on greyscale

: I think that looks like my _personal_ views, don't you?

So, I'm saying your _personal_ view on this is B.S. Who elses view would I
be talking about?

: >What's your convoluted notion of an Image Processor? Only greyscale? B.S.

: The most important thing is _IMHO_ the capability to define your own general
: convolution filters. Of course the 3x3 filters in MGIF is a bit too small,
: but 5x5 or 7x7 filters would be _sloooow_ without DSP help.
: _I'd_ be unhappy if there was no median filter or some general 'despeckle'
: like functions.

I guess you don't understand the concept of Filtering, do you. Pick up a
copy of Graphics Gems III and look at the article on filtering. With
filtering, you can remove noise (like median filters except it's more
customizeable), blur an image, shapen it, or do all kinds of other effects.
They are a continuous function, so they work no matter how the image is scaled.
Convolutions, however, only work on individual pixels (like having a quantized
filter, in SOL's case.) Take, for example the diffusion filter, it is a
quantized filter and acts much the same way as convolutions do.
The sharpening filter is the same way, but has been smoothed for pixel effects
when enlarging the image. You can also read the filtering section in
the manual for other explainations. Filtering is not just for scaling, you
know, it is also used for "convolution"-type effects. Purhaps I'll add
simple convolutions to SOL if people want this effect, it's so much easier to
impliment than Filtering that it wouldn't take to long to add it.
Anyone can Email me if you want to vote.

: SoL (at least up to v3.5) quantizes the image at load time, loosing a _lot_
: of information.

It quantizes JPEGs to 256 colors, yes. If you are in 16 colors, there is
no noticable loss at all. This does have a small effect for other modes,
but not enough to tell while processing. Since filtering is essentially a
variation on averaging anyway, quantized colors get averaged to nearly the
same values as their original counterparts. This is true for most image
processing techniques. Besides, the ONLY images you get loss for is
truecolor images. Most images are palette based, so there is _NO_ loss
from the original image.

In some cases, there is a small loss, you are right, but I don't think it's
enough to notice when your output is palette-based anyway. The only
time it might matter is if your output was 24bit truecolor. Neither
SOL, nor MGIF handles this...

-Stuart

3100. Re: The Truth about MGIF 4.4

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 03:29:31 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <CvFLpn.CHH@beaver.cs.washington.edu>
Source record: 181393

Thanks for your comments, it's good to hear input from someone else besides us. I think this discussion could easily be taken as a fight, but I think it all started because of small claims by unnamed persons about unnamed programs that were not based on fact. I think that's how most of these things get started. Hopefully we have cleared the air and people now have a better idea of what each program can do (and how very similar and different they both are.) I think the main thing I was tring to get across to Johan was that many of the features in MGIF that he implied were unique could also be found in SOL (or GEMview, but more-so in SOL) but in different forms. I guess that's what I felt that it all boiled down to.

Actually, I was calm through the whole thing, exclaimation points do not mean I am yelling. =) It was those sarcastic smilies ";-)" that Johan uses that I found most disturbing...;-)

-Stuart

3101. FS: Atari Master Tracks Pro sequencer

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 03:33:56 UTC
From: mcwilliams@wmich.edu
Message-ID: <1994Aug31.233356.21016@wmichgw>
Source record: 181396

Master Tracks Pro sequencer for the Atari ST. Will run on TOS 1.0 and
up. 64 tracks, linear, has song overview window, piano edit window, controller
data edit windows, Instrument list window (like a track sheet).
This sequencer is very clean, straightforward, and easy to learn. It's
great because the user interface is so easy to get used to and should please
beginners, most mid-level and advanced sequencer gurus. (Ok, so it's not
Cubase or Logic).
Complete with manual. Paid $300 a couple of years ago, asking $75
(includes shipping & COD cost).

Please reply to MCWILLIAMS@WMICH.EDU

3102. Re: The Truth about MGIF 4.4 WAS: GIF & JPEG Viewers

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 03:48:37 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <CvFMLG.CuH@beaver.cs.washington.edu>
Source record: 181394

David R Burns (dburns@world.std.com) wrote:

: I think you, Stuart, have every right to be proud of SOL, and to clear up
: misuderstandings about its capabilities.

This was my main goal, actually.

: But I think your criticism of
: MGIF casts you in an unflattering light. I'd rather see you speak
: positively about your program without the (apparent) hostility toward
: another author.

True, I got a little carried away, but typing things like:

Does SOL & GEMview do XYZ?

Does SOL & GEMview do ABCDEFG?

Are critisms of SOL and GEMview IMHO, ESPECIALLY when some of these features
ARE in those programs.

I went back and read my response (the one you considerd my "critisism of MGIF"
article) and the only thing I think may be "destructive" critisism is
where I say "Sheer? How boring." That was not nice, I suppose. All
my other comments were supposed to be "contructive" critisism. Remember,
this was not just to talk about MGIFs features, this was also to compare
them to SOL. I hope Johan will see my comments and use them to better
MGIF. I think it has great potential. I certainly have taken Johan's
comments about SOL vs. MGIF to light, and may use them to improve SOL.
You see, hopefully only good can come of this. It mirrors capitalism
(flames to alt.politics.flames) =)

I did say some good stuff like "It's very fast"..."Convolutions are neat"
etc. Go back and look if you want.

Again, sorry if I came across as nasty. If you re-read it knowing
what I have told you now (like I did) you hopefully will get a different
view of it. Maybe I just need to put more smilies in my words. I just
don't say as many sarcastic things, I guess. =) =) =) =O

-Stuart

3103. Mega STe for sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 03:50:10 UTC
From: herbivor@teleport.com
Message-ID: <343j1i$39n@sandra.teleport.com>
Source record: 181391

==========FOR SALE==========

Mega STe - 4 Meg Ram
16 mHz/cache
LAN port
Separate Keyboard
---Internal 52Meg HD
---Matrix CoCo graphics card - 256 colours / up to 1024 x 768

Canon Multisync monitor - great w/ colour card
multisync switchbox for ST modes

Panasonic KX-P1123 24 pin DM printer

all cables

Software
- - - - -

PageStream 1.8
Word Up
HS Basic
MIDI sequencers
Games
shareware

Geneva
Neodesk 3.04

Several years of ST mags, european and domestic.

Setup help if needed

Whole package:

$1500 - obo with printer

$1350 - obo w/o printer

Call (503)698-2651 or leave email to me: herbivor@teleport.com

--
" " " herbivor@teleport.com
\00/ (public access user, not affiliated with Teleport)
\/
\/ "Love animals, don't eat them"

3104. MIDI Software for sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 04:47:27 UTC
From: magnum@realm.tdkcs.waterloo.on.ca
Message-ID: <magnum.5ca1@realm.tdkcs.waterloo.on.ca>
Source record: 181184

I have the following original MIDI programs for the Atari ST for sale:

Dr. T's Realtime Sequencer (awesome for industrial, rap and techno)
$30

Dr. T's XOR Universal Patch Editor for almost all MIDI synths - amazing.
$40

Master Tracks Pro - Great professional sequencer.
$20

Sound Designer Sample Editor for most modern samplers
$35

Turbosynth - create patches using synth parameters and generate usable samples
from them. may also use samples as synth waveforms. if you have a year to
blow on easy and wicked programming, this is for you.
$40

All prices in US dollars including shipping.

3105. Re: NeST & AtariNet Piracy??

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 04:59:28 UTC
From: frank@theshack.demon.co.uk
Message-ID: <778395568snz@theshack.demon.co.uk>
Source record: 181254

In article <940829Z104050.614dbrewood@nest.demon.co.uk>
dbrewood@nest.demon.co.uk "Daron Brewood" writes:

> It is indeed. The arguement ending up over him leaving NeST was originally
> started concerning his conduct in the N.SUP.RATSOFT echo as well.

Yes, I thought so. I followed the thread in N.SUP.RATSOFT and from what
I remember there was an open confession to having found the RATQwk key
easy enough to crack in five minutes.

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

3106. Re: Calligrapher Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 05:03:26 UTC
From: frank@theshack.demon.co.uk
Message-ID: <778395806snz@theshack.demon.co.uk>
Source record: 181257

In article <33rvpa$3so@olivea.ATC.Olivetti.Com>
grillo@olivea.ATC.Olivetti.Com "Savino Grillo AB" writes:

> Do you know if there are some PD fonts for calligrapher ?

I doubt it very much - the Calligrapher vector fonts were their won
proprietary standard, and the format wasn't generally released.

> Calligrapher is able to use vector fonts:, Could it use the Calamus
> or Pagestream fonts ? If not do you have any hints'n tips to convert
> them ?

I wish! My old copy of Calligrapher Gold is now gathering dust in a
cupboard in my friend's house, as I gave up using it long ago. If there
was a conversion facility, and if Working Title hadn't dropped support
so quickly, I may still be using it now :-(

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

3107. Re: ST Review - gone!

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 05:07:04 UTC
From: frank@theshack.demon.co.uk
Message-ID: <778396024snz@theshack.demon.co.uk>
Source record: 181255

In article <778213450.1@mettav.exnet>
Colin.Campbell@mettav.exnet.com "Colin Campbell" writes:

> STampede was a bit of a swiz! I only bought it because it said "Free Kickoff II
> inside!!" :))

Yeah, there was a hell of a storm about that, I remember. The (sealed)
cover said "Free Kick Off 2!", and when you bought it and opened the
seal it turned out that the KO2 offer was if you subscribed for a year -
the disk actually contained a poor PD Space Invaders clone!

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

3108. Re: ***ICD HARD DRIVE PROBLEM*** HELP PLEASE!

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 05:12:14 UTC
From: frank@theshack.demon.co.uk
Message-ID: <778396334snz@theshack.demon.co.uk>
Source record: 181258

In article <Jw5SGAe.mindbomb_bbs@delphi.com>
mindbomb_bbs@delphi.com "Ansy Maccallum" writes:

> Just last week my bbs's drive started doing this, intermittently... I think
> it means that your HD Mech. is on its way to the bitbucket in the sky :(

Exactly what happened to a friend of mine. It was a partial headcrash,
where a dust particle had found it's way into the sealed mech, and
randomly crashed the drive at different locations. After a short while
this led to a complete headcrash, resulting in a very dead drive which
won't even take a re-format :-(

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

3109. Re: FREE Computer Equipment!

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 05:16:14 UTC
From: frank@theshack.demon.co.uk
Message-ID: <778396574snz@theshack.demon.co.uk>
Source record: 181256

In article <029182IRIXSFNDBPDYWH@globe.net> chris@globe.net writes:

>
> - We got it free... we're giving it away! -
> * Come & Get It! Free Equipment! *
>
> Can you believe that someone would offer you free equipment for no special

No.

> reason? Well, we will at 1! GlobeNet Place! BBS. If you send $5 to
> belong to our mailing list, or logon our system and become a registered
> member of our system, we'll include you on our free equipment mailing
> list! Dial up the best and fastest growing BBS around!

Aha... there's the catch. A hardware chain-letter. Wonderful. Those of
us who *pay* for our Internet access just *love* wasting money on this
kind of c**p.

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

3110. Re: WANTED: OPUS 2.3

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 07:39:27 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3440ff$n7a@golem.wcc.govt.nz>
Source record: 181251

In article <CvDzur.21C@world.std.com>, dburns@world.std.com (David R Burns) writes:
>Geesh Roger, you really are a jerk.
>
>Calling you dumb would be an insult to dumb people.
>
>Dave Burns
>Lowell, MA
>

No ! The jerk is the person that sent money away for Shareware software
that has not been suported for many many years..

This is a problem will all Shareware, and people should have more sense
in shedding there money out, that person could have posted a article here and
found out first...

I thought this was a reason that People used Usenet...

We all have opinions, but I put mine up front...

____
|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3111. Re: Fonts: Speedo=TrueType?

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 08:38:02 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3443ta$blm@percy.cs.bham.ac.uk>
Source record: 181252

kaps3@central.susx.ac.uk (Steven Constantine) writes:
>Mike Morris (mike@divsun.unige.ch) wrote:
>: I should know this, but I've gone blank: are TT fonts SpeedoGDOS
>: compatible? If so, does anything need doing or do I just copy 'em
>: and install them?
>
>Scalable fonts are:
>1. Bitstream's Speedo fonts (fast)
>2. Truetype
>3. Postscript (poor quality at small point size)

Hmm, are you sure? Type 1 fonts are hinted, so should render well at
small sizes. I believe all 3 formats are hinted (but incompatibly, so
converting from one format to another will always lose the hinting).

Perhaps you meant Calamus fonts, which I am told render poorly at
small sizes (eg 10pt at 300dpi).

>
>SpeedoGDOS v5 uses all three plus other GDOS fonts.
>That's Write 3 uses Speedo via it's own internal scaler.

NVDI 3 can do Speedo and TrueType (but not Type 1) fonts.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3112. Re: backup program needed

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 08:40:38 UTC
From: dowdle@delphi.com
Message-ID: <hQ+zOYu.dowdle@delphi.com>
Source record: 181400

Claus-Dieter Schulz <schulz@kssun7.rus.uni-stuttgart.de> writes:

>Q: Where could I find a good backup program (no or lowcost).

I'll list for you the two I've used over the past five years.

Freely Distributable: Turtle - Nice, fast, works. No compression
and restores can be a pain because no restore
features are present... just file copy from floppy
back to the hard disk. Utilities have been written
to make the restore process easy... but they
still aren't as nice as...

Commercial: Diamond Back II or III: Demos of both are available.
I haven't upgraded from II to III simply because
I haven't had the extra cash. II is really a nice
program and the main difference between II and III
are in the user interface and tape backup. II offers
compression, encryption, Spectre partitions, file
or raw data backups... well, heck... more options
than you can shake a stick at. Get either one... and
you won't be sorry!!!

Good luck... I'm sure you can find it from some importer in Germany.

Scott Dowdle - Atari Fanatic - Great Falls, Montana USA

3113. About paying Shareware fees from abroad

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 09:46:47 UTC
From: contacts@mits.mdata.fi
Message-ID: <3447u7$lmt@prime.mdata.fi>
Source record: 181260

Tommi Hietavuo wrote in message comp.sys.atari.st #59541:

> very well written and certainly worth registrating (wish it was a bit easier
> from Finland.. The extra fees the bank takes, easily double the total price...
> But I guess the same thing happens almost everywhere. Sending money abroad IS
> expensive..!). Yes, I like SoL - but I think it's quite a different kind of a

I recently registered Connect 2.46 just by sending real money in an envelope.
The money was between the registration letter and a postcard, that no-one could
see what was inside. Everything went fine and now I'm a registered user.
(And mr. Wander -the programmer- gives very good user support via Net).

A couple of years ago I registered Trapido by sending the money straight to the
authors account (and paying 100FIM extra costs for transfer), and have not
heard anything from the author. :-)

Message to Shareware-programmers:

If you are going to make your program Shareware, please include a
possibility to a user to send the money to your address.
If you are afraid of being harassed by all sorts of Gay-postcards or
subscribtions of "Knitting Today"-magazines, - well... isn't it worth
it when you get more registered user from abroad that way?

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/SceenwonderPro/MAG17"Multisync/FDI/CubaseAudio
CubaseScore2/6Gerbils/LotsOfMidistuff/200YearsOldBass/PfretschnerBow
---

3114. Re: Bull Electronics

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 10:03:42 UTC
From: dba@jet.uk
Message-ID: <1994Sep1.100342.2054@jet.uk>
Source record: 181261

In <33t98v$4u2@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>I believe thatythis company used to supply good , cheap
>mono monitors?Does anyone know ther addres or phone number, and
>the model of the monitors concerened?

Ask for the LM-301 *NOT* the LM-300 (which is portrait mode - A4)

>Also Did the monitor offer grey scale, or just polain old black OR
>white?

Two bit ECL ie 4 level gray scale

>I am using an SM124 on an F030 at the moment and its pretty bad.

>Rod
>--
>Mail from: Roderick McCall: rmccall@mcs.dundee.ac.uk

>University of Dundee

I have reposted the info from 19th May
---- start included post --
Subject: High res TTmonitor for low cost

Hi
The following Info may be of some interest to other TT owners. I have just
bought a brand new 15 inch monitor which cost just pounds 27.99 + VAT.

It,s a Princeton Model LM-301 the spec is:
max resolution 1664(h) x 1200(v)
video 160MHz 4shades
CRT 15 inch,110 Degree landscape mounted
Phosphor white(p188)
Horiz freq 74.63KHZ
Vert freq 60HZ non-interlaced
The video is of course ECL which matches the output of the atari TT.

The supplier was:
BULL Electrical
250 Portland Road
Hove
BN3 5QT

Tel 0273 203500

A few internal adjustments have to be made so that the display is
stable but that only requires a small insulated screw driver. All the

adjustment points are readily availiable and the display can be adjusted
over the whole of the screen area.

monitor 9 pin D conector Atari TT 15 pin HD D conector
ECL MSB - pin 1 -------- connected to -------- pin 4
ECL LSB* - pin 2 -- connect in parallel with -- pin 15
ECL LSB - pin 3 -- connect in parallel with -- pin 4
-5.2v - pin 4
H Sync - pin 5 -------- connected to -------- pin 13
ECL MSB* - pin 6 -------- connected to -------- pin 15
ground - pin 7 ------------------------------ pin 5
ground - pin 8
V Sync - pin 9 -------- connected to -------- pin 14
pin 9 / connect to pin 10
pin 10 / connect to pin 9

The high density connector is availiable from Maplins.
Part Number JW77J and a trimming tool Part Number BR49D

regards

---- end included post --
--
_. ._____. ._____
_| |___. .__. ._____. ._____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel ++44 235 464871
~-----~ +----+ +-+ dba@jet.uk

- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3115. GEM SPOOL

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 10:18:33 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3449pp$oov@golem.wcc.govt.nz>
Source record: 181262
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

*** GEM SPOOL 2.2 ***

I have a copy of GEM SPOOL version 2.2 dated 1992..
by Steven Van Rossen, Marc Billiet, from Belgium..

Is there a later version, I had a look on a few German sites
but could not find any version there, or A.A......

Please can any one help..

Thanks...

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3116. Re: Fonts: Speedo=TrueType?

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 12:32:27 UTC
From: graham@insignia.co.uk
Message-ID: <CvGAu5.60x@isltd.insignia.com>
Source record: 181264

In article 3le@infa.central.susx.ac.uk, kaps3@central.susx.ac.uk (Steven Constantine) writes:
>Mike Morris (mike@divsun.unige.ch) wrote:
>: I should know this, but I've gone blank: are TT fonts SpeedoGDOS
>: compatible? If so, does anything need doing or do I just copy 'em
>: and install them?
>: **
>: Michael Morris PhD
>: Division of Medical Genetics tel (Switzerland) (22) 702.56.94
>: CMU, University of Geneva fax (Switzerland) (22) 702.57.06
>: Geneva, Switzerland email mike@medsun.unige.ch
>
>Scalable fonts are:
>1. Bitstream's Speedo fonts (fast)
>2. Truetype
>3. Postscript (poor quality at small point size)
>
>SpeedoGDOS v5 uses all three plus other GDOS fonts.
>That's Write 3 uses Speedo via it's own internal scaler.
>
>Steven

Truetype specifies that at low resolutions the characters sizes will bloat to retain form so rendering the same text at a lower resolution will screw any line break calculations. It has only postponed the size at which the problem appears and that only a couple
of points. If this is a problem one can usually zoom the working page.

Type1 fonts are expected to scale as accurately as possible independent of the resolution treating all output as arbitrary graphics. At extreme resolutions a glyph may call a PostScript
subroutine to modify the hints, this needs the full interpreter.

Your preference probably depends on your requirements. The TrueType view makes sense in the context of a WYSINWYG (what you see is not what you'll get) WP. Where people prepare the text and
format it at the same time. The Type 1 view, which I prefer, makes more sense for someone who
may have prepared the text in a simple editor and is now wants a screen preview while they compose a page intended for a high or perhaps unknown resolution device.

The question is how well the scaler renders the particular format.

The 5.0b version of Speedo hangs if you ask Outline.PRG to calculate the character widths from
the Utopia-Regular .PFA but will work quite happily with it in .PFB format.

The Adobe Symbol font encoding gets scrambled in the top 96 and Speedo won't even recognise a
Truetype Pi (Symbol, Wingdings) font.

My copies of the Speedo Symbol and More Wingbats fonts have a couple of errors and every so often
the Speedo cache returns the wrong entry.

I 'll be sending properly documented details of my tests and the results to Compo when I have
tried out a few more combination.

My tests were carried out using

Wordflair, Hyperpaint II, EasyDraw and the Papyrus demo.

on a

1040STe with 4mb RAM and a 127Mb HD.
Misc cache 150k
Char Cache 100k
Bitmap cache 0k

Having MiNT running seemed to alleviate some problems but that could be down to changed addresses.

I tried installing 100+ fonts. When Papyrus tried to load the outline font I got the message
need FOLDR100.PRG, System Halted. I then enabled FOLDR100 and the fonts loaded but Papyrus couldn't open any files. I had to reduce the number of fonts to below 50 before Papyrus could
open files.

The above would seem to imply one of them is leaving files open! I'm not sure which.

I would also suggest a new version of Outline.PRG which only checks for unused fonts if the button
is pressed. Waiting five minutes while it checks when all I want to do is go to the options menu
is a pain..

Its a shame Calligrapher doesn't use GDOS!

3117. Mega ST system with harddrive 4 sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 12:41:06 UTC
From: bwallace@grits
Message-ID: <344i52$2ll@catfish.valdosta.peachnet.edu>
Source record: 181263

For sale:

Mega ST 2 - 2 megs ram
Sc1224 Color monitor
Sh205 Atari Hardrive
Sh314 external floppy drive
mouse, keyboard
Music Studio, Elite and several other games
5 disks worth of music studio songs

Make me an offer I can't refuse I also have the following keyboard for sale
if you want a little midi studio of your own.
Roland MT-32.
Yamaha Pss-680 Midi keyboard and cables

3118. Re: Turbo C to Pure C?

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 12:57:58 UTC
From: aw@zaphot.abg.sub.org
Message-ID: <EIBNCBVG1UP@zaphot.abg.sub.org>
Source record: 181233

In <34225t$ff2@dscomsa.desy.de> Volker Wedemeier wrote :

>|> But ASH said they will release a new Version Pure C 2.0. (This Year)
>|>
>|> Bye Klaus
>
>Will this be an objective C-compiler??
>
>Volker

AFAIK Pure C 2.0 will not be a 'real' C++-Compiler, but it will have
objects like Pure Pascal to handle GEM-windows, dialog boxes etc.

Ciao ...

--
Arno Welzel EMail: aw@zaphot.abg.sub.org
Georgenstrasse 55 Phone: (+49)821-35402
86152 Augsburg
Germany PGP public key available on request

3119. Re: WANTED: WP WITH CONTINUOUS SPELLCHECK

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 13:13:49 UTC
From: comeau@sofkin.ca
Message-ID: <1994Sep1.131349.1519@sofkin.ca>
Source record: 181269

In article <amez1.30.2E652CA2@pfs01.cc.monash.edu.au> amez1@pfs01.cc.monash.edu.au (Anthony Mezin) writes:
>
>Does anyone know of a word processor or document processor with a
>CONTINUOUS SPELLCHECK option, similar to the one featured on Word Writer II.
>
>If you do, please let we know on my P-mail address:
> amez1@pfs01.cc.monash.edu.au

You could try Spelling Sentry. It's a desk accessory that can check your spelling as you type. It works with just about everything. It also has a built-in abbreviation expander. It's available from A&D software. I expect you could get it from Paragon in Oz.

Phil Comeau
comeau@crc.sofkin.ca

3120. Re: Creator for Mac?

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 13:30:55 UTC
From: cgra@se.alcbel.be
Message-ID: <4857@btmwj1.se.bel.alcatel.be>
Source record: 181273

In article <Cv99CC.y9@isgtec.com>, ken@isgtec.com (Ken Newman) writes:

| In article <36f3df79.ecc1.1587@mtonne12.trashcan.escape.de>,
| FELIX ARNDT <MASTER_FX@trashcan.escape.de> wrote:
| >K> The Mac Notator is called Notator Logic, and I think it's also available
| >K> for Falcon and maybe even ST. [..]
| >
| >Correct!
| >Only the "Notator Logic Audio" version is limited
| >to the falcon, due to the hardware difference.
|
| Sorry, that's totally wrong. Notator Logic Audio does run on the Mac,
| but requires extra hardware for direct-disk recording. [...]

Yebbut I think he only meant to say that NLA wouldn't run on the ST, not
that it could not run on anything but a Falcon. That's the way I read it,
anyway...

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

3121. Re: Fujilogo POV-script Wanted!

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 14:31:45 UTC
From: martin@risc.techem.ruhr-uni-bochum.de
Message-ID: <344okh$940@rubb.rz.ruhr-uni-bochum.de>
Source record: 181274

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
: In <2e5a8de6@ct.se>, Mikke Mattsson writes:
: > Hia Y'all!
: >
: > I am searching for a really good Raytraced Atari fuji-logo.
: >
: > If anybody has got a Fujilogo POV-script, then It would be greately appreciated
: > if I could recieve a copy of it.

: Warwick whipped one of these up in a few minutes one day; looked pretty
: good! Maybe if we all whine nicely, he'll post it again... ;-)

: --
: ------------------==------------------
: cherborth@semprini.waterloo-rdp.on.ca
: Chris Herborth

I don't know if that specific file is ok for you but you can obtain a POV
script for the ATARI fuji logo at ftp.tu-clausthal.de in
/pub/atari/graphics/raytrace/scenes/fuji.zip

Martin

3122. VGA monitor-hacking

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 15:30:21 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <344s2d$2j8@ugle.unit.no>
Source record: 181277

Hi.

I have this nice 17" Sony Trinitron monitor standing here, waiting to be connected to my Falcon.

The trouble is, I am not very much into monitor signals, and therefore a bit in doubt about what to do with the various signals:

1) The monitor has only one sync connection (not separate h/vsync), so I guess I should connect the Composite Sync/Video signal from the Falcon there. Right ?

2) Should I add some resistors for the R/G/B signals coming from the Falcon ?

OK, that was the Falcon bit...
Then there is the TT.

I have this nice Eizo Flexscan 6500 21" B/W monitor hooked up,- and it works great. However, I know this one is also capable of displaying other resolutions than TT-high, as it also has an analoge input and can sync between 31.5kHz, 48->50 khz, and 64->78kHz. Not to mention, a switch between VGA and "other" and one switch for Analog/Digital.

So, can I just wire the R/G/B signals together into the Video in of the monitor ? Or do I have to add some magic ? (Resistors, diodes ??)

Erling

• ATP/Unix 1.40 • This is my tagline.

3123. Re: VGA monitor-hacking

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 16:15:17 UTC
From: bjgrier@bnr.ca
Message-ID: <344uml$7mf@nrtphaa9.nt.com>
Source record: 181283

In article <344s2d$2j8@ugle.unit.no>, erlingh@nova.pvv.unit.no (Erling Henanger) writes:
|> OK, that was the Falcon bit...
|> Then there is the TT.
|>
|> I have this nice Eizo Flexscan 6500 21" B/W monitor hooked up,- and it
|> works great. However, I know this one is also capable of displaying other
|> resolutions than TT-high, as it also has an analoge input and can sync
|> between 31.5kHz, 48->50 khz, and 64->78kHz. Not to mention, a switch
|> between VGA and "other" and one switch for Analog/Digital.
|>
|> So, can I just wire the R/G/B signals together into the Video in of the
|> monitor ? Or do I have to add some magic ? (Resistors, diodes ??)
|>
|> Erling
|> ---
|> ATP/Unix 1.40 This is my tagline.
|>

Just hook up one of the colour outputs to the monitor, the other 2 need
to be terminated via a 50 ohm resistor to ground. Be sure to a resistor
for each unused colour output. Then adjust your colour palette to only
use that one colour. You could create a network, using resistors to
create a proper gray signal but it is normally not worth the effort,
particularly when using applications where you control the colour palette.

I would suggest using the green output since that is what the default
palette uses for the desktop colour.

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an MS-Dos compatible. I
Research Triangle Park, NC	have REAL computing work to do.
____________________________________	_____________________________________

3124. Who has (one of the) 1st GROLIERs?

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 17:16:55 UTC
From: griendt@Simplex.NL
Message-ID: <3452aq$kbm@News.Simplex.NL>
Source record: 181271
Cross-posted to: alt.cd-rom,comp.sys.atari.st,comp.sys.atari.st.tech

I am still searching for the program CDKRS.PRG or Facts & Figures
or anything like it (A program by Activenture or Knowledge Set from
1985 !!!) and/or an old version of the Grolier Encyclopedia on
CD-ROM to use that on my Atari ST computer.

Is there anybody that can at least give me a hint?
I would be delighted!

Greetings,

Henk van der Griendt

3125. Re: Bombs in my computer

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 17:22:21 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3452ke$8j0@mailer.fsu.edu>
Source record: 181266

Frits_Van_Den_Akker@sterbbs.nl wrote:

> HELP! I can't work with my ST anymore! Every time I work with it too
> long (that is two minutes) two or three bombs show up.
> I have a 1040 STf with TOS 1.2 and 2.6, 1 Meg memory, color monitor
> SC 1224, Megafile 20 (with 20 000 bad sectors [unmarked] <-
> could that be the problem?), printer and 2400 baud modem.
> The AUTO-Folder-programs I use are: MFP.PRG, DRVIN.PRG, MKM II,
> MACCEL2, UIS III and fontgdos (The other possible problem?).
> I have one acc active: XCONTROL.ACC.
>
> Could someone help me _please_ I can't work like this!

First, try booting from a floppy with no hard drive, and playing around for awhile (try to exercise the memory, by running some memory-hungry programs or perhaps RAM testers). If it does not die, it is likely to be something to do with the drive or software. Next, try booting the machine from the hard drive, but with all auto folder programs and ACCs disabled. Play with it again. If it does not die, it is probably software. If you get this far, start looking for something that does not activate right away (a screensaver CPX maybe?).

If it appears to be hardware related, take everything apart, reseat all socketed chips, blow the dust out, unplug and replug cables and connectors, and give it another try. This fixes about 80% of all hardware problems :-). Good luck.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3126. Re: Tape Backup SW

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 17:42:18 UTC
From: fox@nrlssc.navy.mil
Message-ID: <CvGp6J.A8M@usenews.nrlssc.navy.mil>
Source record: 181268

In article <miff.778316901@apanix.apana.org.au>, miff@apanix.apana.org.au (Michael Smith) writes:
|> daveh@netcom.com (Dave Halliday) writes
|> >What do fellow netters think of Diamond Back? Can it perform the following:

I've been living without a backup on my TT w/ 150 MB of disk for a couple of years now so this year's bogus got invested in an Archive Viper 250 mb backup unit from TOAD plus Diamond Back 3 as the backup software. It is exceptionally easy to use to back up either to floppies or to tape. I highly recommend it. The file-manager-like selection window makes it incredibly easy to select specific files or directories if you want to do just partial backups. It's also easy to just select all the partitions on all your drives and do a full backup. The manual claims to be able to handle typing in atari- or unix-style wildcards but I have not tried this.

The only problem I've had is with the software's built-in compression option. Every tape I write with compression turned on fails the "validate" operation. I can write over the same tapes with compression turned off and all goes well. Since both my drives only fill half the tape, I just don't worry about it. Another nit here is that during the validation phase, the error message telling you that a problem occurred actually writes over the window with the name of the file, making it nearly impossible to determine exactly _what_ files got corrupted. Since I don't do compression any more, though, I don't get the error messages anymore so this is not a big deal to me.

Question: Will gemar or gtar or whatever write tapes which are readable on Suns? I haven't tried bringing any of my DB3 tapes to work to try to read them, but somehow I doubt that they'd make much sense. How about GTAR though? Anyone tried this??

--
+--+
| Daniel N Fox fox@nrlssc.navy.mil |
| Naval Research Laboratory, Code 7323 |
| Stennis Space Center, MS 39529-5004 |
+--+

3127. Dead ST!

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 17:47:32 UTC
From: Colin.Campbell@mettav.exnet.com
Message-ID: <778534454.0@mettav.exnet>
Source record: 181238

My STFM died the other day. I was mailing as usual and everything just froze so I rebooted and got nothing but a white screen. Even the "quick blink" on the floppy drive didn't occur.

The FM had an xtra ram deluxe board with 4 meg installed. I removed the board and checked with the on-board 512k but that didn't improve things.

Any help would be appreciated....

Col.

* Origin: ~~ Col's Burblings... ~~ (100:101/12.4)

3128. Re: The Truth about MGIF 4.4

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 17:48:37 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <34545l$12c@nyheter.chalmers.se>
Source record: 181267

In article <CvFLpn.CHH@beaver.cs.washington.edu>,
Stuart Denman <sdenman@wolf.cs.washington.edu> wrote:
>things get started. Hopefully we have cleared the air and people now
>have a better idea of what each program can do (and how very similar and
>different they both are.) I think the main thing I was tring to get

After all it doesn't cost anything to try either of them out.

>I am yelling. =) It was those sarcastic smilies ";-)" that Johan uses that
>I found most disturbing...;-)

I don't normally use that smiley to signal sarcasm, it's the one I use the
most, by far. My smileys should normally be interpreted something like the
following:

:-) 'Great, no?' (or something like that)
As in:
I'll have Checkered Flag for my Jaguar soon. :-)

;-) '...he said with a smile on his lips.' (or thereabout)
As in:
I wish I had a salary like that. ;-)

It happens that I use other smileys, but then I invent them on the fly and
hope others read the expressions the same way I do.

What does your =) mean by the way? It looks like he's drunk to me. ;-)

It's been a long time since I looked at an 'official' smiley list, but I
think I'll stick to mine no matter what other people may interpret them as.
From the posts and letters I read, it looks like many other people are using
them in much the same way I do.

I'm sorry if my conventions caused any confusion.

(I wonder if this'll be the end of the thread. I don't think there are any
more things for either 'side' to clear up now. :-((;-)

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

3129. Will AT-Speed C16 work on a MSTe?

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 17:49:24 UTC
From: Colin.Campbell@mettav.exnet.com
Message-ID: <778534454.1@mettav.exnet>
Source record: 181237

Simple question:

Have any of you managed to fit an AT Speed C16 to your MSTes? Is it possible to just plug in the STe adaptor and pretend that the MSTe is just like a STe?

Col

Gabber system: Col@Bibble.Mettav.exnet.com

* Origin: ~~ Col's Burblings... ~~ (100:101/12.4)

3130. Re: GEM SPOOL

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 18:06:14 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9409011717.AA03398@ilmen.lanl.gov>
Source record: 181265

In article oov@golem.wcc.govt.nz, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>
> As they say get a life get a PC.....

And in a later message, Roger goes on to say:

>I have a copy of GEM SPOOL version 2.2 dated 1992..
>Is there a later version, I had a look on a few German sites
>but could not find any version there, or A.A......
>
>Please can any one help..

Oh, suuuure... first you tell Atari users to 'get a life, get a PC' and
THEN you ask for their help.

Why should anyone -want- to help after you insult them???

-Hutch- @ Fair Dinkum Tech

3131. Bombs in my computer

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 18:30:23 UTC
From: Frits_Van_Den_Akker@sterbbs.nl
Message-ID: <025601SWCPFHOTDLUJDH@sterbbs.nl>
Source record: 181280

HELP! I can't work with my ST anymore! Every time I work with it too
long (that is two minutes) two or three bombs show up.
I have a 1040 STf with TOS 1.2 and 2.6, 1 Meg memory, color monitor
SC 1224, Megafile 20 (with 20 000 bad sectors [unmarked] <-
could that be the problem?), printer and 2400 baud modem.
The AUTO-Folder-programs I use are: MFP.PRG, DRVIN.PRG, MKM II,
MACCEL2, UIS III and fontgdos (The other possible problem?).
I have one acc active: XCONTROL.ACC.

Could someone help me _please_ I can't work like this!

Thanks!

Frits.

Internet : Frits_Van_Den_Akker@sterbbs.nl | JFA Software
Add on first line : TO: Frits Van Den Akker | TOS AES VDI GEM!
Majornet : Frits Van Den Akker@STR | ST TT Falcon!

* TailMail 2.1 #031 * The world is coming to an end--save your
buffers!

--
|[From]===|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

======================== !!! Automated Notice !!! ======================
E-mail replies to this user should have the following on the first line
of message text: TO: Frits Van Den Akker
==

3132. Re: Tape Backup SW

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 18:37:08 UTC
From: daveh@netcom.com
Message-ID: <davehCvGrpw.98F@netcom.com>
Source record: 181289

The problem turns out to be that Gemar does not get along with
Chemeleon and since I don't run a multi tasking OS (MagiC / MultiTos
etc.) Chemealeon is just about indispensable. I am running Gemar 2.21

Dave.

Steffen Engel (Steffen_Engel@pe2.maus.de) wrote:
: Hi Dave,

: DH>I am still having trouble finding a reliable way to use my new tape
: DH>drive. Gemar seems not to get along with my setup
: What's the problem?

: Teh WANGTEK 5150 should work with GEMAR fine, and I do not know of any
: problems with GEMAR and several setups.

: So, which version of GEMAR do you use (2.20 and 2.21 at the moment) and
: what happens using GEMAR?

: Bye, Steffen

3133. Re: The Truth about MGIF 4.4 WAS: GIF & JPEG Viewers

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 19:36:48 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <345agg$1ln@nyheter.chalmers.se>
Source record: 181287

In article <CvFKv2.C53@beaver.cs.washington.edu>,
Stuart Denman <sdenman@wolf.cs.washington.edu> wrote:
>Johan Klockars (d8klojo@dtek.chalmers.se) wrote:
>: Most of the image processing functions are not supposed to work at all in
>: mapped mode. They produce garbage because they're not disabled yet.
>
>Not disabled? You mean not ENABLED.

No, I mean not disabled. They're not supposed to be available in mapped mode.

>It's quite possible that _I DID_, but your UI is confusing. You need some kind
>of dialog box to lay out all the source to dest transfers. Using only
>menus is confusing...hope this helps.

I know the interface is very confusing regarding some features, but unless
someone else is willing to write a better one, it'll probably not be changed
in any fundamental ways before v5.0.
I simply don't like programming GUIs. Thanks for the suggestion, though.

>: I think that looks like my _personal_ views, don't you?
>
>So, I'm saying your _personal_ view on this is B.S. Who elses view would I
>be talking about?

OK, you may say that, but it's _my_ view. I'm entitled to it.

>I guess you don't understand the concept of Filtering, do you. Pick up a

I've taken a three week university course in digital image processing, as
well as a number of other courses involving filtering of different kinds.
I understand it!

>copy of Graphics Gems III and look at the article on filtering. With

I've only looked at Graphics Gems I so far. I did not find much of use in
that and haven't looked at any of the other. Perhaps I should.

>filtering, you can remove noise (like median filters except it's more
>customizeable), blur an image, shapen it, or do all kinds of other effects.

Median filter is nonlinear operation. I don't think you'll be able to do as
good a job at single pixel noise removing with any linear filter.
You'll be able to do all kinds of smoothing, but that is not very good for
the kind of noise I was talking about.
For Gaussian noise a lot more can be done with adaptive filters etc.

I agree that your filters are very good at what they do, though. They're
also a lot easier to understand (and design) without a lot of maths.

>the manual for other explainations. Filtering is not just for scaling, you
>know, it is also used for "convolution"-type effects. Purhaps I'll add

Of course. If they could only be completely user defined...

>simple convolutions to SOL if people want this effect, it's so much easier to
>impliment than Filtering that it wouldn't take to long to add it.

No, it can be done in less than ten lines of code, I think.

>processing techniques. Besides, the ONLY images you get loss for is
>truecolor images. Most images are palette based, so there is _NO_ loss
>from the original image.

This is the main difference between MGIF and SoL in my opinion. MGIF only
comes into it's own when you use non-palette based images.
Very few images are palette based from the beginning.

I'd never think of destroying an image I intended to process by converting
it to GIF format.

>In some cases, there is a small loss, you are right, but I don't think it's
>enough to notice when your output is palette-based anyway. The only

In MGIF you don't have to use palette based output.

>time it might matter is if your output was 24bit truecolor. Neither
>SOL, nor MGIF handles this...

Naturally MGIF can save images in 24 bit colour. That's the whole idea!
Both Targa and PPM 24 bit formats are supported.

For some reason, however, the recently released beta version has problems
with this. It tries saves the three colour components, but when the image
is reloaded it's been destroyed.
I checked an older version (94-07-30) and it was OK there, so I guess one
of my recent fixes to the buffer handling screwed things up.
Thanks for pointing out the bug!

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

3134. Re: Tape Backup SW

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 19:52:50 UTC
From: jonal@hiof.no
Message-ID: <jonal.2573.2E663112@hiof.no>
Source record: 181275

Someone wrote...

>|> >What do fellow netters think of Diamond Back? Can it perform the
>following:

There were a demo of the program on the coverdisk of the latest Atari ST User magazine (UK). I bought it to see if the mag had improved (no chance...) and thus got this disk as well. If the demo turns out to be distributable, I 'll upload a copy to the archives.

Jon

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman

3135. Atari Stacy for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 20:20:31 UTC
From: mparrott@hebron.connected.com
Message-ID: <345d2f$a2d@hebron.connected.com>
Source record: 181272

```
**********************************************************
* F O R S A L E *
* *
* Atari Stacy Portable Computer *
* - 4 Megs RAM, 105 Mb Quantum HD - *
* * 20 Mhz Accelerated! * *
* - Includes Optical Mouse, Padded Case - *
* *
* $900 + shipping *
* *
**********************************************************

This computer MUST be sold soon... make offers!

Send E-mail queries/offers via Internet to:

mparrott@hebron.connnected.com

Or, call Mike at (206)830-2277 just about anytime!
```

3136. GCC For Dummys & Mint For Morons

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 21:11:56 UTC
From: bdean@hpb.hwc.ca
Message-ID: <345g2s$s69@m.ehd.hwc.ca>
Source record: 181293

Can anyone direct me to the GCC & MINT FAQs. Any other documentation (the simpler the better,) on these packages and the utilities included in the MinT Distribution Kit would be greatly appreciated.

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

3137. Wanted: text editor as an ACC

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 21:28:35 UTC
From: hallvart@ifi.uio.no
Message-ID: <345h23$qrm@holmenkollen.ifi.uio.no>
Source record: 181278

Is there any text editor that can be used as an accessory, so I can load/edit/save text while in other programs?

Thanks.

Hallvard

3138. "Addresse" and "7-UP" in English?

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 21:32:28 UTC
From: hallvart@ifi.uio.no
Message-ID: <345h9c$qs0@holmenkollen.ifi.uio.no>
Source record: 181291

I've gotten hold of two excellent programs, but they're not in English.

- Addresse 1.8 which is an address database. Although the .RSC file has been translated to English (and French) in addition to German there is no text file in English.
Is there a new version out that I've missed?

- 7 Up 2.2. text editor seems to be a great program (I have the old version in English and I use it all the time. But the version 2.2 I have is only in German. Is there an English version/newer version in English?

Thanks for any help.

Hallvard

3139. Re: WANTED: WP WITH CONTINUOUS SPELLCHECK

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 21:54:02 UTC
From: trek@intgp4.ih.att.com
Message-ID: <CvH0u4.LwB@nntpa.cb.att.com>
Source record: 181276

In article <amez1.30.2E652CA2@pfs01.cc.monash.edu.au> amez1@pfs01.cc.monash.edu.au (Anthony Mezin) writes:
>
>Does anyone know of a word processor or document processor with a
>CONTINUOUS SPELLCHECK option, similar to the one featured on Word Writer II.

That's Write (version 3.1 at least) provides you the capability to
select either continuous or batch mode spell checking. Lots of other
options supplied to allow you to customize to your hearts content.
Very nice program. Wayne

3140. Re: Bull Electronics

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 22:02:31 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <CvH188.6FE@cix.compulink.co.uk>
Source record: 181282

In message <33t98v$4u2@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk said:

>I believe thatythis company used to supply good , cheap
>mono monitors?Does anyone know ther addres or phone number, and
>the model of the monitors concerened?

Do you mean Bull Electrical, 250 Portland Road, HOVE, Sussex,BN3 5QT
phone UK 0273 203500 fax UK 0273 323077

>Also Did the monitor offer grey scale, or just polain old black OR
>white?

I don't see any mono monitors in their current add.

>I am using an SM124 on an F030 at the moment and its pretty bad.

In what way?

If it is faulty, you might be better going for a repair, or second hand SM124.

Barry wilsontjb@cix.compulink.co.uk

3141. 680x0 linux

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 22:23:21 UTC
From: azog@world.std.com
Message-ID: <CvH26y.1M1@world.std.com>
Source record: 181279

I dunno if many people here have tried the 680x0 port of Linux
for the Atari, but I am having some problems with it. I posted
a message to the german newsgroup for this port, since they
seem to be the driving force behind it, but havent gotten
any answers yet.

I downloaded the kernel from
tsx-11.mit.edu://pub/linux/680x0/kernel/atalnxbn.lzh
and followed the readme, which basically says that you need a
RAMdisk image, filesys.new, which I also got. Then you launch
bootstrap.ttp with the options -r filesys.new, and off you
go. But it doesnt work for me.

First, I have a Falcon with 14/16mb and a 68882, the requirements
stated. Next, I tried launching bootstrap from a shell, which
didnt work, as the shell, gulam, didnt seem to pass the command
line arguements, or bootstrap didnt read the command line arguements.

Next, I set my mint.cnf file to have an INIT line:

INIT=bootstra.ttp -kvmlinux -rfilesys.new

I needed to give the filename of the kernel since bootstrap
was not looking in the right place. Now bootstrap is finally
reading the command line options (bootstrap reports the options in the
beginning).

My last problem was that this needs to run in monochrome mode, and
my Falcon was booting in a colour mode, so I used a CPX to set
the NVRAM and have it boot in monochrome.

So now bootstrap is loading the kernel, and seems to be loading
the ramdisk image, but the last thing it does is seemingly to
mount the hard drive, then fails with a panic that it cannot mount
root. Of course, if t is looking to mount my hard drive (the internal
IDE), it will fail, since this is in FAT format, not minix. But
I thought loading the ramdisk image would tell linux to forget about
the hard drive. I really dont wanna change my hard drive to minix,
since in doing so I would lose everything, and Ive no easy way
to backup.

Any ideas?

Thanx

--
Billy D'Augustine azog@world.std.com

tell me now, where is the end to our strife?

3142. GEM SPOOL

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 22:46:44 UTC
From: Frits_Van_Den_Akker@sterbbs.nl
Message-ID: <010220FRCFNDIRHHVEFM@sterbbs.nl>
Source record: 181292

TO: sheppard_r@kosmos.wcc.govt.nz

Roger W. Sheppard (sheppard_r@kosmos.wcc.govt.nz) wrote:

sh>I have a copy of GEM SPOOL version 2.2 dated 1992..
sh>by Steven Van Rossen, Marc Billiet, from Belgium..
sh>
sh>Is there a later version, I had a look on a few German sites
sh>but could not find any version there, or A.A......

I recently got a new version of a shareware-list; it said that GEM SPOOL was still at version 2.2, so stop searching, you won't find it yet.....

Greetings,

Frits.

Internet : Frits_Van_Den_Akker@sterbbs.nl | JFA Software
Add on first line : TO: Frits Van Den Akker | TOS AES VDI GEM!
Majornet : Frits Van Den Akker@STR | ST TT Falcon!

* TailMail 2.1 #031 * Weekends were made for programming. - Karl

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

======================== !!! Automated Notice !!! ======================
E-mail replies to this user should have the following on the first line
of message text: TO: Frits Van Den Akker
==

3143. Lattice/asm help

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 23:32:47 UTC
From: R.M.Morris@massey.ac.nz
Message-ID: <R.M.Morris.16.2E66649F@massey.ac.nz>
Source record: 181285

Hi!

I have Lattice 5.06.02 and am trying to incorporate some assembly language routines into the c code.

I can't link the two together as I don't have an assembler that saves in a Lattice compatible format (I only have Assempro).

I tried following the manual and still can't get my routines to work - I can get the ones in the manual to work though.

I'm not calling the OS at all and would appreciate any help any1 can give me on this PLEASE.

Thanx.

Richard r.m.morris@massey.ac.nz

3144. Re: Wanted: text editor as an ACC

Newsgroup: comp.sys.atari.st
Date: 1994-09-01 23:33:05 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <345obh$dub@mailer.fsu.edu>
Source record: 181294

Hallvard Tanger�s (hallvart@ifi.uio.no) wrote:

```
> Is there any text editor that can be used as an accessory, so I can load/edit/save
> text while in other programs?

I believe STeno can do this (by Gribnif, I believe). There might also be
such an editor on atari.archive.umich.edu in /Editors (check out the
0index file).

--
*******************************************************************************
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
*******************************************************************************
```

3145. ColorVDI.CPX

Newsgroup: comp.sys.atari.st
Date: 1994-09-02 00:04:28 UTC
From: kfason@csn.org
Message-ID: <CvH6vH.Iqy@csn.org>
Source record: 181281

I Use STalker for my terms. RIght now I use it in ST-High. But Lately I've been using it in 16 colors to get ANSI. I changed the Colors in the ColorVDI.CPX so the background is black and the foreground is white. While this is just fine in STalker, its horrible in anything else... What does the CPX save to? I know its not the NEWDESK.INF as Xboot writes over it every time. I also copied the CPX and had one that was normal, and the other with the black and white reversed, but this idea did not work. What do I need to do to have the black and white reversed only when I use STalker.

Would an old Control.ACC do it? As I know it wrote to the Desktop.INF file. I can always rename it...

thanks!
--

-Kevin Fason - "Ice Blue Eyes"

kfason@CSN.Org

Atari Falcon030	Early to bed, Early to rise
US Robotics Courier	Makes one healthy, wealthy, &
Atari Jaguar	BBORRRRRRIIIIIIINNNNNNGGGG!!!

3146. Re: Bull Electronics

Newsgroup: comp.sys.atari.st
Date: 1994-09-02 00:27:46 UTC
From: hoagy@cix.compulink.co.uk
Message-ID: <CvH7yA.G9u@cix.compulink.co.uk>
Source record: 181286

>If it is faulty, you might be better going for a repair, or second hand SM124.
Or get an SVGA. Mine is one of those SVGAs masquerading as a Multiscan,
and it cost less then 200 quid, inc vat. (Masquerading is perhaps the
wrong word, given that it's called a "Samsung _SyncMaster_ 3", but the shop
sold it as an SVGA.

Hoagy (hoagy@cix.compulink.co.uk, djs@jet.uk, 0734 351783)

3147. Re: Nethack versions??

Newsgroup: comp.sys.atari.st
Date: 1994-09-02 00:39:30 UTC
From: warwick@cs.uq.oz.au
Message-ID: <345s82$10j@uqcspe.cs.uq.oz.au>
Source record: 181288

Iain.Laskey@barclays.co.uk writes:

>There is a superb color GEM version with full GFX called GEMhack. It
>really needs an enhanced GFX board, a Falcon or a TT though. Maybe
>it's useable in some ST reses????

GEM NetHack, and no, it doesn't really work in ST resolutions - 80 columns
of text and 16 colours is the minimum.

If someone works out how to force the AES to use a narrow font, and hence
get 80 columns in ST-Low, GEM NetHack will work like a charm.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /
/ * <-- Computer Science Department, / WIT SPACE TO LET
_.-._/ University of Queensland, /
v Brisbane, Australia. /

3148. Epson Stylus Printer????

Newsgroup: comp.sys.atari.st
Date: 1994-09-02 01:15:32 UTC
From: tdcflcn@infinet.com
Message-ID: <345ubk$kda@rigel.infinet.com>
Source record: 181290

I have a question, does anyone have an Epson Stylus printer, I'm thinking about getting one, but I want to know how to works with PageStream?

What kind of printers does it emulate?

Thanks.

Thomas (Tom) Chamberlain, tdcflcn@infinet.com
==========
Member of: | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
| P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *
==========
Also a IBM AS/400 RPG/COBOL Programmer/Analyst/Software Consultant

3149. Re: Wanted: text editor as an ACC

Newsgroup: comp.sys.atari.st
Date: 1994-09-02 02:29:48 UTC
From: vicb@clark.edu
Message-ID: <3462ms$8si@clark.edu>
Source record: 181295

Spirit Ed, Editors/sprted13.arc on a.a.u.e., can be operated as a desk accessory.

Victor Bruhn
vicb@clark.edu

3150. Re: Epson Stylus Printer????

Newsgroup: comp.sys.atari.st
Date: 1994-09-02 02:41:37 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <3463d1$jhb@msuinfo.cl.msu.edu>
Source record: 181296

In article <345ubk$kda@rigel.infinet.com>, tdcflcn@infinet.com (Tom Chamberlain) writes:
>I have a question, does anyone have an Epson Stylus printer, I'm thinking >about getting one, but I want to know how to works with PageStream?

Get a Hewlet Packard. They work better, have better tech support, and usually are easier to find ink cartridges for. You should be able to find HP's for the same price or cheaper than the Epson. The Stylus is also poorly built (IMHO) and has a reputation around here for breaking down.

Regards,
Tom
hopper_t@msupa.pa.msu.edu

3151. Huge Atari ST sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-02 03:03:36 UTC
From: jrl8@bonjour.cc.columbia.edu
Message-ID: <3464m8$fcu@apakabar.cc.columbia.edu>
Source record: 181284
Cross-posted to: ny.forsale,nj.forsale,misc.forsale,comp.sys.atari.st,comp.sys.atari.8bit,rec.games.video.marketplace

I have the following Atari ST equipment for sale. I would like
to sell everything together, but would consider serious offers
to break up the systems. I've reduced my asking price to $600
for the entire lot. Game players take note --- there is
gold in the list below!

I *will* accept offers to break up the package.

Atari 1040ST computer system w/mouse (TOS in ROM), loose power
cable but works perfectly (includes built-in 3.5" drive)
Atari 520ST computer system w/mouse (TOS in ROM), works sometimes

2 Atari SC1224 color monitors
Atari SF354 single sided 3.5" disk drive

Supra 30 megabyte fast hard disk with NeoDesk operating system

All power cables, power supplies, and cables are included to
hook up everything.

The following software, all with original disks, boxes, and manuals:
Word Writer 2.0 Timeworks (barely used)
Timeworks Desktop publishing Timeworks (with bound manuals, never used)
Crazy Cars Titus
International Soccer Microdeal
Wizards Crown SSI
Questron II SSI
Heroes of the Lance SSI
SDI Cinemaware Interactive Movie
TetraQuest Microdeal
Prime Time First Row Software
Starglider Rainbird
Starglider II Rainbird
F15 Strike Eagle Microprose
Rings of Zilfin SSI
Speed Buggy Data East
Typhoon Thompson Broderbund
Guild of Thieves Rainbird
Outrun Sega
Captain Blood Mindscape, Inc.
Road Runner Mindscape, Inc.
Road Wars Electronic Arts
Obliterator Psygnosis
Sinbad Cinemaware Interactive Movie
Defender of the Crown Cinemaware Interactive Movie

Pinball Wizard Accolade
Bubble Ghost Accolade
Ultima IV Origin Systems (+ cluebook)
Dungeon Master FTL (no box)
Virus Rainbird (no docs)
Moebius Origin Systems (doesn't work)

The following software has original disks and manuals but no boxes:
Aegis Animator/ST Aegis
Impossible Mission 2 Epyx
ST Basic Atari
Flash Antic Software
Block Out California Dreams
SimCity Maxis
High Roller Mindscape
Time Bandit Michtron
Barbarian Psygnosis
Airball MicroDeal
Airball Construction Set MicroDeal
Skyfox EA
Neochrome Painting Program Atari
UMS Rainbird
ST Wars Miles Computing
Chaos Strikes Back FTL
Swiftar Accustar Software, Inc.

Plus dozens of other games (Rogue, Test Drive, Sundog, etc.) with
just original disks (no box or manuals), plus a TON of shareware
on disks, plus old Atari distribution disks (DB master one, megaroids,
languages, etc), plus an entire collection of START disks representing
about twenty issues.

There are also duplicates of some of the software (Dungeon
Master, Time Bandit, etc).

Please call or email if interested!

Best regards,
-JRL

James R. Lendino | |
Computer Science | i486 | Phone: (212)-853-7166
Columbia S.E.A.S. |______| Internet: jrl8@columbia.edu

3152. Speed, MiNT/TOS

Newsgroup: comp.sys.atari.st
Date: 1994-09-02 03:23:58 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <3465se$k3p@ugle.unit.no>
Source record: 181299

OK. I told you I could not feel that the system slowed down much with
the new version of MiNT. Well, in order to "proove" this, I decided to
run all the tests on the system I could think of.
As you can see from the following, the system is infact acting
faster on the average *with mint* than without.
However, a very small amount of CPU speed is lost due to the
pre-emptive multitasking algorithm in MiNT. But as you can see, this
is totally negligible (sp?).

Auto folder during tests:
CACHE90.PRG
FOLDR40.PRG
MACCEL34.PRG
Desk Accessories:
XCONTROL.ACC

In addition comes of course MiNT/Metados as you can see in
the tests.

Ram free: MiNT 18582224 | Lost ram due to buffers in
| MinixFS/ISOfs/RAMfs/fasttext
18950704 Without extra drivers (only cache90.prg)
Ram free: TOS 19104840
19214680 Without extra drivers (only cache90.prg)

From this you can see that MiNT uses 263976 bytes for its' own
purposes. Not bad considering all the work it does...

==========

Disk test:

Copying gemview.246 (as found on the atari Gemini cdrom).

My CD-rom is an appleCD 150 .
(150 k/sec, 380 ms seektime it says on the spec-sheet)

The harddisk I use in the tests, is a Seagate 1201N.
(960 k/sec, 22 ms seektime with ratehd from ICD)
This disk contains both the Minix filesystem and the FAT filesystem
used in the tests.

Note that the ISOfs filesystem I use under MiNT is written by me, and
not generally available (yet).

Copying to/from FAT-partitions always use the same target, in the same
state (fragmentation).

The folder contains 200 files and 24 folders.
It totals to 2002105 bytes.

TOS:
From CD-rom to FAT-partition: Metados 2.4
After 5 minutes it had only copied 94 files. I did not
want to wait any longer, so I aborted...

From FAT-partition to FAT-partition:
51 sek. 100%
Erasing on FAT-partition:
22 sek. 100%

MiNT 1.11 with MinixFS and ISOfs (CD-rom)

From CD-rom to Minix-partition:
35 sek. (!!!) xxx% (FAST !!!)
From Minix-partition to Minix-partition:
30 sek. 170%
From CD-rom to FAT-partition:
61 sek. 84% (Indeed !)
From FAT-partition to FAT-partition:
61 sek. 84%
Erasing on Minix-partition:
13 sek. 169%
Erasing on FAT-partition: 85%
26 sek.

==========

Dhrystones MiNT 1.11: 7047.4 97.5 %
Dhrystones TOS : 7226.5 100%

==========

NVDI Test, TOS: (Compared to TOS3.01) In this context

Textausgabe : 99 % 100%
Linien : 93 % 100%
Rechtecke : 96 % 100%
Polygone : 96 % 100%
Kreise/Ellipsen : 93 % 100%
Rasteroperationen : 139 % 100%
Attributfunktionen : 101 % 100%
Auskunftsfunktionen: 103 % 100%
ESCAPES : 72 % 100%
BIOS-Ausgabe : 80 % 100%
GEMDOS-Ausgabe : 79 % 100%
AES-Objekt-Ausgabe : 97 % 100%

NVDI Test, MiNT:

Textausgabe : 105 % 106%
Linien : 106 % 114%
Rechtecke : 112 % 116%

```
Polygone : 97 % 101%
Kreise/Ellipsen : 104 % 110%
Rasteroperationen : 140 % 101%
Attributfunktionen : 117 % 116%
Auskunftsfunktionen: 117 % 114%
ESCAPES : 79 % 110%
BIOS-Ausgabe : 166 % 207% | NOTE THIS
GEMDOS-Ausgabe : 525 % 665% | NOTE THIS
AES-Objekt-Ausgabe : 96 % 99%

Average 163.25%
================================================================

GEM Bench, TOS:

GEM Bench v3.40 © Ofir Gal 14.1.94
==========================================
TT 030 TOS 3.06, MiNT not present
Blitter not present, NVDI not present
Video Mode = 1280 * 960 * 2 Colours
LineF FPU installed
Run and Malloc from FastRAM
Ref = TT + Fast RAM + FPU, ST High
========================================== This context
GEM Dialog Box: 3.240 97% 100%
VDI Text: 4.265 101% 100%
VDI Text Effects: 7.280 99% 100%
VDI Small Text: 4.070 100% 100%
VDI Graphics: 5.920 98% 100%
GEM Window: 1.125 90% 100%
Integer Division: 1.540 100% 100%
Float Math: 0.190 94% 100%
RAM Access: 1.100 120% 100% Hmm, looks like
the atari TT-ram
card is fast
after all...
Note that this
RAM is *not*
running in burst
mode. I fitted
16 MB of 80ns
Samsung RAM
instead of the
original 4 Mb.
ROM Access: 1.410 99% 100%
Blitting: 1.740 98% 100%
VDI Scroll: 2.840 100% 100%
Justified Text: 3.930 101% 100%
VDI Enquire: 1.080 100% 100%
New Dialogs: 3.295 99% 100%
```

==========
Graphics: 98% 100%
CPU: 103% 100%
Average: 99% 100%

```
GEM Bench, MiNT
```

GEM Bench v3.40 • Ofir Gal 14.1.94
==========
TT 030 TOS 3.06, MiNT 1.0B
Blitter not present, NVDI not present
Video Mode = 1280 * 960 * 2 Colours
LineF FPU installed
Run and Malloc from FastRAM
Ref = TT + Fast RAM + FPU, ST High
MiNT version 1.11
==========
GEM Dialog Box: 3.270 96% 99%
VDI Text: 4.105 105% 104%
VDI Text Effects: 6.860 105% 106%
VDI Small Text: 3.710 109% 109%
VDI Graphics: 5.705 102% 104%
GEM Window: 1.145 89% 99%
Integer Division: 1.565 98% 98%
Float Math: 0.185 97% 103%
RAM Access: 1.100 120% 100%
ROM Access: 1.845 75% 76% (I whonder why...)
Blitting: 1.690 101% 101%
VDI Scroll: 2.755 103% 103%
Justified Text: 3.730 106% 105%
VDI Enquire: 0.990 110% 110%
New Dialogs: 3.330 98% 99%
==========
Graphics: 102% 104%
CPU: 97% 94%
Average: 100% 101%

==========

Erling Henanger

• ATP/Unix 1.40 • This is my tagline.

3153. Re: About paying Shareware fees from abroad

Newsgroup: comp.sys.atari.st
Date: 1994-09-02 03:57:20 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <CvHHo0.F0r@beaver.cs.washington.edu>
Source record: 181297

Pekka Saarinen (contacts@mits.mdata.fi) wrote:
: : Yes, I like SoL - but I think it's quite a different kind
:
: I recently registered Connect 2.46 just by sending real money in an envelope.
: The money was between the registration letter and a postcard, that no-one could
: see what was inside. Everything went fine and now I'm a registered user.
: (And mr. Wander -the programmer- gives very good user support via Net).

Actually, I have registered a lot of foreign users who sent me cash bills in their own currency. I can exchange most stable currencies with only about a $5 exchange fee. That's why I say send the equivalent of $30 U.S. funds if you are sending foreign cash. If you send anything other than cash (unless in U.S. funds, of course), I will probably send it back to you because checks and other things can have fees as much as $25!

So, I'd say the best thing to do is either send cash bills in your foreign currency, or send check, money order, or cash in U.S. currency.

I think most Shareware authors in the U.S. will be able to process foreign cash at their banks like I do. I've found that once you register enough foreign users, they will trust that you won't abandon them and word gets around. I think this is the best way to register foreign users.

-Stuart Denman

3154. Desperate former Atari user needs help!!!

Newsgroup: comp.sys.atari.st
Date: 1994-09-02 04:32:57 UTC
From: stusbund@eku.acs.eku.edu
Message-ID: <1994Sep1.233257.3423@eku.acs.eku.edu>
Source record: 181205

Topic: desperate former 130 XE user needs help!!!

Earlier this year, some demented burglar mistook my 130XE for my Jaguar
(which my drughead brother later stole). While I can use a friend's
XE-GS
to access the smaller stuff, I can't get to the Atariwiter+(130XE) files
that are 30-40k long. I am looking for someone with the ST/XE adapter
(I believe it was called the ST Xformer) cable and a 8-bit drive that
would be willing to convert of my disks over to ST format 3.5", which
a friend of mine (or the person doing the conversion) can then convert
to be read by an IBM-type. The files are the first section of a novel,
which I have neither time nor the stamina to retype or scan here at
school. Please, Obi-wan, you are my only hope!!!

Stanley Bundy (stusbund@eku.edu)
Commonwealth hall Box #541
Eastern Kentucky University
Richmond, KY 40475

Please respond by E-mail or Snailmail. Due to the thefts and school
costs
i no longer have the need to read these boards.

3155. Re: Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-09-02 04:36:22 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <778472676.2@mettav.exnet>
Source record: 181298

It was none other than "Roland Givan" that wrote on 29 Aug 94 that ,
"G> cheaper. If you are prepared to buy second hand, then a TT can be
"G> *very* cost efective against a Falcon, provided of course you are
"G> after a powerful number cruncher, and aren't too worried about lots
"G> of pretty colours at high resolutions.

Can't argue that even at 32Mhz the TT still outpaces the Falcon (but only
just).However I choose the Falcon primarily for its sound capabilitys and
seldom use TC mode. More important to me was that most of the exciting new
software/hardware is definately more geared to the Falcon and apart from the
case It is for me the more desirable machine.

////
Graham Irvine
grin.mettav.exnet.com

* Origin: Graham's 32Mhz Falcon030 PowerPoint (100:1011/0.8)

3156. Re: Power Monger

Newsgroup: comp.sys.atari.st
Date: 1994-09-02 04:51:22 UTC
From: frank@theshack.demon.co.uk
Message-ID: <778481482snz@theshack.demon.co.uk>
Source record: 181248

In article <18499KSDNASHICXKEBX@sterbbs.nl>
Frits_Van_Den_Akker@sterbbs.nl writes:

> Does someone know how I can use it or if the program isn't PD?
> If it isn't: I'll delete it inmidiately; I don't like pirated
> programs very much....

It is commercial, yes.

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

3157. Re: Mega STe for sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-02 05:17:37 UTC
From: herbivor@teleport.com
Message-ID: <346chh$rbf@sandra.teleport.com>
Source record: 181203

In <343j1i$39n@sandra.teleport.com> herbivor@teleport.com (Robb Albright) writes:

> ============================FOR SALE=========================

>Mega STe - 4 Meg Ram
> 16 mHz/cache
> LAN port
> Separate Keyboard
> ---Internal 52Meg HD
> ---Matrix CoCo graphics card - 256 colours / up to 1024 x 768

>Canon Multisync monitor - great w/ colour card
>multisync switchbox for ST modes

>Panasonic KX-P1123 24 pin DM printer

>all cables

>Software
>- - - - -

>PageStream 1.8
>Word Up
>HS Basic
>MIDI sequencers
>Games
>shareware

>Geneva
>Neodesk 3.04

>Several years of ST mags, european and domestic.

>Setup help if needed

>--------

>Whole package:

>$1500 - obo with printer

>$1350 - obo w/o printer

>Call (503)698-2651 or leave email to me: herbivor@teleport.com

>--
Oops, I forgot, the package also includes a Supra 2400 baud modem and a
Migraph hand scanner with Touchup software.

```
--
" " " herbivor@teleport.com
\00/ (public access user, not affiliated with Teleport)
\/
\/ "Love animals, don't eat them"
```

3158. Re: GEM SPOOL

Newsgroup: comp.sys.atari.st
Date: 1994-09-02 05:22:02 UTC
From: sammcgee@crl.com
Message-ID: <346cpq$b92@crl4.crl.com>
Source record: 181206

Frits_Van_Den_Akker@sterbbs.nl wrote:

: TO: sheppard_r@kosmos.wcc.govt.nz

: Roger W. Sheppard (sheppard_r@kosmos.wcc.govt.nz) wrote:

: sh>I have a copy of GEM SPOOL version 2.2 dated 1992..
: sh>by Steven Van Rossen, Marc Billiet, from Belgium..
: sh>
: sh>Is there a later version, I had a look on a few German sites
: sh>but could not find any version there, or A.A......

: I recently got a new version of a shareware-list; it said that GEM
: SPOOL was still at version 2.2, so stop searching, you won't find it
: yet.....

The October issue of ST Review reviews Gem-Spool 3.2.
I would also like to know where to find it. If you don't want Roger to
know please use direct e-mail.

Thanks,
Sam

3159. Re: Wanted: text editor as an ACC

Newsgroup: comp.sys.atari.st
Date: 1994-09-02 05:22:31 UTC
From: martinc@teleport.com
Message-ID: <346cqn$rds@sandra.teleport.com>
Source record: 181202

In <345h23$qrm@holmenkollen.ifi.uio.no> hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:

```
>Is there any text editor that can be used as an accessory, so I can load/edit/save
>text while in other programs?

>Thanks.

>Hallvard

look for Outline.acc. I use it all the time.

--
martinc@teleport.COM Public Access User --- Not affiliated with Teleport
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)
```

3160. Genealogy Program

Newsgroup: comp.sys.atari.st
Date: 1994-09-02 06:19:58 UTC
From: quentin@dragons_lair.NoSubdomain.NoDomain
Message-ID: <346g6e$gj6@engnews2.Eng.Sun.COM>
Source record: 181231

Group
Can anybody please point me to a site that has a usable Genealogy
program for an ST.
Many Thanks
Quentin

3161. Re: NeST & AtariNet Piracy??

Newsgroup: comp.sys.atari.st
Date: 1994-09-02 06:47:34 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940902Z064734.046dbrewood@nest.demon.co.uk>
Source record: 181246

In article <778395568snz@theshack.demon.co.uk>
frank@theshack.demon.co.uk "Frank Charlton" writes:

> Yes, I thought so. I followed the thread in N.SUP.RATSOFT and from what
> I remember there was an open confession to having found the RATQwk key
> easy enough to crack in five minutes.

I don't read the echo on a regular basis as I don't use Ratsoft myself, but I
believe that was indeed the case.

--


```
================================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
================================================================================
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
================================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
================================================================================
```

3162. Re: Learning german in comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1994-09-02 07:56:21 UTC
From: em09@liverpool.ac.uk
Message-ID: <CvHspy.Hn7@liverpool.ac.uk>
Source record: 181210

Patrick Koehne (koehne@oslo.informatik.uni-dortmund.de) wrote:
: In article <33vm9m$q1q@ra.ibr.cs.tu-bs.de>, c0031098@ws.rz.tu-bs.de
: (Kielhorn) writes:
: |> This is part I of the weekly learning German Series in
: |> comp.sys.atari.st.

etc . . .

: I think they should be able to learn these few words by using a dictionary.
: This method will be better than just reading it.

: ...Patrick

This is one of the very few articles I copied. I don't have a german
dictionary and I don't intend to buy one. This list is short, easily
scan-able by eye and relevant to computing topics. It is ideal for
someone like me who just wants to run the software.

Thank you very much for posting it.

John.
--
Mechanical Engineering Department John Boyes
University of Liverpool
P.O. Box 147 Email: em09@liverpool.ac.uk
Liverpool Phone: +44 (0)151-794-4861
L69 3BX (U.K.) Fax: +44 (0)151-794-4848

3163. Re: GIF & JPEG viewers

Newsgroup: comp.sys.atari.st
Date: 1994-09-02 08:28:38 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <346nnm$lq9@gumby.cc.wmich.edu>
Source record: 181204

In article <33s72c$plq@nyheter.chalmers.se>,
Johan Klockars <d8klojo@dtek.chalmers.se> wrote:
> In article <Cv9xvK.6xr@beaver.cs.washington.edu>,
> Stuart Denman <sdenman@wolf.cs.washington.edu> wrote:
>
> >cards? Anyway, I hate arguing about this stuff, so just forget it Johan.
>
> Well, I'd like to see it as a discussion rather than an argument. But if it's
> only you and I who add anything to it, I guess email is better. We could of
> course drop it altogether, but I for one would like to know what people
> think about this.
>
> If there is anyone else who has any views on the subject, please speek up.

Actually, I'm finding the discussion between two image-manipulation-system implementors to be extremely informative, and I'd like to see it continued publicly. Stuart just needs to be a little less defensive. ;-) Every piece of complex software attacks a problem from a certain perspective, and will therefore have a mix of strong and weak points. Each can still be extremely good, without diminishing the quality of the other.

After all, who's better qualified to discuss these issues than the guys who wrote the software? (As long as they don't let their egos get in the way. :-) I'd like to see the author of GemView jump in as well.

- Mark

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

3164. Re: Wanted: text editor as an ACC

Newsgroup: comp.sys.atari.st
Date: 1994-09-02 08:33:45 UTC
From: dowdle@delphi.com
Message-ID: <Zk2zOux.dowdle@delphi.com>
Source record: 181300

Hello,

RE: Text Editor Desk Accessory?

The two best text editor desk accessories (IMNSHO) are STeno from Gribnif Software, and EdHack (it's got a new name but I can't think of it) from Clear Thinking Software. Both have their pluses and minuses... and both are commercial products. Unfortunately, both only allow one edit window at a time.

There are several shareware text editors that rival the commercial ones but I'm not sure how well they are currently supported. Try finding a copy of Edith and see if it'll do what you want. If I remember correctly Edith was one of the more impressive shareware text editor Desk Accessories I ever tried.

Last but not necessarily least, you can give the desk accessory version of MicroEmacs that CodeHead Software released a couple of years ago. It can be very memory hungry but with tools like MultiDesk or Geneva (where desk accessories can be loaded and dumped at will) it isn't so bad... if you can handle Emacs.

TYL, Scott Dowdle - Atari Fan - Great Falls, Montana - USA

3165. HELP ME!!! (Please!!!)

Newsgroup: comp.sys.atari.st
Date: 1994-09-02 11:29:45 UTC
From: cpbuehrer@miavx1.acs.muohio.edu
Message-ID: <1994Sep2.062945.28740@miavx1>
Source record: 181218

I accidentally spilled pop on my 1040 ST...99.9% landed on the numeric keypad and the arrow keys keypad...anyway, I took the machine apart, wiped up the pop with wet, soapy Q-tips....let it dry...turned it on...and it worked fine for about 45 minutes before crashing with bombs all the way across the screen.

Since then the machine has been seriously f'ed up. Once or twice I managed to boot up properly, but it was unstable and crashed a few minutes later for no good reason. So then I took the machine ALL the way apart and cleaned up every little spot with rubbing alcohol...but that didn't seem to help.

What could possible be wrong with my system? Is there anyplace/anyone that can fix it? Or should I jut toss it in the garbage??? BTW, I live in Cincinnati.

3166. Re: WANTED: OPUS 2.3

Newsgroup: comp.sys.atari.st
Date: 1994-09-02 11:55:23 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <3473rb$dsm@infa.central.susx.ac.uk>
Source record: 181209

Iain.Laskey@barclays.co.uk wrote:
: In article <gbie1.10.2E6289EB@pfs01.cc.monash.edu.au>, gbie1@pfs01.cc.monash.edu.au
(GEORGE BIELINSKI) writes:
: |> Recently, I have obtained OPUS 2.2 spreadsheet from New Age PDL. Encouraged
: |> by the programs features, I decided to register my copy to obtain version
: |> 2.3 by sending the registration fee (US $15) to the author of the OPUS. It
: |> was almost two months ago, and I still haven't received my copy. Only this
: |> week I have found that other OPUS users have also experienced similar
: |> problems.
: |>
: |> I understand, that if the author of the program collects the money for
: |> registration without any intention of fulfilling the orders, he does not
: |> support his software anymore, therefore OPUS 2.3 becomes a public domain
: |> software.
: The above paragraph is utter rubbish I'm afraid. The law of copyright says no
: such thing that I am aware of either internationally or demosticly.

: I believe that OPUS is no longer supported although I could be wrong. A pity as
: it was a nice spreadsheet. If the 15$ has been cashed then he presumably got the
: check, but not defintely. Your bank will be able to tell you which account it was
: paid into, they may charge for looking it up though. If he *did* get the cheque
: then you have claim against him if you got nothing in return.

If you feel cheated, then cheat back! At uni-paderborn there is a copy
of OPUS 2.3.

If you can live with yourself then take it.

Steven
: --
: +---+
: |Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
: +-------------+PC 486/33 8MB RAM 255MB HD 16bit Audio CDROM |
: |>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
: +-------------+---+

3167. Re: Bull Electronics

Newsgroup: comp.sys.atari.st
Date: 1994-09-02 13:41:59 UTC
From: skj@oasis.icl.co.uk
Message-ID: <347a37$5v8@jerry.rb.icl.co.uk>
Source record: 181211

In message <CvH7yA.G9u@cix.compulink.co.uk> - hoagy@cix.compulink.co.uk ("David Stevenson") writes:
>>If it is faulty, you might be better going for a repair, or second hand SM124.
>Or get an SVGA. Mine is one of those SVGAs masquerading as a Multiscan,
>and it cost less then 200 quid, inc vat. (Masquerading is perhaps the
>wrong word, given that it's called a "Samsung _SyncMaster_ 3", but the shop
>sold it as an SVGA.

Hi, I've just got an old 1040STe and want to use a decent video mode, currently I have no monitor and am using the TV. I am a PC person and so have at least one good SVGA and another plain VGA monitor available. How do I use one of these for my STe?, do I need cables, adapters, or do I need more info ??

Thanks, Simon

3168. Atari stuff to buy in Holland

Newsgroup: comp.sys.atari.st
Date: 1994-09-02 14:18:56 UTC
From: vdleij@phil.ruu.nl
Message-ID: <347c8g$35k@laurel.phil.ruu.nl>
Source record: 181212

I have a few program to sell:

STOS 25,-
Gauntlet II 25,-
Mortville Manor 10,-
Ishar II Falcon 25,-
Transartica Falcon 25,-
Sword os Kadash 10,-
Chaos Strikes back 10,-

and a few others which you should ask. There all original off course. Please reply thru e-mail or phone 038-229798.

Joost.

3169. Re: Speed, MiNT/TOS

Newsgroup: comp.sys.atari.st
Date: 1994-09-02 14:57:45 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CvIC89.976@cix.compulink.co.uk>
Source record: 181214

>GEM Bench, TOS:
>
>GEM Bench v3.40 © Ofir Gal 14.1.94
>==
>TT 030 TOS 3.06, MiNT not present
>Blitter not present, NVDI not present
>Video Mode = 1280 * 960 * 2 Colours
>LineF FPU installed
>Run and Malloc from FastRAM
>Ref = TT + Fast RAM + FPU, ST High
>== This context
>RAM Access: 1.100 120%100% Hmm, looks like
> the atari TT-ram
> card is fast
> after all...
> Note that this
> RAM is *not*
> running in burst
> mode. I fitted
> 16 MB of 80ns
> Samsung RAM
> instead of the
> original 4 Mb.

The TT Fast RAM boards differ in speed. The average board should give
100%, but I found large variations between TTs.

>GEM Bench, MiNT
>
>GEM Bench v3.40 © Ofir Gal 14.1.94
>==
>TT 030 TOS 3.06, MiNT 1.0B
>Blitter not present, NVDI not present
>Video Mode = 1280 * 960 * 2 Colours
>LineF FPU installed
>Run and Malloc from FastRAM
>Ref = TT + Fast RAM + FPU, ST High
>MiNT version 1.11
>==
>ROM Access: 1.845 75% 76%(I whonder why...)

I wonder why too. Is this consistent?

The ROM test in GEMBench is written in DevPac assembler as a BASIC
library. BASIC first finds the ROM address using by reading the pointer

at 0x04f2. It then calls the asm routine which reads longs from the ROM jumping 260 bytes each time. The code does not loop much to avoid caching. The only thing I can think of is that MiNT somehow slows a program reading system memory which I suppose happens in supervisor mode.

Ofir ogal@cix.compulink.co.uk

3170. New files at HENSA (2 Sept, 94)

Newsgroup: comp.sys.atari.st
Date: 1994-09-02 15:21:58 UTC
From: vctec@westminster.ac.uk
Message-ID: <CvIDDE.8wM@westminster.ac.uk>
Source record: 181213

Another weekend is approaching fast...and I go home early today. 8)
Actually, I have to grab a train to London, so I can spend the weekend
with Melanie....

So, here's this weeks installment...

By the way...the English version of ST-Guide (ST-Guide 1.0e) was the
most downloaded file from HENSA over the past month. This is the full
English version.... micros/atari/tos/o/o001/stg_e_01.lzh

Anyway, here's the rest...

ATARI NEWS OF THE DAY Updated 02/09/94 @ 1555

Newsletters

Latest releases:-

atari-tos Volume 07 Issue 004 30/08/94

Back copies can be found in the directory "tos/news","mint/news","falcon/news"
Please refer to the file "00readme" in the directory for details of how to
subscribe.

New software for the Atari TOS section

New packages are as follows; type "cd ~/micros/atari/tos/<x>/<code>" to get to
where they are held. <code> is as below and <x> is the first letter of <code>.
EG. For package "m100" you'd "cd ~/micros/atari/tos/m/m100".

Pfx Date Key Details
--- ---- --- -------
o017 01/09/94 S--- GEMVIEW 3.06 Powerful picture viewing/conversion program

o096 31/08/94 ---- ZX-SPECTRUM EMULATOR 2.07 and a brilliant one, too
o097 31/08/94 S--- OMEn 2.50d Open Multitasking Environment Demo
o098 31/08/94 ---- NEODESK 4 DEMO VERSION Excellent desktop replacement
o099 31/08/94 S--- MNILU 1.61 Compile BASIC code, to produce GEMDOS files
o100 31/08/94 S--- MULTI SHEN 1.00 Revert output to other devices
o101 31/08/94 S--- SUPER VIEW 1.12 File viewer...for text, pictures, and sounds
o006 31/08/94 ---- ONE JACK A desktop accessory program launcher
o102 31/08/94 ---- The Groove Analogue Sequencer Simulator
o103 31/08/94 S--- RSCTRANS 1.0 (15.4.94) Translate your RSC files

o086 30/08/94 ---- GNU UTILITIES Make a near enough complete Unix system
o087 30/08/94 ---- GNU GCC REFERENCE CARDS in dvi and tex format
o089 30/08/94 ---- GNU SUPEROPTIMIZER 2.2 shortest instruc sequences for funcs
o088 30/08/94 ---- RCS 5.6 CONFIGURATION FILE

o090 30/08/94 ---- GNU MP Diffs for the MultiPrecision Maths Library
o091 30/08/94 ---- GNU M4 0.5 A simple macro processor...bianries and sources
o092 30/08/94 ---- GNU SCM 4b2 Diffs for this Portable Scheme Interpreter
o093 30/08/94 ---- GNU MORIA 5.22 A Multi-User Dungeon game
o094 30/08/94 ---- GNUKIT Set up a GNU system the easy way

New software for the Atari Falcon section

New packages are as follows; type "cd ~/micros/atari/falcon/<x>/<code>" to get
to where they are held. <code> is as below and <x> is the first letter of <code>
EG. For package "a001" you'd "cd ~/micros/atari/falcon/a/a001".

Pfx Date Key Details
--- ---- --- -------
a041 02/09/94 ---- FLI-TC32 A true colour FLI player
a042 02/09/94 ---- Devpac Falcon Library Assembler subroutines

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

3171. Re: backup program needed

Newsgroup: comp.sys.atari.st
Date: 1994-09-02 15:35:36 UTC
From: torhov@ifi.uio.no
Message-ID: <347go8$1u6@gjalp.ifi.uio.no>
Source record: 181215

You should check out Fast Sector Backup. It's really an impressing program, because the compressing is effective and _very_ fast! I think you also will find that it has most of the features Diamond Back has, and in some cases is even better.

Best of all: I think it's shareware, and it works fine on all ST-compatibles.
--
Tor Egil (torhov@ifi.uio.no)
URL: http://www.ifi.uio.no/~torhov/

3172. Re: Turbo GIF freezing???

Newsgroup: comp.sys.atari.st
Date: 1994-09-02 16:11:50 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EICQBBUQUp@dksoft.ping.dk>
Source record: 181236

In <34322c$385@scapa.cs.ualberta.ca> Stuart David A wrote :

>Does anyone else have this problem??? I'm running a falcon with tos 4.04
>(and a VGA monitor- well actually, a multisync).
>
Yep, the same thing has happen to me a few times, but i'm not sure why as it
seems to be when only diplaying alot of pictures one by one.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

3173. Re: Wanted: text editor as an ACC

Newsgroup: comp.sys.atari.st
Date: 1994-09-02 16:17:32 UTC
From: avg@cwi.nl
Message-ID: <CvIFx9.H8z@cwi.nl>
Source record: 181216

dowdle@delphi.com writes:

>Hello,
>
> RE: Text Editor Desk Accessory?
>
>Try finding
>a copy of Edith and see if it'll do what you want. If I remember correctly
>Edith was one of the more impressive shareware text editor Desk Accessories
>I ever tried.

I think this needs a slight clarification. There are actually two entirely
different versions of Edith:

Edith 1.0: Shareware pre-release. Now freeware.
Edith Professional (1.2 and up): Buyware (NLG 100, approx. 65 US dollars)
Demo of V1.200 available on net.

More info: http://www.nl.net/~zfc/index.html
or mail to: A.V.Groenink@zfc.nl

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

3174. Re: HELP ME!!! (Please!!!)

Newsgroup: comp.sys.atari.st
Date: 1994-09-02 18:04:15 UTC
From: bjgrier@bnr.ca
Message-ID: <347pev$3m0@nrtphaa9.nt.com>
Source record: 181217

In article <1994Sep2.062945.28740@miavx1>, cpbuehrer@miavx1.acs.muohio.edu (Cogito cogito, ergo cogito sum.) writes:
|> I accidentally spilled pop on my 1040 ST...99.9% landed on the numeric keypad
|> and the arrow keys keypad...anyway, I took the machine apart, wiped up the pop
|> with wet, soapy Q-tips....let it dry...turned it on...and it worked fine for
|> about 45 minutes before crashing with bombs all the way across the screen.
|>
|> Since then the machine has been seriously f'ed up. Once or twice I managed to
|> boot up properly, but it was unstable and crashed a few minutes later for no
|> good reason. So then I took the machine ALL the way apart and cleaned up every
|> little spot with rubbing alcohol...but that didn't seem to help.
|>
|> What could possible be wrong with my system? Is there anyplace/anyone that can
|> fix it? Or should I jut toss it in the garbage??? BTW, I live in Cincinnati.

You probably have residue under several of the chips. You will need to
get an aerosol PC board cleaner (Radio Shack used to sell some) and spray
in and around every chip.

I would also recommend removing, and cleaning anything that is socketed.

Brian

Remember to take all ESD precautions. Good Luck.

--

Disclaimer: The opinions expressed are mine not those of BNR.

____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an MS-Dos compatible. I
Research Triangle Park, NC	have REAL computing work to do.
____________________________________	_____________________________________

3175. Re: ***ICD HARD DRIVE PROBLEM*** HELP PLEASE!

Newsgroup: comp.sys.atari.st
Date: 1994-09-02 18:58:50 UTC
From: peterw@io.org
Message-ID: <347sla$lvd@ionews.io.org>
Source record: 181219

I'm now using 6.5.5 and the problems have seemed to clear up (for now
anyways).

--
--
Peter Weinzettl | If all the world's a stage....
peterw@io.org | ..... I want more props

3176. Chamaleon configurator prg. WHERE?

Newsgroup: comp.sys.atari.st
Date: 1994-09-02 19:53:39 UTC
From: hallvart@ifi.uio.no
Message-ID: <347vs3$ns5@baugi.ifi.uio.no>
Source record: 181220

Someone here mentioned that there was a configuration program available for the
ACC loader/un-loader ACC "Chameleon". I haven't found it anywhere.
Anybody know where I can get it?
Thanks.

Hallvard

3177. Autosort & Phres2a

Newsgroup: comp.sys.atari.st
Date: 1994-09-02 20:44:05 UTC
From: pettert@oslonett.no
Message-ID: <3482ql$cea@hasle.oslonett.no>
Source record: 181222

Can anyone help?
I've been looking around various sites for the latest version of
Autosort (v.1.14?) and a program called phres2a (makes autoprgs. and
accs memory resident). Couldn't find them anywhere.
Does somebody out there know where to find them? Or please upload them
to a.a.u.e. or Hensa? Or be so kind as to e-mail them to me uuencoded?

Thanks for any help!

Petter
email: pettert@oslonett.no

3178. Re: WANTED: WP WITH CONTINUOUS SPELLCHECK

Newsgroup: comp.sys.atari.st
Date: 1994-09-02 20:45:46 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3482tq$n4f@m.ehd.hwc.ca>
Source record: 181221

Anthony Mezin (amez1@pfs01.cc.monash.edu.au) wrote:
: Does anyone know of a word processor or document processor with a
: CONTINUOUS SPELLCHECK option, similar to the one featured on Word Writer II.

: If you do, please let we know on my P-mail address:
: amez1@pfs01.cc.monash.edu.au

The venerable 1st Word Plus can do continuous spell checking.

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

3179. Re: Platform shift Atari to Mac graphics HELP?

Newsgroup: comp.sys.atari.st
Date: 1994-09-02 21:39:56 UTC
From: mcareyb@cix.compulink.co.uk
Message-ID: <CvIuuK.MGn@cix.compulink.co.uk>
Source record: 181224

In message <CvI0II.J73@westminster.ac.uk>, vctec@westminster.ac.uk said:
> MASONA (masona@aol.com) wrote:
> : I have an Atari to Mac graphics converter program, but my Mac won't
> read : the Atari disks. Does anyone have any idea how I can port
> them over?

Format your Atari disks with the DFORMAT.ACC (diamond format accesory)
(shareware) using the AFE option.

Save the data on these Atari disks

Then use the Apple File Exchange program that came with your Macintosh to
read the disks.

Or get a NULL modem cable and use comms software to port the data across
eg. ZTerm on the Mac and Freeze Dried Terminal on the ST.

(It works I use both methods)

Matthew.

3180. Re: Bull Electronics

Newsgroup: comp.sys.atari.st
Date: 1994-09-02 22:14:01 UTC
From: khladky@nessie
Message-ID: <348839$js0@yama.mcc.ac.uk>
Source record: 181226

Bull Electrical are on 0273 203500. Unfortunately their advert in the Wireless World in front of me is a full page write-up on their special offer on guided missile control cable - no monitors this month.

BTW, splash out on their wind-up radio and never buy batteries for your FM trannie again, best of British technology, well worth it.

Karel
--
++Karel Hladky+(khladky@umist.ac.uk)+CAPCIS Ltd.+Manchester+England++

3181. Re: Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-09-02 22:21:21 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <3488h1$h5n@ugle.unit.no>
Source record: 181228

Graham.Irvine@mettav.Exne,
In a message on 1 September, wrote :

GA> It was none other than "Roland Givan" that wrote on 29 Aug 94 that ,
GA> "G> cheaper. If you are prepared to buy second hand, then a TT can be
GA> "G> *very* cost efective against a Falcon, provided of course you are
GA> "G> after a powerful number cruncher, and aren't too worried about lots
GA> "G> of pretty colours at high resolutions.
GA>
GA> Can't argue that even at 32Mhz the TT still outpaces the Falcon (but only
GA> just).However I choose the Falcon primarily for its sound capabilitys and
GA> seldom use TC mode. More important to me was that most of the exciting ne
GA> software/hardware is definately more geared to the Falcon and apart from
GA> case It is for me the more desirable machine.

The TT does not only outpace the Falcon "only just".
I have both machines, and the TT is overall doing twice as fast as the
Falcon. Or did you mean that the TT is slightly faster than a Falcon at 32
Mhz ?

Erling

• ATP/Unix 1.40 • This is my tagline.

3182. Gemulator in the UK?

Newsgroup: comp.sys.atari.st
Date: 1994-09-02 22:23:52 UTC
From: sourada@iastate.edu
Message-ID: <sourada.778544632@las1.iastate.edu>
Source record: 181230

I'm posting this for someone who does not have Usenet access. Please
respond only to P.S.Montague@amtp.cam.ac.uk

Paul Montague asks:
Where could I find Gemulator in the UK (or in the US by mail order),
what is the cost, and are there any alternative ST emulators for the PC?

Thanks,
Paul (c/o Steven)

--
Steven Ourada --- sourada@iastate.edu
"Every time I see her my heart clock-doubles"

3183. Re: GEM SPOOL

Newsgroup: comp.sys.atari.st
Date: 1994-09-02 23:10:05 UTC
From: Program@sterbbs.nl
Message-ID: <12045SQRTMDFTYGXXMD@sterbbs.nl>
Source record: 181223

```
sammcgee@crl.com wrote:
sa>Frits_Van_Den_Akker@sterbbs.nl wrote:
sa>
sa>: Roger W. Sheppard (sheppard_r@kosmos.wcc.govt.nz) wrote:
sa>
sa>: sh>I have a copy of GEM SPOOL version 2.2 dated 1992..
sa>: sh>by Steven Van Rossen, Marc Billiet, from Belgium..
sa>: sh>
sa>: sh>Is there a later version, I had a look on a few German sites
sa>: sh>but could not find any version there, or A.A......
sa>
sa>: I recently got a new version of a shareware-list; it said that
sa>: GEM SPOOL was still at version 2.2, so stop searching, you won't
sa>: find it yet.....
sa>
sa>
sa>The October issue of ST Review reviews Gem-Spool 3.2.
sa>I would also like to know where to find it. If you don't want
sa>Roger to know please use direct e-mail.

Strange... I'll contact the composer of the list, perhaps he has an
e-mail adress of the programmer....

Frits.

Internet : Frits_Van_Den_Akker@sterbbs.nl | JFA Software
Add on first line : TO: Frits Van Den Akker | TOS AES VDI GEM!
Majornet : Frits Van Den Akker@STR | ST TT Falcon!
DON'T E-MAIL ME! my adress is about to change !!!!!!!
I only have to find out what it will be..... Frits.

* TailMail 2.1 #031 * I know engineers. They love to change things.

--
|[From]============================================================|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

======================== !!! Automated Notice !!! ======================
E-mail replies to this user should have the following on the first line
of message text: TO: Program
================================================================================
```

3184. Re: Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-09-03 00:35:28 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CvJ2z4.Fov@cix.compulink.co.uk>
Source record: 181232

>just).However I choose the Falcon primarily for its sound capabilitys and
>seldom use TC mode. More important to me was that most of the exciting new
>software/hardware is definately more geared to the Falcon and apart from the
>case It is for me the more desirable machine.

Its a case of horses for courses. For you sound was important, as was all
the new hardware and software. For me, TT-Hi res was important (although
even the colour modes are very useful), and speed and memory. So I went
for the TT over the Falcon. OTOH I'm hanging onto an STM to play games ;-)

:-)

Roland.

@CiX

3185. Re: HELP! Question about FRONTIER : ELITE 2 and CIVILIZATION

Newsgroup: comp.sys.atari.st
Date: 1994-09-03 00:52:26 UTC
From: Colin.Campbell@mettav.exnet.com
Message-ID: <778819236.0@mettav.exnet>
Source record: 181227

Miraden bibbled on 31 Aug 94 to All...

> PLEASE, PLEASE, PLEASE! Oh yes, that would be absolutely wonderful!
> I've been plodding through Frontier for a while now and I keep getting
> killed by a pirate that just won't leave me alone. Sheesh. If you
> could grab whatever information you can, I'd be very grateful.

I got seriously bored with Frontier after I got stuck at a certain military level and no matter how many planets I photographed etc they just wouldn't promote me again. They told me that the photos were "better than they had hoped for" but didn't give me anything other than some cruddy medal! :)

If anybody's got some "tip" to get promoted very quickly then I'd like to hear about it...

Col

Gabber system: Col@Bibble.Mettav.exnet.com

* Origin: ~~ Col's Burblings... ~~ (100:101/12.4)

3186. Re: ST Review - gone!

Newsgroup: comp.sys.atari.st
Date: 1994-09-03 00:56:10 UTC
From: Colin.Campbell@mettav.exnet.com
Message-ID: <778819236.1@mettav.exnet>
Source record: 181229

Frank bibbled on 01 Sep 94 to All...

>> STampede was a bit of a swiz! I only bought it because it said "Free
>> Kickoff II inside!!" :))
>
> Yeah, there was a hell of a storm about that, I remember. The (sealed)
> cover said "Free Kick Off 2!", and when you bought it and opened the
> seal it turned out that the KO2 offer was if you subscribed for a year -
> the disk actually contained a poor PD Space Invaders clone!

I was a bit gullable in those days... :)

And what's with magazines being in sealed covers? I like to read my mags before deciding to buy them (except ST Review which I get via subscription). My main gripe here is with "The Edge" - another top class Future Publication. :))

Col.

* Origin: ~~ Col's Burblings... ~~ (100:101/12.4)

3187. Re: Genealogy Program

Newsgroup: comp.sys.atari.st
Date: 1994-09-03 01:00:52 UTC
From: rrice@netnews.upenn.edu
Message-ID: <348hs4$cd0@netnews.upenn.edu>
Source record: 181234

Quentin Hordle (quentin@dragons_lair.NoSubdomain.NoDomain) wrote:
: Group
: Can anybody please point me to a site that has a usable Genealogy
: program for an ST.
: Many Thanks
: Quentin

Not aware of a PD program. My mother was long happy with
Compute Your Roots, but apparently (if phone calls and dead letters are
any indication) that program is no longer supported. I am curious about
a British program I see in imported magazines, but am unsure of its
functionality or prospect of support in the U.S. Toad is still selling
Compute Your Roots. Any input here would be most welcome.

Rob S. Rice
rrice@ccat.sas.upenn.edu

3188. Re: ST User - gone! (was: Re: ST Review - gone!)

Newsgroup: comp.sys.atari.st
Date: 1994-09-03 03:06:36 UTC
From: spencer@mettav.exnet.com
Message-ID: <778645650.0@mettav.exnet>
Source record: 181235

On 30 Aug 94 at 19:08:30, Frank did truly state.....

>> Need to ask yourself what the next one will be (ST Format or ST
>> Applications?)
FC> It certainly won't be ST Format, that's for sure.
FC>
FC> = Frank Charlton : ST Format Software/Hardware Reviewer
Biased answer I think ;-)

Spencer

Come back ST World all is forgiven!!!!

* Origin: The Net is Yours,USE IT!Don't Abuse IT! (Turbonet 100:1011/0.2)

3189. Re: Wanted - linkable ST games

Newsgroup: comp.sys.atari.st
Date: 1994-09-03 03:48:54 UTC
From: daroloso@math.uwaterloo.ca
Message-ID: <CvJBxI.341@undergrad.math.uwaterloo.ca>
Source record: 181240

In article <Cv3qDE.vJ@nntpa.cb.att.com>,
-Booth,W.A. <trek@intgp4.ih.att.com> wrote:
>You might consider Cyberdrome - one of J Hutchinson's games but I forget
>the name of the company currently marketing them.

Missionware Software (708) 359-9565
$39.95 from Toad Computers (800) 448-8623 or (410) 544-6943

>Another game - this one allows up to nine players at once and each can
>be on their own ST (or up to 2 players on one ST - one using mouse, one
>using joystick) is a card game that is a little like multiple solitaire
>game is called Nertz. Linkages can be either midi cables or modem/
>null modem. I think this would be really great for a party game.
>
>The name of this distributor escapes me right now - I'd guess Toad
>may have copies in or send me email and I'll reply tonight with
>address/phone numbers. Party on, Wayne

I don't see Nertz in Toad Catalog and don't remember them having it
at the Connecticut show ... but other stuff from MajicSoft is listed.
MajicSoft (803) 788-8177
It can also use modem and midi at the same time.
BuddyPaks are also available which contain 2 complete sets for less than
2 singles.

P.S. For two player on 1 computer both must use joysticks to keep it fair.

3190. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-09-03 04:06:15 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <348snn$b2r@terminator.rs.itd.umich.edu>
Source record: 181239
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-rw-r-- weiner 7416 Aug 27 12:36 ./Applications/0index
-rw-r--r-- baldrick 24012 Aug 27 17:45 ./Games/0index
lrwxr-xr-x baldrick 21 Aug 27 14:19 ./Games/Strategy/batlship.arc -> ../Board/batlship.arc
lrwxr-xr-x baldrick 17 Aug 27 14:20 ./Games/Strategy/risk.arc -> ../Board/risk.arc
lrwxr-xr-x baldrick 21 Aug 27 14:20 ./Games/Strategy/risk_eng.lzh -> ../Board/risk_eng.lzh
-rw-rw-r-- entropy 3135 Aug 27 12:39 ./Misc/0index
-rw-rw-r-- weiner 3533 Aug 27 17:33 ./Music/0index
-rw-rw-rw- boydm 9225 Aug 27 13:02 ./Sound/Speech/speech.lzh
-rw-rw-rw- boydm 23804 Aug 27 13:02 ./Sound/Speech/b_mouth.lzh
-rw-rw-rw- boydm 96239 Aug 27 13:02 ./Sound/Speech/smooth.lzh
-rw-r--r-- weiner 3791 Aug 27 13:11 ./Sound/0index
-rw-r--r-- baldrick 120151 Aug 27 17:51 ./0ls-lR.Z
-rw-r--r-- baldrick 119673 Aug 27 17:52 ./0ls-lRc.Z
-rw-r--r-- baldrick 146919 Aug 27 17:49 ./0compind.Z
-rw-r--r-- baldrick 363088 Aug 27 17:49 ./0index
-rw-r--r-- boydm 120321 Aug 31 21:09 ./0ls-lR.Z
-rw-r--r-- entropy 5764 Aug 31 21:05 ./Programming/0index
-rw-r--r-- boydm 18807 Aug 31 21:04 ./Programming/hardware.lzh
-rw-r--r-- boydm 119815 Aug 31 21:11 ./0ls-lRc.Z
-rw-r--r-- boydm 146952 Aug 31 21:08 ./0compind.Z
-rw-r--r-- boydm 363147 Aug 31 21:08 ./0index
-rw-rw-r-- entropy 11551 Sep 1 23:12 ./Diskutils/0index
-rw-r--r-- molin 120315 Sep 2 09:48 ./0ls-lR.Z
-rw-r--r-- molin 120067 Sep 2 09:49 ./0ls-lRc.Z
-rw-r--r-- molin 147367 Sep 2 09:46 ./0compind.Z
-rw-r--r-- molin 364513 Sep 2 09:46 ./0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

3191. Re: Chamaleon configurator prg. WHERE?

Newsgroup: comp.sys.atari.st
Date: 1994-09-03 04:47:01 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <348v45$ra9@mailer.fsu.edu>
Source record: 181245

Hallvard Tanger&#65533;s (hallvart@ifi.uio.no) wrote:

```
> Someone here mentioned that there was a configuration program available for the
> ACC loader/un-loader ACC "Chameleon". I haven't found it anywhere.
> Anybody know where I can get it?

I don't recall seeing any such thing mentioned in the docs for the last
version of Cameleon. What could one configure in chameleon, out of
curiosity?

--
*****************************************************************************
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
*****************************************************************************
```

3192. TOS 1.2 Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-09-03 05:04:22 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <34904m$t5m@mailer.fsu.edu>
Source record: 181241
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am in search of a TOS 1.2 chipset (the 6 chip set, not the two). I am hoping that some folks who upgraded to 1.4 or higher might still have them lying around. Will pay reasonable fee plus shipping. Please send email if you have such a beast. Thanks in advance.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3193. Re: BlowUP vs Screenblaster

Newsgroup: comp.sys.atari.st
Date: 1994-09-03 05:16:27 UTC
From: Lexicor@world.std.com
Message-ID: <CvJFzF.Arq@world.std.com>
Source record: 181242

Sander,

BlowUP us available in English as well.

Cheers

Yat

3194. Upgrading 520ST memory

Newsgroup: comp.sys.atari.st
Date: 1994-09-03 05:19:42 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <34911e$t5m@mailer.fsu.edu>
Source record: 181243
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a 520STFM that I would like to upgrade to at least 1mb. It has a rev. D motherboard. There is one row of 16 chips on the bottom edge of the board, with another 16 places for chips above them. These have solder filling the holes, but appear to have traces and such going to them.

I found some instructions on a.a.u.e that tell how to upgrade such a machine to 2.5mb using 2 1mb SIPPs and some serious (to me, at least) work. I would be willing to live with just 1mb if it were easier.

So, can I just fill those empty 16 places with chips?

Is it feasible to suck the solder out of those holes and put chips in there? I'm not an experienced solder person, but I'm willing to try if it is a task that one might hope to be successful at :-).

Are there any other steps, or will the machine recognize the additional 512k automagically if I do this?

What is the "piggyback" memory upgrade that I have heard mentioned previously? This seemed to be a popular way to upgrade these machines, but I'm not sure if it is only for going from 1mb to 2mb, or some other combination that won't help me :-).

Any and all help will be greatly appreciated. Thanks in advance.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3195. internal DSDD drive question

Newsgroup: comp.sys.atari.st
Date: 1994-09-03 05:37:39 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <349233$t5m@mailer.fsu.edu>
Source record: 181244
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a 520STFM with a single sided internal floppy (SSDD) drive that I would like to replace with a double sided drive (DSDD). It is the type with the long thin parallelogram-shaped eject button centered underneath the disk hole.

If I were to get an Atari SF314 DSDD external drive (with the same button configuration), could I just pop it out of the external case, stick it into the computer, and have it work as drive A?

Are there any other steps to making the computer recognize such a drive as drive A?

Is there anything that needs to be done for the machine to recognize that a DSDD mechanism has been installed?

Failing this, how hard is it to make the computer think an external drive is drive A? Could I do it with a fancy cable, or do I have to hack on the guts of the machine?

Finally, does anyone happen to have an internal DSDD Atari mechanism lying around? Perhaps a dead 520 or 1040 whose drive still works? I will pay a reasonable price plus shipping. Please email if (by some miracle) you have one available. Thanks in advance for any help.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3196. For Sale: ST Software

Newsgroup: comp.sys.atari.st
Date: 1994-09-03 06:39:25 UTC
From: ddlee@crl.com
Message-ID: <3495mt$867@crl7.crl.com>
Source record: 181247

```
For Sale:

Electra Spell - $5
Quantum Paint - $10

Captain Blood - $5
Chrono Quest - $5

Buy 2 or more and I pay shipping. E-mail if interested.

-Dave Lee-
ddlee@crl.com
```

3197. Re: About paying Shareware fees from abroad

Newsgroup: comp.sys.atari.st
Date: 1994-09-03 07:52:29 UTC
From: diehl@io.org
Message-ID: <3499vt$j2s@ionews.io.org>
Source record: 181250

> Message to Shareware-programmers:
>
> If you are going to make your program Shareware, please include a
> possibility to a user to send the money to your address.
> If you are afraid of being harassed by all sorts of Gay-postcards or
> subscribtions of "Knitting Today"-magazines, - well... isn't it worth
> it when you get more registered user from abroad that way?

I'm not sure what the difference between sending money to one's home address and to a post office box (or somesuch) makes; eventually, it gets there. But as to the issue of sending straight cash -- I'm sure we'd all probably appreciate that, since it's a lot more readily usable ... no need to go to the bank or whathaveyou. But a lot of people have their own misgivings about sending cash in the mail ... if it's well concealed, however, it shouldn't really be a problem.

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

3198. ICD via Email. Here's how!

Newsgroup: comp.sys.atari.st
Date: 1994-09-03 09:32:55 UTC
From: Gordie Meyer <biblinski@delphi.com>
Message-ID: <xe2we63.biblinski@delphi.com>
Source record: 181249

If you have a problem with an ICD product, you can contact them via email and get quicker results than posting here. (So many newsgroups, so little time.)

Contact them at: icdinc@delphi.com

--Gordie Meyer
biblinski@delphi.com

3199. Re: Accelerators -> smoke and fire..?

Newsgroup: comp.sys.atari.st
Date: 1994-09-03 11:15:15 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Sep3.111516.1322@cathy.ijs.si>
Source record: 181151

In article <1994Aug26.222020.1408@abo.fi>,
Tommi Hietavuo TKKK <THIETAVUO@FINABO.ABO.FI> wrote:
>Some Falcon-related questions to People Who Know.. ;-) !
>
>1) Is the original 68030 a 16 MHz version or faster (as ST-Computer magazine
>suspected)? So: is it safe to accelerate it to 32 (or even 40) MHz without
>heat sinks, extra fans, etc - or at all..? Experiences?
Yes, you can accelerate the Falcon 030 to 40Mhz without problems.

>
>2) Followup to previous subject: does anyone own a German DDD Screen Resolution
>Card..? That thing accelerates F-030 up to 40 MHz (with original CPU), and
>(more important, I think..) raises the bus speed from 16 to 20 MHz. It
Read my article in the next issue of Atari Explorer On-Line. It works, and it
includes another little fan. Not for the CPU, but for the video chip.
You can choose three bus speeds (16, 18, 20MHz), and you can switch the
processor between clock-doubled and normal.

>accelerates DSP and FPU as well, if so wanted. It seems to be a high-end
>graphics enhancer, too (even better than Blow-Up, SB2, etc. ?): e.g. 1024 x 768
>/ 70 hz NI, 800x600x256 70 hz, and so on.
>This little miracle isn't expensive at all - but does it really WORK..?
The version I have doesn not speed up the DSP. In fact, communication between
the CPU and the DSP doesn not work in 20/40 mode. The screen accelerator is
capable of better resolutions than those BlowUp is providing, but the BlowUp
software is much nicer (for instance, SRE seems to take much more memory than
BlowUp, and it doesn't have BlowUp's screen blanker). Unfortunately, when you
install the speed upgrade, BlowUp no longer works, or I would use that instead.

>4) You who have "real" accelerators (w. Fast-RAM, 68040, etc..): will there be
>compatibility problems? How about games (e.g. does Backwards quit working?) ?
Speed resolution enhancer does not have a problem with Backwards. You simply
switch it to 16/16 mode, and you have your old Falcon back. Backward works
normaly from there.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

3200. Re: Tape Backup SW

Newsgroup: comp.sys.atari.st
Date: 1994-09-03 11:32:25 UTC
From: hoagy@cix.compulink.co.uk
Message-ID: <CvJxE2.KKI@cix.compulink.co.uk>
Source record: 181152

>Question: Will gemar or gtar or whatever write tapes which are
>readable on Suns? I haven't tried bringing any of my DB3 tapes
>to work to try to read them, but somehow I doubt that they'd
>make much sense. How about GTAR though? Anyone tried this??
When I had an STe, I used GNU tar on the ST to read tapes that were
written on Suns using tar (or GNU tar) and vice versa.

I don't think that DB3 uses a tar format.

Hoagy (hoagy@cix.compulink.co.uk, djs@jet.uk, 0734 351783)

3201. TOS & molecular modelling

Newsgroup: comp.sys.atari.st
Date: 1994-09-03 12:49:51 UTC
From: avesperm@powerup.com.au
Message-ID: <349rdf$1kb@grissom.powerup.com.au>
Source record: 181153

I know there are some molecular modelling programs available for
the Atari. I've used some. Some are good, some not so...

Nevertheless I've just set up a 486 system for a friend, and he
requires one for that. Anybody got any suggestions

Also, anybody _not_ in OZ have TOS 2.05? How does 2.06 compare with it?

Answers on a postcard...
Dancer

3202. Re: Chamaleon configurator prg. WHERE?

Newsgroup: comp.sys.atari.st
Date: 1994-09-03 13:50:16 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <349uuoINN1k8f@sat.ipp-garching.mpg.de>
Source record: 181155

Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
: Hallvard Tanger&#65533;s (hallvart@ifi.uio.no) wrote:

```
: > Someone here mentioned that there was a configuration program available for the
: > ACC loader/un-loader ACC "Chameleon". I haven't found it anywhere.

: I don't recall seeing any such thing mentioned in the docs for the last
: version of Cameleon. What could one configure in chameleon, out of
: curiosity?

The accessory which is automagically loaded when Chamaeleon starts. Anyway,
why don't you use a file monitor program?

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */
```

3203. Re: Postscript Previewer?

Newsgroup: comp.sys.atari.st
Date: 1994-09-03 13:59:14 UTC
From: bianchi@sna.co.umist.ac.uk
Message-ID: <1994Sep3.135914.1538@nessie.mcc.ac.uk>
Source record: 181154

In article 1246@ericsson.se, etlgyve@etlxd30.ericsson.se (G.Vance) writes:
>
> Hi,
>
> Is there such a thing as a postscript previewer for the ST, if so,
> where can I get it?
>
> Thanks in advance
>
> Gary
>

I know of two: Composcript (which is a comercial package which allows postscript files to be converted to print in dot matrix/inkjet printers and, I THINK, provides a preview facility), and Ghostscript which is free (GNU public lisence, etc)

I don't know much about Composcript, I think it's quite expensive (but it's also apparently quite good).

I have Ghostscript (version 2.61) which IMHO is very good BUT (there's always a but isn't there :-[ ) you really need a fair bit of memory (I have 4Mb but I think you can just survive on 2Mb) and a chunk of harddrive space for all the font files. On a standard ST Ghostscript can chug a bit aswell.

Ghostscript can be found on a.a.u.e in gnustuff/tos/ghostscript. You don't need all the font files unless you will be viewing alot of text (if the right font can't be found the default 'ugly' one is used).

Hope this helps,
Please feel free to e-mail if you any questions,

Bye for now,

Andy.

~~~~~~
~ If mail gets bounced from the address above try : ~
~ ************************* ~
~ * abi@sn2.ee.umist.ac.uk * ~
~ ************************* ~
~ all my mail gets forwarded there anyway :-) :-) :-) :-) ~
~~~~~~

==
= "racing turtles and the /// = A baby is gods =
= gratefruit is wining" @ @ = opinion that the =
= 'Space Dog' > = World should =

```
= * Under The Pink -Tori Amos * \_/ = go on. =
=========================================================================
```

3204. Printer drivers.

Newsgroup: comp.sys.atari.st
Date: 1994-09-03 14:23:16 UTC
From: Robert@cptvimes.demon.co.uk
Message-ID: <778602196snz@cptvimes.demon.co.uk>
Source record: 181178

Is there anyone out there who can help me? I'm looking for an epson LQ2500 printer driver for degas elite. Could some one email me where to get it (ftp archive or PD libarey) because I'm not a subscirber to this group (so flames telling me how dumb I am will have to be send derectly to me :-)) I would be just my slow modem couldn't hadden all the groups I wanted so this one had to go, sorry.

Thanks
Robert.

--
****
*Robert * I came, I wandered *
Robert@cptvimes.demon.co.uk aimlessly, I got lost. *
****

3205. Re: cps rates

Newsgroup: comp.sys.atari.st
Date: 1994-09-03 15:30:14 UTC
From: Theo_Runia
Message-ID: <2e689718@f301.n282.z2.fidonet>
Source record: 181157

In a message of <Sat 3 Sep 94 00:45>, Martin Stacey (2:281/202.0) writes:

MS> If a user logs onto the BBS at 28800 whilst he can upload for
MS> example an asci file with an average cps rate >3700, when the same
MS> user tries to download exactly the same file the cps rate seems to
MS> reach 1700-1800 CPS and never any higher using Zmodem in both
MS> cases. Users have tried both with xyz202b.ttp and gszrz installed at
MS> the BBS end without any significant change in results.

Have you tried the internal Z-Modem in QuickBBS?

I haven't bought a 28k8 modem yet, but will in the not to far future. So I
can't test for the time being.

You might get the full 3700 Cps but 1800 is very low indeed.

: Theo Runia Internet: theo@textlitho.nl Fido: 2:282/301
: P.O. Box 1183
: NL-8900 CD Leeuwarden, The Netherlands
: QuickBBS ST development centre

--- JetMail 0.99beta8
* Origin: The Atari BBS Connection +31-58-153849 HST/V32bis (2:282/301)

3206. BSE parallel hard drive for Portfolio

Newsgroup: comp.sys.atari.st
Date: 1994-09-03 17:12:51 UTC
From: osteele@u.washington.edu
Message-ID: <34aaqj$n1k@news.u.washington.edu>
Source record: 181156

I recently got a BSE parallel port hard drive (works on the PC) that connects to a Portfolio. It works fine on the Portfolio but doesn't work when hooked up to a PC. Does anyone have one of these portable hard drives and a Portfolio? If so please e-mail me and let me know if you've gotten it to work on a PC.

Also, is there a Portfolio newsgroup?

Thanks,

Steve

3207. Re: Lattice/asm help

Newsgroup: comp.sys.atari.st
Date: 1994-09-03 18:50:33 UTC
From: hoagy@cix.compulink.co.uk
Message-ID: <CvKHo9.M74@cix.compulink.co.uk>
Source record: 181158

>I have Lattice 5.06.02 and am trying to incorporate some assembly language
>routines into the c code.
>
>I can't link the two together as I don't have an assembler that saves in a
>Lattice compatible format (I only have Assempro).
Then why not use the assembler that came with Lattice?! That's what I do.

Hoagy (hoagy@cix.compulink.co.uk, djs@jet.uk, 0734 351783)

3208. Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-03 19:20:05 UTC
From: tober@alkinoos.sdf.luth.se
Message-ID: <34ai95$lcv@alkinoos.sdf.luth.se>
Source record: 181163

Does anybody know if there is a Unix clone to th e Atari ST?

--
tober@sdf.luth.se (Mats.Sandstrom@sdf.luth.se)

3209. Q: Atari FALCON and SCSI-drives, esp. EMPIRE 1080S!

Newsgroup: comp.sys.atari.st
Date: 1994-09-03 19:59:44 UTC
From: pvaihine@aton.abo.fi
Message-ID: <PVAIHINE.94Sep3215944@aton.abo.fi>
Source record: 181159

I didn't find any group for Falcon so I try here.

I have a friend that has an Atari Falcon and he bought Quantum Empire1080
SCSI-3 Hard disk. The problem is that the controller doesn't find it.

He is trying to connect it via the external cable that has an adapter
that converts it to flat ribbon cable with the 50-pin layout.
An Quantum LPS240S is working on this configuration!

Is there any special things in Falcons SCSI-controller?!

Is it possible to get this drive to work with this computer?

The Empire is 1 Gigabyte hard disk.

I would prefer email because I don't read this newsgroup on regular basis.
However, if I get answers I will post a summary.

--

Per "Peer Gynt" Vaihinen $$$
pvaihine@ra.abo.fi $ $
pvaihinen@finabo.abo.fi $ "Fuck the bonus" $
University of Abo Akademi $ - Rutger Hauer in $
Use LINUX! It's free! $ Wanted, Dead or Alive $
$$$

3210. Re: Genealogy Program

Newsgroup: comp.sys.atari.st
Date: 1994-09-03 20:17:52 UTC
From: trek@intgp4.ih.att.com
Message-ID: <CvKLps.800@nntpa.cb.att.com>
Source record: 181161

In article <346g6e$gj6@engnews2.eng.sun.com>,
Quentin Hordle <Quentin.Hordle@UK.Sun.COM> wrote:
>Group
> Can anybody please point me to a site that has a usable Genealogy
> program for an ST.

You might look at the commercial program "It's All Relative" (up to V1.06)
from Greg Kopchak, 2233 Keeven Lane, Florissant, MO 63031. he is still
active in the Atari community. Send him a letter, he will send you more
info. Good Luck, Wayne

3211. PC Stuff to trade for Atari!

Newsgroup: comp.sys.atari.st
Date: 1994-09-03 20:32:24 UTC
From: abarbiero@delphi.com
Message-ID: <Zm7zOIl.abarbiero@delphi.com>
Source record: 181160

I have a working 386DX-33 motherboard w/0K that I would like to trade with anyone in the USA looking to offload old Atari games or hardware.

I also have a 386DX-40 MB/Case and PS for trade...

have some Atari stuff lying around? leave me EMail with your listing and I will get back to you!!

Andreas@AEO

3212. Re: Genealogy Program

Newsgroup: comp.sys.atari.st
Date: 1994-09-03 21:27:57 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <34apot$qne@msuinfo.cl.msu.edu>
Source record: 181162

In article <346g6e$gj6@engnews2.Eng.Sun.COM>, quentin@dragons_lair.
NoSubdomain.NoDomain (Quentin Hordle) writes:
>Group
> Can anybody please point me to a site that has a usable Genealogy
> program for an ST.
> Many Thanks
> Quentin

I saw one once called Reltree2. It seemed pretty good, though it only
allowed you to start with a single person and then enter direct ancestors
(enter the initial person, then enter ancestors in any order). Don't know
where you'd find it, though.

Tom
hopper_t@msupa.pa.msu.edu

3213. 4 sale-Atari1040st w/ color mon

Newsgroup: comp.sys.atari.st
Date: 1994-09-03 21:38:08 UTC
From: "Christopher M. Sevanick" <CXS183@psuvm.psu.edu>
Message-ID: <94246.173808CXS183@psuvm.psu.edu>
Source record: 181164

```
4 sale--Atari 1040st with color monitor and Hybrid Arts, Edit Track II
sequencing software. E-mail me or call 814-862-5153.
```

3214. Re: internal DSDD drive question

Newsgroup: comp.sys.atari.st
Date: 1994-09-03 22:45:08 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CvKsJ8.CIy@cix.compulink.co.uk>
Source record: 181165
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>If I were to get an Atari SF314 DSDD external drive (with the same button

Yes

>Are there any other steps to making the computer recognize such a drive as

No

>Is there anything that needs to be done for the machine to recognize that a

No

>Failing this, how hard is it to make the computer think an external drive
>is drive A? Could I do it with a fancy cable, or do I have to hack on the
>guts of the machine?

In the UK 'drive B' cable switchers were available a few years ago which
did just this. Alternatively a small assember routine will work in most
case.

Roland

@CiX

Disclaimer: I have't actually tried any of the above myself, although I
have played with mixing and matching SS and DD external drives on an STM
(which doesn't *have* and internal drive ;-).

3215. Re: Wanted: text editor as an ACC

Newsgroup: comp.sys.atari.st
Date: 1994-09-03 22:54:54 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CvKszJ.D65@cix.compulink.co.uk>
Source record: 181166

> RE: Text Editor Desk Accessory?
>
>The two best text editor desk accessories (IMNSHO) are STeno from
>Gribnif Software, and EdHack (it's got a new name but I can't think of it)

And both look pretty silly compared to Edith (latest version).

Ofir ogal@cix.compulink.co.uk

3216. Re: Wanted: text editor as an ACC

Newsgroup: comp.sys.atari.st
Date: 1994-09-03 23:28:03 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <34b0q3$3rb@golem.wcc.govt.nz>
Source record: 181168

In article <345h23$qrm@holmenkollen.ifi.uio.no>, hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:
>
>Is there any text editor that can be used as an accessory, so I can load/edit/save
>text while in other programs?
>
>Thanks.
>
>Hallvard

Yes are are a few ACC text editors, One of the CodeHead chap did a Emacs
as a ACC, but I don't know the file name....

But I will try and find out....

____
|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3217. Re: WANTED: WP WITH CONTINUOUS SPELLCHECK

Newsgroup: comp.sys.atari.st
Date: 1994-09-03 23:33:44 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <34b14o$3rb@golem.wcc.govt.nz>
Source record: 181169

In article <CvH0u4.LwB@nntpa.cb.att.com>, trek@intgp4.ih.att.com (-Booth,W.A.) writes:
>In article <amez1.30.2E652CA2@pfs01.cc.monash.edu.au> amez1@pfs01.cc.monash.edu.au
(Anthony Mezin) writes:
>>
>>Does anyone know of a word processor or document processor with a
>>CONTINUOUS SPELLCHECK option, similar to the one featured on Word Writer II.
>
>That's Write (version 3.1 at least) provides you the capability to
>select either continuous or batch mode spell checking. Lots of other
>options supplied to allow you to customize to your hearts content.
>Very nice program. Wayne

Does any one know were I can find some more Info about Thats's Write III,
none of the UK mags that I have mention it at all, has there been a review,
does it come with a large >160k Dic/Thesaurus what screen modes does it
support, etc,etc.??

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3218. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-03 23:58:06 UTC
From: azog@world.std.com
Message-ID: <CvKvwu.zt@world.std.com>
Source record: 181167

tober@alkinoos.sdf.luth.se (Mats Sandstrom) writes:

>Does anybody know if there is a Unix clone to th e Atari ST?

Theres a port of Linux for the Atari and Amiga, termed Linux/68k
but its for Falcon or TT (or 030 and 882 equipped machines).
Ive had mixed success with it:

The latest version is 0.9pl2, which apperently combines both
Atari and Amiga versions, but doesnt seem to work for me. I
am using the bootstrap program from 0.3, but 0.9pl2 locks up.
0.3 works with some oddities for me but doesnt recognize the
Falcons SCSI port

Read maus.os.linux68k which seems to be the home of the ATari
effort (and is also in german)

--
Billy D'Augustine azog@world.std.com

3219. Re: Software available

Newsgroup: comp.sys.atari.st
Date: 1994-09-04 01:52:28 UTC
From: Ansy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <Za5yOHE.mindbomb_bbs@delphi.com>
Source record: 181170

<blade01@pplnet.com> writes:

>I just finished teh 0.99beta version of CD-Access, and patched a minor
>bug in ST-Keep (ANSI colors were a bit off). Both are available for
>FIDO file request at 1:106/6969.0
>
>CDA_099B.ZIP is the CD-Access package.

REALLY? AWESOME... I'd love to get a copy of the CD-Access, its EXACTLY
what I'm looking for for my bbs, I _almost_ started to program my own >:)

Please upload it to an ftp site, or something, I've no fido bbs's in my
area :/

Andy

3220. Re: HELP ME!!! (Please!!!)

Newsgroup: comp.sys.atari.st
Date: 1994-09-04 01:57:11 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <34b9hn$572@golem.wcc.govt.nz>
Source record: 181171

In article <1994Sep2.062945.28740@miavx1>, cpbuehrer@miavx1.acs.muohio.edu (Cogito cogito, ergo cogito sum.) writes:
>I accidentally spilled pop on my 1040 ST...99.9% landed on the numeric keypad
>and the arrow keys keypad...anyway, I took the machine apart, wiped up the pop
>with wet, soapy Q-tips....let it dry...turned it on...and it worked fine for
>about 45 minutes before crashing with bombs all the way across the screen.
>
>Since then the machine has been seriously f'ed up. Once or twice I managed to
>boot up properly, but it was unstable and crashed a few minutes later for no
>good reason. So then I took the machine ALL the way apart and cleaned up every
>little spot with rubbing alcohol...but that didn't seem to help.
>
>What could possible be wrong with my system? Is there anyplace/anyone that can
>fix it? Or should I jut toss it in the garbage??? BTW, I live in Cincinnati.

Well the best way to clean most Electronic Equipment is soap and water...

You srip it all down, please remove PSU and Disk drive, strip keyboard down,
and soak in a bath of warm water and a mild plain liquid detergent..

Then rinse in clean warm water, the dry with light heat, like a airing
cuboard, you can use a hair dryer but only on low and keep it away rom the
plastic...

The airing cuboard is best but do it over a few days....

I have done this many many times with no problems....

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3221. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-04 03:21:03 UTC
From: Geoffrey Spear <gspear+@CMU.EDU>
Message-ID: <4iOHoTS00bkVM8P5wn@andrew.cmu.edu>
Source record: 181172

tober@alkinoos.sdf.luth.se (Mats Sandstrom) writes:
> Does anybody know if there is a Unix clone to th e Atari ST?

MiNT is pretty close to being a unix clone... it's not *real* unix,
but goo enough for most purposes.

there's also linux-68K, but i don't know how stable it is at the
moment...

geoff spear | "If it wasn't real, there wouldn't be a newsgroup
gspear+@cmu.edu | for it." - Anders Sandberg on alt.illuminati
[October 10th -- It's Time! Ask me for details!]

3222. Re: WANTED: WP WITH CONTINUOUS SPELLCHECK

Newsgroup: comp.sys.atari.st
Date: 1994-09-04 03:55:37 UTC
From: herbivor@teleport.com
Message-ID: <34bgfp$bm2@sandra.teleport.com>
Source record: 181173

In <3482tq$n4f@m.ehd.hwc.ca> bdean@hpb.hwc.ca (BLAIR DEAN) writes:

>Anthony Mezin (amez1@pfs01.cc.monash.edu.au) wrote:
>: Does anyone know of a word processor or document processor with a
>: CONTINUOUS SPELLCHECK option, similar to the one featured on Word Writer II.

>: If you do, please let we know on my P-mail address:
>: amez1@pfs01.cc.monash.edu.au

>The venerable 1st Word Plus can do continuous spell checking.

The new, high-end document processor, Papyrus 3.52, can also do
continuous spell checking, and it does it in an original way, marking the
words with a zig-zag line under, then you can go back through and
right-click on the words to bring up the selection list.

--
" " " herbivor@teleport.com
\00/ (public access user, not affiliated with Teleport)
\/
\/ "Love animals, don't eat them"

3223. VT100 & FLASH 1.6..

Newsgroup: comp.sys.atari.st
Date: 1994-09-04 05:46:51 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <34bn0b$777@golem.wcc.govt.nz>
Source record: 181174

HELP...

Some times when I log off, FLASH 1.6 gets its self locked
in the VT100 graphics or extended character mode, is there
a easy way to get out of this, with out having to re-run FLASH..??

Thanks.............

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3224. Re: Will AT-Speed C16 work on a MSTe?

Newsgroup: comp.sys.atari.st
Date: 1994-09-04 07:50:15 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <34bu7n$83t@golem.wcc.govt.nz>
Source record: 181177

In article <778534454.1@mettav.exnet>, Colin.Campbell@mettav.exnet.com (Colin Campbell) writes:
>Simple question:
>
>Have any of you managed to fit an AT Speed C16 to your MSTes? Is it possible to
>just plug in the STe adaptor and pretend that the MSTe is just like a STe?
>
>
>Col
>
>Gabber system: Col@Bibble.Mettav.exnet.com
>
> * Origin: ~~ Col's Burblings... ~~ (100:101/12.4)

Colin, I sent you 2 e-mails regarding your sale, I never recieved any replies...

Are you on Usenet or is this via some mailer system like Fido/Nest...??

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3225. Re: Wanted: text editor as an ACC

Newsgroup: comp.sys.atari.st
Date: 1994-09-04 07:57:21 UTC
From: dowdle@delphi.com
Message-ID: <hszTuLB.dowdle@delphi.com>
Source record: 181175

Hello,

> And both look pretty silly compared to Edith (latest version).

Oh, please tell me where I might get the "latest" version... or
are you talking about registered shareware or commercial version. To be
honest, it has been quite some time since I looked at it and I can't
remember much... accept that it was rather good. Being a STeno owner
swayed me to use it more though... as I'm so used to its operation.

TYL, Scott Dowdle - Atari Fanatic - Great Falls, Montana - USA

3226. Re: internal DSDD drive question

Newsgroup: comp.sys.atari.st
Date: 1994-09-04 07:59:36 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <34bup8$83t@golem.wcc.govt.nz>
Source record: 181176
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <349233$t5m@mailer.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>I have a 520STFM with a single sided internal floppy (SSDD) drive that I would
>like to replace with a double sided drive (DSDD). It is the type with the
>long thin parallelogram-shaped eject button centered underneath the disk hole.
>
>If I were to get an Atari SF314 DSDD external drive (with the same button
>configuration), could I just pop it out of the external case, stick it
>into the computer, and have it work as drive A?

Some of those single sided drives have funny connectors, and some times the
cable that is fitted in the ST can be a bit short, you might have to twist
the cable, as their are no standards on witch way the plug goes...

There are no other problems when fitting a DSDD drive.....

>* Mickey Boyd *
>* Systems Administrator *
>* Florida State University Mathematics Department *
>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3227. FAQ: GDOS (Version 2.1E)

Newsgroup: comp.sys.atari.st
Date: 1994-09-04 10:17:20 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <34c6rg$1thf@info2.rus.uni-stuttgart.de>
Source record: 181179

More Joy of GDOS
Version 2.1

Gerd Castan **

August, 28th.1994

_____
English version posted in comp.sys.atari.st -
German Version posted in de.comp.sys.st and maus.gui.gem
** English translation by Stefan Damerau (cookie@cookie.syd.de)

Posted in de.comp.sys.st und maus.gui.gem.

Contents

1 Technical Info
2 Introduction
3 Motivation
4 Changes
5 VDI-Drivers
* 5.1 Ink Printers
5.2 9pin drivers
5.3 24pin drivers
5.4 Laser drivers
5.5 Atari laser drivers
5.6 Screen drivers
5.6.1 LineA
5.6.2 Setscreen & Getscreen
5.6.3 NVDI and WARP 9
5.7 Other drivers
5.7.1 Memory drivers
5.7.2 Plotter drivers
5.8 What's missing
6 Errors
7 Fonts
7.1 Bitmap fonts
+ 7.2 Vector fonts
7.2.1 FSMGDOS Fonts
7.2.2 Bitstream Speedofonts
7.2.3 Type 1 Fonts
7.2.4 TrueTypeFonts
+ 7.3 Comparison of Vector formats
7.3.1 Corves
7.3.2 Hints
7.3.3 Internal resolution

7.3.4 Linear and optical scaling
8 Printer
8.1 Marked overview
* 9 Programs
10 Utilities
10.1 fontfix
10.2 Outline Fonts
10.3 Printer Driver
10.4 ASSIGN
10.5 FONTCHK
10.6 FONTCNV
10.7 GEMFont
10.8 FontMonger
10.9 Font ID
+ 10.10 X4U
11 Distribution
11.1 Atari
11.2 BELA
11.3 FontGDOS
11.4 Language
11.5 Internet
11.6 Working Title
11.7 XWindows
11.8 COMPO
11.9 IMG-0300
11.10 Others
11.11 FTP
+ 11.12 SciLab
+ 12 GDOS Versions
12.1 The ones from the bones
12.1.1 Atari-GDOS and AMCGDOS
12.1.2 ABCGDOS
12.1.3 G+Plus
12.2 One step forward
12.2.1 FontGDOS 2.0
12.2.2 FSMGDOS 3.0
12.3 Actual Developments
12.3.1 SpeedoGDOS 4.0 and 4.1
12.3.2 Speedo 4.2
12.3.3 Speedo 5.0
12.3.4 NVDI up to V2.51
12.3.5 NVDI 3.0
12.4 Comments
13 Source
14 Tips'n Tricks
14.1 Pixeltrash at printing, advice for users
14.2 NEC P6+
+ 14.3 Overwritten Speedo font files
15 Tips'n Tricks for coders
15.1 Fontsize and Pixelsize

15.2 Selecting drivers
* 16 Addresses
17 Miscellaneous
17.1 Critics
17.1.1 Critics to the author
* 17.1.2 Critics to the translator
17.2 Praise
17.3 For my support
17.4 Trademarks
+ 17.5 Guarantee
18 Appendix
18.1 Literature

1 Technical Info

My email address will change more than once nexttime. Due to this reason I have an alias, pointing to my actual location - and if it's in the MAUS-Net: G.Castan@physik.uni-stuttgart.de

For easy location of this document at servers and mailboxes, I ask for using the following name(s) and saving the ascii AND TeX versions:
FILENAME=
gdosi21e
gdosinf21e (when using UNIX) CR+LF should be used when saving at UNIX-Fileservers too, not just LF

2 Introduction

Actually I'm writing a program, that makes his print-out via GDOS. Looking for printer drivers I faced the problem, that many times no documentation is included to the drivers.

Otherwise it may happen that there are different drivers with the same name.

Here I have briefly collected my experiences with printer drivers.

This collection doesn't generally want to describe coders how to use printer drivers (except to problems not mentioned in literature). And you wont find information about the concept or how to install printer drivers. To get this refer to the list at the end of this FAQ.

What I want to exclaim here is more information about the several drivers:

o Where are the drivers available?
o How to distinguish them?
o What are the problem with them?
o Which drivers can be used for certain printers?

If anybody has more experience or questions, please write me. I will face the work to update this FAQ.

Credits:
Kay Prisille (MIGRAPH-Products, Calligrapher lite)
Julian Reschke (IMG-0???)

Volker Ritzhaupt
Juergen Voorgang (Working Title - Products)
Herwig Schelauske (Installation of GDOS, Name-conventions)
Normen Kowalewski (Font-GDOS)
Erik Dick (SpeedoGDOS)
Patrick Dubbrow
Ulrich Rossgoderer (WYSIWYG)
Stefan Hintz (CHARLY IMAGE)
Ulli 'Huhu' Ramps (Speedo 4.2)
Laurenz Pruessner (SLM_HS)
Marcel Boom (1st Postcard!)
Joerg Tochtenhagen (Misc)

Gerd Castan.

3 Motivation

With GDOS it took me 2 hours of coding, to get the screen-output to the printer in maximum quality. And (almost) with no extra work I get output to printers I even don't know.

I there's anybody who wants to write a program with printing options, should better care of the main job of the programm.

Nobody wants to pay for printer drivers if there's another program that didn't take the coder extra work with such stuff making this program less expensive (and surely better).

The User has - besides the lower price - another advantage. If he uses several programs he need place for the driver and the fonts only one time on the disc.

SpeedoGDOS is available from Atari shops (Atari Competence Center in Germany) now.

The (qualified) feedback to my FAQ has - compared to autumn '92 - raised remarkable. Due to Speedo the interest in GDOS coming from the coders seems to be bigger.

4 Changes

Beginning with release 2.0 I mark the changes in the contents list above. The
'+' means a new chapter/info and a
'*' stands for changed chapters
This chapter will only be used if I have to mention something about the changes S. Damerau of course. Blame me, not Gerd ;-)

To the Changes of Chapter 9 (Programs):

New are: DOE, MIDI File Printer, TRIPLE_D, GRAPH, 7Up, UpToCase, Chemograph Plus, GEM-View, Solutions, BssiChart

5 VDI drivers

In this table I have listed distributor, errors and useable fonts.

5.1 Ink printers

Name	Date	Length	Distributor	Errors	Others		Fonts
					1	2	
BJ10E	20.11.90	45917	WT				NC
BJ10	20.11.85	45919	CL				NC
BJ10	28.08.91	45660	BELA				NC
BJ10	27.01.92	59715	FontGDOS,I		n		NC, OTL
BJ10	28.01.93	61428	Speedo		n		NC, SPD
BJ10	02.07.93	63496	Speedo 4.2		n		NC, SPD
STYLUS	25.04.94	60848	Speedo 5.0		n		NC,SPD,TT,T1
HP_LJET	22.02.89	45512	BELA			p.g.	LS
HP_LASER	25.09.89	36928	Atari,I				LS
LASERJET	06.03.91	54517	Atari				LS
LASERJET	27.01.92	60194	FontGDOS,I		n		LS, OTL
LASERJET	28.01.93	61907	Speedo		n		LS, SPD
LASERJET	02.07.93	64408	Speedo 4.2		n		LS, SPD
HPL150	12.04.86	51541	wt			150dpi	LL
HPL300	24.04.86	51541	CL,wt				LS
DESKJET	13.05.92	45637	BELA			p.	LS?
DESKJET	14.05.91	46040	CL,WT			p.	300x600
DESKJET	06.03.91	54285	Atari,I				LS?
DESKJET	?	45618	?			p.	LS
DESKJET	?	45285	?			p.	LS
DESKJET5	14.05.91	46040	CL,WT			delta	LS
DJ5	27.01.92	60600	FontGDOS,I		n		OTL
DJ5	28.01.93	62251	Speedo		n		SPD
DJ5	02.07.93	64319	Speedo 4.2		n		SPD
DJ550C	11.10.93	68870	Speedo 5.0		n		LS,SPD,TT,T1
DJ550C2	14.04.94	68746	Speedo 5.0		n		LS,SPD,TT,T1
DJ500C	14.04.94	68761	Speedo 5.0		n		LS,SPD,TT,T1
DJ510	17.05.94	61921	Speedo 5.0		n		LS,SPD,TT,T1
DJ510T	17.05.94	61925	Speedo 5.0		n		LS,SPD,TT,T1
MT90	21.12.90	44881	BELA			180dpi	SP
PAINTJET	27.01.92	60005	FontGDOS		n		SP, OTL
PAINTJET	?	60173	?				SP
PAINTJET	28.01.93	61648	Speedo		n		SP, SPD
PAINTJET	02.07.93	63642	Speedo 4.2		n		SP, SPD
PAINTJET	14.08.92	60173	I				SP, OTL
PAINTJET	13.10.91	45934	WT				SP

Note: The drivers named HP_LJET and DESKJET can be used for (HP compatible) ink and laser printers. The difference is in the transfer to the printer: Packed (p.) or not packed (n.p.). 'Delta' means that the data is delta packed.

PAINTJET:
180X180: 2-8 colo(u)rs
90x90: 16 colo(u)rs

MT90 is made by Patrick Dubbrow.

Using ink drivers produces a problem with bitmap fonts. Using 300dpi all is ok. But 360dpi fonts are optimised for best efforts with pin printers having thick pins. Using ink printers makes the fonts look much too thin.

Solution: either use 300 [600, 1200 :-)] or exclusively use vector fonts

5.2 9pin drivers

Name	Date	Lenght	Distributor	Errors		Others	Fonts
				1	2		
FX240DPI	22.12.89	45396	BELA	y			SR
FX80	22.12.89	45396	BELA,wt	n			EP
FX80_2	12.06.91	45396	I				EP
FX80	24.09.91	45525	CL				EP
FX80	16.12.87	45396	Atari	n			EP
FX80	27.01.92	59236	FontGDOS,I	n	n		EP, OTL
FX80	28.01.93	61111	Speedo		n		EP, SPD
FX80	02.07.93	63177	Speedo 4.2		n		EP, SPD
FX80HIGH	22.01.89	44730	Atari,I	n			SR
FX80_QD	24.09.91	45525	WT				EP
NX1000	27.01.92	58719	FontGDOS	n	n		EP, OTL
NX1000	28.01.93	60723	Speedo		n		EP, SPD
NX1000	02.07.93	62717	Speedo 4.2		n		EP, SPD
NX1000	14.08.92	58887	I				EP, OTL
OKI20	27.01.92	58491	FontGDOS	n	n		EP, OTL
OKI20	28.01.93	60495	Speedo		n		EP, SPD
OKI20	17.03.93	60511	Speedo 4.2		n		EP, SPD
OKI20	14.08.92	58659	I				EP, OTL
SMM804	16.12.87	44801	Atari				LB
SMM804_2	16.06.91	44801	I				LB
SMM804	27.01.92	59201	FontGDOS,I		n		LB, OTL
SMM804	28.01.93	61076	Speedo		n		LB, SPD
SMM804	02.07.93	63142	Speedo 4.2		n		LB, SPD

Note: FX80HIGH prints normal text twice, FX240DPI once, FX80_QD printer in quad density.

NX1000 and OKI20 are color drivers with 8 colors

5.3 24pin drivers

Name	Date	Lenght	Distributor	Errors		Others	Fonts
				1	2		
EPSON360	04.04.90	45619	BELA	y			NC
EPSON360	16.09.92	45547	WT			180x360	
EPSLQPAR	14.02.91	44939	I				
LQ570	28.01.93	62051	Speedo		n		SPD
LQ570	02.07.93	64228	Speedo 4.2		n		SPD
LQ850	15.11.93	68068	Speedo 5.0		n		NC,SPD,TT,T1
NB15	22.12.89	44881	BELA,wt	n			SP

NB15	16.12.87	44881	Atari,CL	n			SP
NB15_2	12.06.91	44881	I				SP
NB15	27.01.92	59121	FontGDOS,I	n	n		SP, OTL
NB15	28.01.93	60989	Speedo	n	n		SP, SPD
NB15	02.07.93	63055	Speedo 4.2	n	n		SP, SPD
NECP6	12.04.80	45199	wt				NC
NECP6	10.04.91	45619	BELA	y			NC
NECP6	06.02.86	44906	Atari,I	y			NC
NECP6_2	28.06.91	46557	I				NC
NECP	27.01.92	59516	FontGDOS	y	n		NC, OTL
NECP	28.01.93	61229	Speedo		n		NC, SPD
NECP	02.07.93	63297	Speedo 4.2		n		NC, SPD
NEC_P	14.08.92	59516	I				NC, OTL
P24M	08.04.89	47104	I				
P24ML	08.04.89	47104	I				
P24MWID	08.04.89	47104	I				
_P24MWIDL__	08.04.89_	_47104_	_I__________	___	___	________	____________

5.4 Laser drivers

Name	Date	Lenght	Distributor	Errors	Others	Fonts
_____	_____	_____	_____	_1_	_2_	_____	_____
RICOH12	23.06.92	45438	WT			400dpi	
HP_LJET	22.02.89	45512	BELA			n.p.	LS
HP_LASER	25.09.89	36928	Atari,I				LS
LASERJET	06.03.91	54517	Atari				LS
LASERJET	27.01.92	60194	FontGDOS,I		n		LS, OTL
LASERJET	28.01.93	61907	Speedo		n		LS, SPD
LASERJET	02.07.93	64408	Speedo 4.2		n		LS, SPD
HPL150	12.04.86	51541	wt			150dpi	LL
HPL300	24.04.86	51541	CL,wt				LS
LJ4_300	12.01.91	61910	Speedo 5.0		n		LS,SPD,TT,T1
LJ4_600	12.01.94	61910	Speedo 5.0		n		SPD,TT,T1
DESKJET	13.05.92	45637	BELA			p.	LS
DESKJET	14.05.91	46040	CL				LS
DESKJET	06.03.91	54285	Atari,I				LS
CANONLBP	26.09.89	36980	Atari,I				LS
_LBP_____	13.01.92_	_45453_	_WT_____	___	___	_____	LS_____

5.5 ATARI laser drivers

Name	Date	Lenght	Distributor	Errors	Others	Fonts
_____	_____	_____	_____	_1_	_2_	_____	_____
SLM804	12.04.91	47496	BELA		n		LS
SLM804	16.12.87	45788	Atari,I,CL,wt		y		LS
SLM	12.12.90	48399	Language				LS
SLM	27.01.92	60036	FontGDOS,I		n		LS, OTL
SLM	28.01.93	61911	Speedo		n		LS, SPD
SLM	02.07.93	63987	Speedo 4.2		n		LS, SPD

|_SLM_HS____|17.01.94_|_63663_|_ROM_________|___|_n_|________|LS,_SPD_____|

SLM_HS is a SLM driver for the Falcon (when using the Heatseeker interface)

5.6 Screen drivers

The screen is (if VDI functions are used) seen as an output device just like printer, plotter etc. That's why fonts for the screen can be installed in ASSIGN.SYS just like for printers.

Normally this isn't remarked because the drivers are in ROM. But they can be used like printer drivers.

Note: For system fonts only (like the original ones) non proportional fonts with a 8*8 or 8*16 matrix can be used. That's limited by the AES not VDI.

With newer AES (from 4.0?) it's no problem to use fonts of free choice (Variable AE_FONTID and AE_FONTSIZE in GEM.CNF, see [15]). Coders should make sure their programs can take that. (even like scrollbars of free width)

Bitmap fonts not assigned for screen driver 1 are not available for other screen drivers.

5.6.1 LineA

The so-called LineA-routines are subprograms of the screen drivers from the ST series, to bee seen undocumented. This is the hardware depending part of the drivers.

The attentive readers discovers it: Exchanging the drivers removes the LinaA routines too. As happened with the TT for example.

So never use them!

/Reading/ acces can be taken to the LinaA-variables. But Why?

5.6.2 Setscreen & Getscreen

These XBIOS-Functions (mostly Setscreen) should'nt be used.

But what am I talking. For those useing them or those being tortured because someone did it:

The video hardware of 1040STE and Mega STE has an hardware bug. When defining a new physbase with Setscreen (and if it's the same gotten with Getscreen), it may happen that the screen is 'folded'. This happens due to the movement of a register at a special moment, which is only allowed to be moved at special phases of the screen output.

What has to be done?

Users: The programs NVDI and FALT_OFF stop this error. Or give this FAQ to coder.

Coders: Either even don't use Setscreen.
If You use it though: If physbase isn't changed, the value taken

with Getscreen may not be used. Use the
value -1 than physbase!

5.6.3 NVDI and WARP 9

There are two often used programs exchanging the ROM drivers: NVDI and WARP 9 (earlier QuickST). TurboST was distributed by BELA but isn't updated no more.

If these are used once, one will never want to miss them: the Desktop seems to be terribly slow. I will never want to work without NVDI on my Atari. Others say the same about WARP 9.

NVDI uses strongly optimised drivers for the ST and TT resolutions. Sadly I don't know which drivers are used by WARP 9.

NVDI is available from Behne & Behne and contains not only the drivers but a GDOS and a manual describing exactly all VDI calls.

WARP 9 is available from CodeHead.

Due to this NVDI is spread in Germany and WARP 9 in the US

Different to NVDI WARP 9 only speeds up the text output. Grafics stay slow as
before. AND the newest version doesn't work with MultiTOS. It Works on the Falcon too, but I don't know if it supports *all* resolutions there (Like with
Screenblaster, BlowUp030 or others)

5.7 Other drivers

Name	Date	Length	Distributor	Errors		Others	Fonts
				1	2		
META	11.04.89	5644	I			MF	
META	08.10.88	9325	BELA			MF	
META	16.12.87	9325	Atari			MF	
META_2	14.06.91	9325	I			MF	
META	27.01.92	9718	FontGDOS		n	MF, OTL	
META	28.01.93	9733	Speedo		n	MF, SPD	
META	02.07.93	11174	Speedo 4.2		n	MF, SPD	
MEMORY	27.01.92	58397	FontGDOS		n	LS, OTL	
MEMORY	28.01.93	60265	Speedo		n	LS, SPD	
MEMORY	02.07.93	62331	Speedo 4.2		n	LS, SPD	
CYPRESS					MEMORY		
PSCRIPT	14.10.92	33016	WT				
HPGL	08.07.91	48885	ST458				
ZEBRA	07.12.91	45746	WT				
T_OFFICE			wt			98/196dpi	
T_OFFICE			wt			98/196dpi	SPD
IMG-0300			Reschke,wt		n		LS

IMG-0300 can be copied (non commercial). The other IMG-0??? drivers are by SciLab. ZEBRA is for the Zebra Labelprinter.

5.7.1 Memory drivers

A memory driver doesn't do anything else than a screen driver (see [14] and [12]). But the output doesn't get to the screen driver, but in another memory to be influenced there.

The normal v_openwk binding doesn't have all parameters needed to open this driver. If not included to the language this binding must be made by yourself. A listing is found at [14].

The memory driver listed above can b/w output only and has a logical resolution of 300dpi. The (matrix) drivers tested by me have no problems with fonts installed that are for other other drivers. The memory driver should take screen fonts - due to the 300dpi.

Problem could appear because of the aspect ratio (relation of pixel width to height) - normally not similar to the screen resolution.
Due to this circles can be displayed as ellipses.

With NVDI V2.5 or higher output can be made to offscreen bitmaps. There can be
made any GDOS outputs and the result can be copied in the screen windows.

5.7.2 Plotter drivers

A HPGL driver seems to be distributed with the program DATA. On PD disk ST 458 (German PD series) is one too. If I get more about it I'll include this info here.

5.8 What's missing

I don't know drivers using the abilities of the following printers:

[o Canon BJC 600 (I think that should be mentioned too, cos I got one - Stefan)]

6 Errors

Errors in the printers drivers - that I know - are the following:

1 These drivers display Fonts with the attribute 'light'
2 Doesn't work on TT
3 The EXTENDED ENQUIRE FUNCTION (VDI 102, vq_extnd) doesn't give back the parameters as listed in the German 'Profibuch' (Jankowski, Rabich, Reschke - Sybex)
4 Using the attributes 'italic' and 'outlined' the letters of bitmap fonts are cut off on the right side. This error appears independent from other attributes being used.
This error was in the Libraries of the driver sources from Atari and seems to be included in all drivers except to NVDI and SpeedoGDOS.

If theres nothing written about an error I don't know if this error appears or not.

Seems it's no accident, that Xact only uses the attributes 'fat', 'italic' and 'underlined'. (See [14])

Another reason against using 'outlined' is the following:
If You make a driver calculate an outlined font from a normal one it get's 'wider' by two pixels. Due to the reason that a pixel has a width depending to the resolution (other than a fitted font) a text gets different widthes in each resolution. But who wants to have different textformat on different printers? The only way to stop this is letterspacing - typographic 'bullshit'.

7 Fonts

7.1 Bitmap fonts

The fonts used are bitmap fonts in the DR standard format. They have to be saved in Intel format. Motorola format isn't supported by any GDOS.
(See [1] and appendix)

GDOS bitmap fonts have their width information defined in both, screen font and printer fonts. Sadly the designers were a bit too zealous and fitted the width of the sreen fonts to make them look very beautiful. They've done a good job, but they're not similar to the printer fonts and don't allow WYSIWYG. No problem with Speedo fonts.

There are many fonts on the Internet only for the screen and maybe useable for one printer. Everybody using these fonts should know that he can't print documents in an acceptable quality via GDOS.

But in the Atari and former BELA package there are containedthe fonts for all printer drivers in this package (the 360*360dpi fonts are missing in the Atari package). If you have a useable program you can print every document with every driver.

7.2 Vectorfonts

Vector fonts don't use pixels, they are created with algorithms - supported by shapes and hints. These algorithms (see METAFONT for a good example) make the fonts copyrighted like normal programs. (See [21] for this)

7.2.1 FSMGDOS Fonts

The vector fonts with the old FSM-GDOS format are named with OTL.

These fonts and drivers should'nt be used no more and are listed to only for completion of this FAQ.

7.2.2 Bitstream Speedo Fonts

The vector fonts in SpeedoGDOS format are named with SPD.

They are supported by all SpeedoGDOS releases and by NVDI 3.0 or higher.

7.2.3 Type 1 fonts

Type 1 fonts are available for MacIntosh abd MS-DOS/Windows. They only have differences in the internal representation, not in the information.

At least one of these formats is supported by SpeedoGDOS from V5.0a. But I already found some that SpeedoGDOS 5.0a can't display.

7.2.4 TrueType fonts

This format is available for MacIntosh and MS-DOS/Windows too. The MS-DOS format is a superset of the MacIntosh format.

SpeedoGDOS from V5.0a can handle both, no matter if it's for MacIntosh or MS-DOS/Windows.

NVDI from V3.0 will be able to handle it too.

7.3 Comparison of vector formats

(This chapter is to be completed yet)

There's no noncommercial program on any platform that can convert one format into the other. A lot of fonts are only available in one format.

But what makes a conversion so difficult? To ask different: Which informations are stored?

7.3.1 Curves

First the shape of the chars should be saved. But that for many ways are used:
Type 1: Uses cubic Bezier curves
TrueType: Uses square B-splines
Speedo: Uses Bezier curves

(Does anyone know, which order is used by Speedo? Does Speedo 5.0 use several orders? How has v_bez_qual to be set to make an output with v_getoutline and v_bez_fill have the same result as the font engine?)

Square B-splines are much faster than cubic Bezier curves but there for are used about 4 times as much points
[ooh, can anyone make a better translation?]

7.3.2 Hints

The next problem is the display on media with low resolution. For a neutral observer Speedo fonts always look quite good on the screen (well, some fonts are ugly by nature).

But I've found TrueType fonts that look as ugly as nothing else on the screen. For example the two vertical lines of an 'n' are not the same, one is 1 pixel and the other is 2 pixels thick.

The way to prevent those errors are hints. This method is used by Speedo, Type 1 and TrueType (but not by Type 3 and CFN). But hints given by the format don't mean that they're used too!

So, finally: All these three font types can look very good on the screen, Type 3 and CFN can't [ever tried to print CFNs on a printer with less than 360x360dpi?]

7.3.3 Internal resolution

After the problem with low resolution now there's the problem with the high resolution. Even if you think there shouldn't be any; there are!

To display a vector font first an internal system of coordinates has to be selected. CFN has one from 0 to 16 thousand, Type 1 (which was created when there were no high-res printers) one from 0 to thousand. Due to this there are 'corners' visible at large letters or high resolutions (in the professional league). CFN can make the big deal here.

(Which internal resolutions do Speedo, TrueType and OTL have?)

7.3.4 Linear and optical scaling

Do we now have - with the description of the shape, a high internal resolution and the hints - a scalable font? Sure not!

A font being designed for 16pt has a totally different shape as a doubled 8pt fonts (see Knuth: The METAFONT book; Kopka: LaTeX etc.). A well designed font isn't scalable.

In large fonts vertical lines are much thicker than the empty space between them. But this information for optical scaling can be saved in a font too.

So a font, being 20 pixels high on the screen (this is usually a large font) should look different to one being 20 pixels high on a laser printer (this is a small font that should have small vertical lines).

(Which formats do save these informations?
to COMPO and 2B:
If it's saved in Speedo, Type 1 or TrueType: How can I tell SpeedoGDOS or NVDI that a printout has to be downsized in a photomechanical way and has to be scaled different to a font that don't have to be changed?)

8 Printer

Producer	Printer	Drivers Fitting
NEC	P6+,P7+, NECP...	
	P60,P70	NB15_(FX:_:,:NX1000)_
HP	LaserJet_II	HP_LJET
HP	DeskJet,_LaserJet_III,IV	DESKJET_(HP_LJET)
CANON	BJ10E	BJ10
CANON	LBP_4/8	CANONLBP,_LBP
Mannesmann-Tally	MT_90	MT90

Drivers in brackets work but don't use the ability of the printer totally. This means - for 24pin-printers - that these are used in 9pin mode. At HP-compatible Laser- and Ink-printers this means that the data isn't packed though being supported by the printers.

Some Deskjet drivers are told to make problems. In this case try the Laser-jet driver. The printing takes longer then (due to more data) but the problems should be removed then.

The BJ10 drivers use the Proprinter emulation. Don't use them in the epson mode!

The meaning of compatible normally is made by the producers of the compatible printers.

Notes:

o If You don't find your printer in the list and knows a fitting driver, please inform me.
o Try other drivers even if you have found one fitting to your printer.
o Of course the FontGDOS drivers have strong problems with the memory. But the speed of'em is faster than the other (Speedo not considered).

8.1 Marked overview

In the German TOS-Magazin July '92 page 24 contains a list.
If You know about list available europe-/worldwide inform me.

9 Programs

Nowadays it's obvious (but not usual) to use GDOS in every program.

The following list is limited to those using GDOS to print too.

Kind of Program	Program	Distributor	Spd
Chart/Measureanalysis	Xact	SciLab	y
	MM-Graph	Overscan	
	Off-Axis	ByTech	y
	DATA_Professional 4	Ralf Wirtz	
	DPE	MAXON (Special disc)	
	GRAPH	Hans-C Ostendorf (Shareware)	y
	MessPlot (Shareware)	Michael Siek (Shareware)	(y)
	rho-Analyse	rhotron_GmbH	y
Graphics	Xact Draw	SciLab	y
	Kandinsky	U. Rossgoderer (Shareware)	y
	TRIPLE_D	U. Rossgoderer (Postcardware)	y*
	Chagall	Trade-iT	y*
	Easydraw	MIGRAPH	
	TouchUp	MIGRAPH	
	GEM-View	D. Fiebelkorn (Shareware	y*
	CHARLY_IMAGE	Wilhelm_Mikroel.	y*
Spreadsheet	LDW Power Calc 2	MSPI	
	K_Spread_4	Omikron	
	Graal Calc 3	Editions Profil	
	Atari Works	Atari Corp.	y
	OPUS	Doug Harrison (PD)	n
	BASiChart	Dr. Ackermann	y
Text/DTP	Calligrapher	Working Title	
	Wordflair II	H3	
	Timeworks Publisher	GST/H3	
	G&D Text II	Hard & Soft	

Cypress	Sascha L�demann	
Papyrus (Gold) S	R.O.M.	y
Infinity	ByTech GbR	
7Up	Michael Thaenitz (Shareware)	y
Atari Works	Atari Corp.	y
_____|1st_Word_Plus_4.1____|GST/ICP/COMPO_____|y__|
Fax	Junior Office	TKR	y
Tele Office	TKR	y
_____|CoMa_____|SoftBaer Gbr_____|y__|
Sim._of_dyn._Syst.___|Dynasys_____|Digital_Systems_&_Consulting__|___|
Text/List printing___|ProList_____|Richstein_&_Dick_____|y__|
Chem.__Displaying |Monoklin |MAXON (Special disc) | |
_____|Chemograph Plus_____|DigiLab_____|___|
Circuitlayout |Route iT! & Circu iT!|Think! | |
_____|Platon_____|VHS_____|y*_|
Vektoriser_____|Convector_II_____|TEAM-Computer_____|___|
Hardcopy_____|rhocopy_____|rhotron_____|___|
Disk-List-printers___|TreeView_2.4_____|Stephan_Gerle_____|___|
Fraktals_____|Fractals_IV_____|Harald+Martin_Hansen_____|___|
PS-Interpreter_____|Postman_____|SILICON_Technology_&_Promotion|___|
Concordance_____|Concordance_____|SPIRIT_WARE_____|___|
Packershell_f.__MTOS_|MARC_4.0_____|Think!_____|y__|
Logikanalyser_____|CLA_v2r1_____|C._Graham_(Shareware)_____|y__|
Adress base_____|Pegasus_____|Pergamon Software_____|y__|
Symbolic mathematics_|Riemann II_____|Richter Distributor_____|___|
Database_____|Atari Works_____|Atari Corp._____|y__|
Notators_____|MIDI File Printer____|ST PD-Disc 677 (Public Domain)|___|
CASE_Nassi Schneider.|UpToCase_____|Michael_Nolte_____|y__|

This list is no commercial. I'll include every program I get to know.
(Comment by the Translator: Sorry for mentioning Atari Works three times,
but I wanted to keep the 'Text/DTP' and 'Spreadsheet' Chapters')

Notes:

o Programs listed in the Speedo column with yes* support Speedo but don't
use it - don't output text too.
o 7up only uses non proportional fonts (e.g. Monospace 821 from Speedo)
o Xact can print Speedo fonts without Speedo too.
o FSM-GDOS is included in the Wordflair II package.
o Platon only outputs metafiles via GDOS.
o I didn't make it to print via GDOS in OPUS.
(I've been told, OPUS doesn't chose the fonts it can handle with,
and doesn't print if even one of these fonts is installed. See 7.1 too)
o Programs only printing via device 21 are out! (see 15.2 too)

Kandinsky Version 1.73
ftp.cs.tu-berlin.de pub/atari/Graphic/kand173

10 Utiliies

10.1 fontfix

Problem: The font height is included wrong at some fonts. fontfix discovers this error and corrights it.

In the Internet fontfix can be found here:

ftp.uni-muenster.de /pub/atari/Applications/Dtp/Fonts/Gdos

ftp.cs.tu-berlin.de /pub/atari/utils

10.2 Outline Fonts

Outline Fonts Accessory by CJG

What for: This utility edits the EXTEND.SYS for SpeedoGDOS. This file contains a description of the volume from the Speedo caches, the fonts and the font-sizes. The caches can be saved to disc and loaded again from there too.
A good done program except to the offered cache sizes fitted to FSM-GDOS not Speedo.

Filename: OUTLINE.PRG alias OUTLINE.ACC, 67644 Bytes

Spread with SpeedoGDOS.

(Why doesn't Atari make it to make programs including a display of the version?)

10.3 Printer driver

GDOS Devices Accessory by CJG

What for: To edit the ASSIGN.SYS

Filename: DRIVERS.PRG alias DRIVERS.ACC, 64878 Bytes

Before starting this program it's better to create a backup of the ASSIGN.SYS!
The two reasons are the following:

1. The informations about the bitmap fonts are removed without comment.
2. ASSIGN.SYS is removed by a new one if 'Benutzereigen'-'Hinzufuegen' (in the German release) is selected wihtout any chance to get it back.
(The English Version should have a Dialog like 'Own drivers' 'Add' or similar). To all coders: Don't copy that style!

If this utility should display no drivers sometimes simply start ASSIGN.PRG (see 10.4 ASSIGN)

DRIVERS.PRG/ACC only displays the Speedo drivers of my collection. Does anybody know, how it does this? Even it doesn't display the Filename but a name being included as string in the driver. How does one get there?

10.4 ASSIGN

ASSIGN 1.0a is by Dirk Sabiwalsky (PD).

It tests three things:

o Are there several fonts using the same ID and have different Names
(Typefaces)?
o Are there several fonts using the same ID and the same Pixelheight?
o Are there several fonts with the same name (Typeface) and different
IDs?

10.5 FONTCHK

FONTCHK tests GDOS fonts if they have possible errors.

It's spread with ProList for example.

10.6 FONTCNV

Converts GDOS fonts from Motorola to Intel format.

Comes with ProList too.

10.7 GEMFont

Fonteditor being able to read Signum- and PK (TeX)- Fonts too.

Internet: ftp.tu-clausthal.de:pub/atari/systools/gdos/gemfo120.lzh
Use the chance to get a new unlzh or lhxarc.

10.8 FontMonger

Converter and editor for different vector formats including Speedo. Only
works on IBMs or MAC though.

10.9 Font-ID

Font-ID is a little freeware tool made by Frank Schneider. In a window it
displays the fonts installed with GDOS or SpeedoGDOS including the Font-ID
in different sizes. So you can get an overview when you don't have a program
with font selector/ID display function at the moment.

10.10 X4U

Speedo fonts have much more glyphs than the ones displayed in the ASCII
charset. With this program by Peter Hellinger you can setup, which char is
to be used at which ASCII code. It's distributed by R.O.M.

11 Distribution

11.1 Atari

The drivers named with Atari are availabel from Atari. Send three disks,
Money for shipping and a letter to them and you'll get them with printer
drivers and fonts.

This Package is available at Atari shops too.

No docs but for this price ...
(That's the way in Germany - other countrys may differ!)

11.2 BELA

The fonts named BELA were available from BELA

There were two disks with packed printer drivers and fonts for them.

The fonts DO have the same IDs like the ones from Atari, but the internal font NAME is different. Due to this these fonts are correctly not accepted by some programs if used with Atari fonts.

There's almost no documentation. Not even a hint about the one owning the copyright for the drivers or about the author(s)

One last thing about BELA: R.I.P. ;-)

11.3 FontGDOS

The drivers from this package are really much faster than the former ones. (Only bitmap fonts and graphics are comparable of course)

I didn't have any problem using these with other GDOS versions but you must limit to the old fonts.

FontGDOS is the follower of the Atari GDOS. Mainly it differs with the Bezier function and faster (and color-able) drivers. It's got nothing to do with FSM-GDOS or SpeedoGDOS.

FontGDOS is availabel from several firms which use it for their programs.

11.4 Language

The driver named Language is spread on the language disc of the MegSTE

11.5 Internet

The drivers signed with 'I' are to be found in the Internet.
For example: ftp.cs.tu-berlin.de

11.6 Working Title

The WT drivers are spread with Calligrapher. They are (c)Working Title, the wt driver are licensed by Working Title.

No drivers are on the Calligrapher DEMO-disc. The drivers coming with Calligrapher-lite (15DM) are signed with CL in the tables.

Screen fonts are on both discs.

11.7 XWindows

There are PD Speedo fonts from Bitstream. These can be used with Speedo 4.2.
I
(Gerd) have no problem using them (even the umlauts are correct)

To find them let Archie (see 11.12 FTP) search as follows:
set search sub
prog speedo-

The fonts
font0648.spd -bitstream-charter-medium-r-normal--0-0-0-0-p-0-iso8859-1
font0649.spd -bitstream-charter-medium-i-normal--0-0-0-0-p-0-iso8859-1
font0709.spd -bitstream-charter-bold-r-normal--0-0-0-0-p-0-iso8859-1
font0710.spd -bitstream-charter-bold-i-normal--0-0-0-0-p-0-iso8859-1
font0419.spd -bitstream-courier-medium-r-normal--0-0-0-0-m-0-iso8859-1
font0582.spd -bitstream-courier-medium-i-normal--0-0-0-0-m-0-iso8859-1
font0583.spd -bitstream-courier-bold-r-normal--0-0-0-0-m-0-iso8859-1
font0611.spd -bitstream-courier-bold-i-normal--0-0-0-0-m-0-iso8859-1

11.8 COMPO

COMPO offer two Bitstream Speedo packets with 100 fonts each. One costs
DM99.-
(At your own risk)

11.9 IMG-0300

In the Internet:

ftp.uni-muenster.de /pub/atari/Gdos

11.10 Others

I don't make a choice of drivers. The limit is all of them. The authors (and
users) of the programs are asked now to write me, which GDOS drivers come
with the programs (With information of: Codelenght, Date and known bugs).

11.11 FTP

Many students can get software worldwide via ftp (comment by s.d.: lucky
boy'n girls ...). Prices for steady connections are constant, but
connections between America and Europe have to be paid depending to the
volume of data transferred (comment by s.d.: yuck sorry for THIS
translation)

Please try not to ftp over the Atlantic and use short ways.
Use transferring times not in the time of working at the server ('9 to 5')

Files with known names can be found by Archie.

In Germany:
telnet archie.th-darmstadt.de
login: archie
help

In the US e.g.:
archie.ans.net

Archie will automatically display other archies. use the one thats' closest
to you.

The Archie databases ask about once each month one ftp server after the
other for freely available files

One more small hint: atari.archive.umich.edu ist always totally busy. Not
even mirroring to other servers helps. Better connect to
- amiga.archive.umich.edu or
- msdos.archive.umich.edu
and type cd atari from there.
This computers have the same HD mounted. BUT: First search your own vicinity!

11.12 SciLab

SciLab's GDOS drivers are not mentioned in the driver's tables though they
are very favourite - specially the colour drivers.

These drivers no langer can be ordered without a program. This is due to the
programs that lots of programs have when using the colour drivers. SciLab
would be blamed then.

You only can get these drivers by ordering a program from SciLab or making
the distributor (of the software you use) licensing those drivers. SciLab
always has 'an open ear' for that. Those are especially the Speedo capable
drivers for HP 600dpi and HP 500C/550C.

12 GDOS versions

12.1 The ones from the bones

Atari-GDOS, AMCGDOS, ABCGDOS, NVDI and possibly G+Plus use the same drivers.

12.1.1 Atari-GDOS and AMCGDOS

The Atari-GDOS is the father of each GDOS coming after it. It's most remarkable
character are lots of bugs and it's horrible slow speed. But that's history.

AMCGDOS is faster and has less bugs. But it almost has the same capabilities
and was distributed together with Atari-GDOS.

12.1.2 ABCGDOS

Comes from The Netherlands (I think so) and is almost totally unknown. I
only mentioned it because it's a GDOS.

12.1.3 G+Plus

Does anyone know anything about it?

12.2 One step forward

Even though there was a very good GDOS in NVDI, Atari had an open ear to the
request of users and coders and tried to raise the capabilities of GDOS.

12.2.1 FontGDOS 2.0

This is a GDOS still using bitmap fonts. It uses own drivers and is much
faster than ye ol' Atari-GDOS.

12.2.2 FSMGDOS 3.0

During the development of FontGDOS, Atari created a GDOS that can handle vector fonts (named OTL in this FAQ). So FSMGDOS isn't a follower of FontGDOS, but was developed the same time. FSMGOS practically was ready to be released but due to massive protest by the developers it was cancelled in the last moment. Except to bundles it never has been distributed officially.

12.3 Actual developments

12.3.1 SpeedoGDOS 4.0 and 4.1

Contents:

o Installation program
o Speedo font engine
o 2 Programs to edit ASSIGN.SYS and EXTEND.SYS
o 14 fonts in Speedo-format by Bitstream
The Falcon Speedo (in Germany) comes with 18 fonts now
o 14 Printer drivers
o An installation manual

Outrageous features are:

o Speed
o Not the whole Font-file has to be read (memory saving)
o 16bit fonts (no 256 character limit)

See [4]

The information if it's a Speedo or bitmap font can be found in byte 33 of the Fontname (vqt_name, INQUIRE FACE NAME AND INDEX, VDI 130). zero means bitmap font and one means FSM- or Speedo font.

Some Problems are inportant to be mentioned:

A coder can't find out if a driver can handle Speedo fonts (see last question in 10.3)

Some font IDs are used by bitmap AND Speedo fonts, though different fonts with similar IDs may never be installed the same time.

If you don't take care of this you'll get bombs.

It depends to the user to install the right drivers and fonts. The coder can't help here to stop errors.

The best way is only to install bitmap fonts with the right drivers or to use a Speedo only system.

The monospace font coming with SpeedoGDOS 4.0 has no umlauts (ae, oe, ue ...)

For installation and coding best is to refer to [5-7]
Remember starting NVDI before SpeedoGDOS in the AUTO-Folder!

The ones that bought Speedo got 4.0, the Falcon buyers got 4.1

12.3.2 Speedo 4.2

Now Version 4.2 is available with remarkable bugfixes (See [8]). Speedo 4.2 is (in Germany) available as bundle or update (40.-DM) from R.O.M. SpeedoGDOS 4.1 is still sold by COMPO only

Let's see, what Ulli Ramps has to say:

Huhu! [TM]

The following is a list of changes made to SpeedoGDOS.

1) Line-A - Due to many requests from developers, SpeedoGDOS is now no longer Line-A dependent. All output is done through VDI calls. This was done to make Speedo compatible with various graphics cards, and to make it more multi-tasking-friendly. In addition, users should be able to use various VDI replacements with GDOS.

Another benefit from removing the Line-A dependency is that we no longer have to worry about the scratch buffer used for algorithmic special effects. We have implemented the special effects inside of SpeedoGDOS and the drivers, so that the user/program does not have to worry about the memory needed to accomodate arbitrary sized characters. Unfortunately, this means that old drivers need to be relinked with the new independent library (found in the new driver kit).

There are plusses and minuses of the new implementation of special effects. In many cases, the special effects will be slower. With all previous incarnations of GDOS, you could not use 'bolding' or 'skewing' at non-90 degree rotations; now both of these work at all rotations. On the other hand, 'lightening' used to work at all angles and combinations of effects; now 'bold' mixed with 'lighten' only work at 90 degree rotation angles.

Miscellaneous Note - When using special effects, many applications have a hard time placing the cursor. In both the v_gtext() call and the v_ftext() call, the only cursor compensation to be made is for bolding. Bolding adds the thicken value to the number of pixels of each character. For rotated characters, note that the extra pixels can be considered a vector along the positive x-axis which is rotated at the same angle as the text and added to the advance vector; therefore, the length of the text string should remain the same at any angle. This is true even when SpeedoGDOS generates characters on a scanline basis (when the character does not fit in the character cache), although it does not implement the special effects. Also, applications should watch for the case when they keep track of the cursor position with vqt_advance() or vqt_width(), instead of vqt_extent() or vqt_f_extent(). In versions prior to 4.2, the application could accurately place the cursor by adding two pixels for every outline character and by adding left and right skew offsets for a skewed string. Now these effects are generated by the outline font engine, so the application must either rely on the extent calls or it must inquire for the advance vectors for characters that are skewed and/or outlined separately. For compatibility purposes, it is recommended that the version number of SpeedoGDOS is checked so that programs can handle

both old and new characteristics.

2) Font ID's - Speedo font id's have been promoted to a higher range of ID numbers. This was introduced to avoid conflicts with bitmap fonts and more importantly, with the system font (which conflicted with a variation of Swiss 721). For those applications which use the usual interface with Speedo (i.e. use vqt_name() to find out what the font ID's are), there should be no problem, except if documents have font ID's embedded into formatting information. Of course, all the user has to do is substitute the font. If the application actually goes into the font file header to read the ID, note that we are adding 5000(decimal) to all Speedo font ID's.

3) Printer Driver Incompatibilities - Speedo will now check the printer driver it is trying to load for the '_FSM_HDR' cookie embedded in the driver header information. If GDOS does not find the cookie, it will not allow the loading of any fonts; therefore, you can still use your driver for non-text applications. For future reference, please be sure that the driver header begins on a word boundary for all drivers to be used with this version and any future versions of GDOS.

4) Vst_load_fonts() - We have made two optimizations to the loading of fonts. The first is when a load_font call is made, GDOS checks the date of the extend.sys file to see if it was modified since the last load. A reload used to be mandatory because a bigger scratch buffer might have been required. Since we no longer need a scratch buffer, GDOS only checks to see if a change has been made to the list.

The second change is that GDOS no longer deallocates the global list of fonts if there are no more workstations using GDOS fonts. Therefore, application launches will be faster. On the other hand, the miscellaneous cache never gets cleared of font header information, unless a reboot happens.

5) Memory.sys - The memory driver used to mistakenly open a printer handle.

6) vst_height() - Vst_height used to have a bug in which a maximum point size is reached and then the size begins to shrink. This is fixed.

7) Postscript table - The Postscript table has been fixed (i.e. the indexes were off by 32 for certain Postscript files).

8) Fixed vrt_copyfm() in the drivers.

9) When in 'bicsmode', character 0 was not passed through to the font engine.

10) Negative point and set sizes - The handling of negative point and set sizes has been made consistent with the original handling in FSMGDOS.

11) The handling of fractional setsizes was incorrect in the drivers, and is now fixed.

12) V_ftext() in the drivers can now handle the offsets passed into the ptsin array.

13) Screen drivers can now safely load as device 10.

14) The memory driver can be loaded residently.

15) vqt_devinfo() - Vqt_devinfo() now returns information, whether or not the device has been opened. Furthermore, the device drivers name, found in the driver header, is copied into the ptsout array; the name is 26 bytes long. Note: if the driver is not SpeedoGDOS-compatible, a null string is returned, and if there is an error, a -1 is returned in ptsout[1].

16) vst_width() - A new call has been added to Speedo. The call is similar to vst_height() except that it sets the width. The bindings are identical except that the opcode is 231. Note: As with vst_arbpt() and vst_setsize(), you must call the general call (i.e. vst_arbpt() or vst_height()) before using the width calls (i.e. vst_setsize() and vst_width()). In addition, the general calls always reset the widths.

Miscellaneous Note: Although these have been published before, many requests have come in for the SpeedoGDOS error codes. Here they are:
Code 1 Out of memory
2 File open
3 File read
4 File write
5 Speedo engine error
6 Character too large (not used, defaults to line output)
7 No room for scratch buffer
8 Character cache error
255 Miscellaneous
These errors are placed in the error code address that applications should provide. Note that if you have MultiTOS installed, GDOS will report the error to Salert, the system alert box. A revision of the error handling is overdue, since some of the errors are no longer relevant (e.g. code 6), and error code 5 is returned for the lack of availability for pair and track kerning (in addition to the serious errors).

Well, again a big thank you to Ulli!

Now it's me again:

The Installation program for Speedo 4.2 had a small bug yet. If a NEC P printer is selected, NEC_P.SYS ist written into ASSIGN.SYS. But the distributed driver hat NECP.SYS as filename. R.O.M. fixed that.

12.3.3 Speedo 5.0

SpeedoGDOS 5.0 was developed by COMPO/no!software using the sources by
Atari.
More than Speedo 4.x it can scale TrueType and Type 1 (see 7.2). Price:
DM129.-
(at your own risc)

Now 9 printer drivers are included - the additional ones. Speedo 5.0 is an
upgrade, so you have the other drivers. But: Which are the old divers? The
ones before Speedo 4.1 don't work (and only falcon users have 4.1; the ones
who bought Speedo from COMPO in the beginning only got 4.0)

So I at once printed a text using Speedo 5.0, NECP.SYS (Speedo 4.2) and
ProList. And? Surprise! It works. That's really astounding because ProList
and my own program (see 2) had problems with this driver and Speedo 4.2.

Using the drivers of Speedo 4.0 at least shouldn't work due to the changed
jobs of Speedo 4.2 and the drivers.
(Could anyone test Speedo 4.1 drivers with Speedo 5.0?)

Here's how I think an upgrade works (be careful satire)

==========
User: Dear Mr. Compo [...] but my Speedo 4.0 drivers don't work any more.

COMPO: ... best wishes to your decision ... BUT: Speedo 4.2 isn't an official
release. It's especially made for papyrus and not useful for other
programs. On the other hand...though...seen from a different
point...maybe...possibly...Finally you need the drivers from
Speedo 4.2. But we don't distribute them. Ask R.O.M. about it...

[later]

USER: Dear Mr. R.O.M., ...I'd like to get a downgrade, free of course.

R.O.M.: ...don't work...our own costs...bla...etc...better wait for NVDI
3.0, we certainly can put you on the list.

User: "$&"$/(!&!^#
==========
Well, *I'm* full of anticipation how users that only had Speedo 4.0 will be
able to make prints.

Versions of Speedo 5.0 until now:

5.0a (Aug. 3rd 1994)
First release

5.0b (Aug. 8th 1994)
From now T1 & TT font loading works faster.

Known Bug: After calling vqt_headerinfo() the files arent' closed again.
Whe using programs making this with all fonts there maybe can be no more
filehandles (the amount of them differs from one TOS release to another).

5.0c (Aug. ? 1994)

Now LOWMEM=0 works as stated in the manual.

12.3.4 NVDI up to V2.51

These releases were made of very fast screen drivers and a very fast GDOS. Compared to Atari-GDOS, NVDI had almost no bugs. But there functions weren't almost any more functions.

12.3.5 NVDI 3.0

This will be able to scale Speedo and TrueType fonts and will contain printer drivers.

12.4 Comments

Users and coders should be happy with the speed of development. Even the numbers of font format included in the programs doesn't have anything comparable on any other platform.

The time between the releases of SpeedoGDOS 5.0a to 5.0c - making one think there wasn't much of betatesting - doesn't satisfy a lot but, on the other hand it's nice to see that the competition by NVDI 3.0 makes the developers hurry.

SpeedoGDOS 5.0 creates problems in some applications that worked perfectly with Speedo 4.x. This may be due to the negative handles that 5.0 uses for the new formats. That's not a bug, because one shouldn't calculate with handles. But some apps do it though.

Will SpeedoGDOS 5.0 or NVDI 3.0 be supported by the programs first? With NVDI yet a good coding manual was distributed and I think V3.0 will continue this tradition. COMPO and Atari - on the other hand - make a big secret of how to use their GDOS - when you're not an registered developer (paying a lot of money). Me, as a normal consumer, I have SpeedoGDOS since more than 3 Weeks, registered developers don't have it yet ...
I will support the GDOS that I have a documentation first. Other coders will make it this way to - without an ugly reason. And the users will buy that GDOS that's supported by their programs [right said Stefan]. for me it's great to see, that competition revives the marked and am full of anticipation to see, which documentation comes first.

13 Source

Being a developer it's possible to get an almost complete printer driver in object code. This one only must be fitted to the special printer.

This package is available for GDOS and SpeedoGDOS.

13 Tips'n tricks

13.1 Pixel trash at printing, advice for users

Printing graphics on a NEC P6+ (maybe other printers too) including a lot of black in a line I often had the problem that one line was left out (Speedo-drivers NB15, NECP) or two lines were printed displaced in one line (Speedo-drivers FX80, NX1000).

This happens when printing directly and via CENSPEED. When using VARSPOOL this effect is gone.

VARSPOOL can be found on the driver disk of the NEC-printers.

13.2 NEC P6+

Once in a while a NEC P6+ will get noisy (rrrrrrrrrrraattatatattaa).
When You open the front you'll see a round stick (about 1cm thick).
Put two drops of sewing machine oil on it each year (you'll get it from Mom)

14 Tips'n tricks for coders

Fontsize and Pixelsize

Here are my experiences with GDOS and WYSIWYG. Credits to Ulrich Rossgoderer for confirming these.

It's about the output of vector graphics and text on screen and printer.

The size of text is defined in point and is always the same - independent from the resolution of the output device.

Different are vector graphics: they have to be recalculated in pixels before the output. Should be no problem because when opening a virtual/physical workstation You get the pixel size in micrometers in devParm[3] and devParm[4].

Let's assume the vector graphic is saved internally in micrometers, then the definition points at the output simply have to be divided by devParm[3] or devParm[4] to get the position in pixels. When doing the output in windows an offset has to be added. but thats not relevant here.

So far for the theory being quite simple so to this point (see [3]).
Now for the practice.

As described above we output a text and a border - saved internally as vector graphic. It doesn't matter here if the text is a Speedo or bitmap font. To have a better chance to compare the border exactly surrounds the text.

Doing this I got the following experineces: The text exactly filling the border on the screen (ST-high) is - when printed - much too small compared to the border.

An error in the recalculation of the pixelsize can't be the problem, because I made the printing with the drivers NB15, NECP, FX80, NX1000 and the results are the same.

I have only one explanation for this: The screen driver supposes a different resolution for the pixel size than for the font size.

Two solutions I can offer:

First you can use another pixel size on the screen than the one given from the operating system. After opening the virtual workstation (and ONLY this one!) I calculated

devParm[3] := 282
devParm[4] := 282
and with this parameter I made the recalculation from micrometers in pixels. Now the relation from graphic to text on screen and print-out is exactly the same. But now a DIN A4 page doesn't fit on the screen in it's width. The numbers are found by me the experimental way and possibly can be optimised

Another solution may be this: Use a smaller font size for the screen (and ONLY there!) by multiplicating the size with 72/96. This is simple with Speedo fonts because the size in points can be defined by almost endless values behind the point. Using bitmap fonts this won't work due to not having a screen font in the 72/96ish size for every printer font. (Different to translate this, sorry - SD)

This method surely is to be midified for ST-Mid and other resolutions.

From Wilfried Behne (Half NVDI ...) SpeedoGDOS ignores the devParm[3] and [4] - values of the screen drivers. The values of physical workstations ARE taken.

15.2 Selecting drivers

When testing several GDOS programs I found out, that some coders have problems
with the following reasons:

Users can freely assign drivers in the ASSIGN.SYS.
There may be a setup like

23 FX80.SYS
27 NECP.SYS
28 NB15.SYS
31 META.SYS
61 MEMORY.SYS

How may a coder find out which drivers are installed (and ready)? Even though
there's no Printer 21?
Quite easy: When the program supports printers ALL drivers from 21 to 30 are to
be opened and closed again at once. An installed driver gives back a devicehandle >0 when being opened. vf_devinfo gives back correct values when a driver is opened.

Do the same thing with drivers 61 to 70 when MEMORY drivers are supported.

The ASSIGN.SYS as printed above is very useful. That's because the NEC P printers support all these drivers and print in different resolutions.

15 Addresses

(Lot's of stuff is available from the friendly Atari dealer 'around the corner ;-/)

(Note: All addresses are German ones - except when marked!)

Application Systems Heidelberg (ASH)
Postfach 102646 * 69016 Heidelberg
Tel.: +49 6221 300002

ATARI Computer GmbH
Am Kronberger Hang 2 * 65824 Schwalbach /Ts.
Tel.: +49 6196 801-0; Fax.: +49 6196 801 180
Entwicklersupport-Mailbox: +49 6196 81041

Behne & Behne Systemsoftware GbR
Lindenkamp 2 * 31515 Wunstorf
Tel./Fax.: +49 5031 8629

BELA Computer GmbH: R.I.P.

ByTech GbR
Detlef Kuhl, Frank Hieronymi
Bismarckstrasse 88 * 10627 Berlin
Tel.: +49 30 3134258

COMPO Software GmbH
Ritzstrasse 13 * Postfach 1051 * 54591 Pruem
Tel.: +49 6551 6067

DigiLab GmbH
Posener Str. 18 * 24161 Daenischhagen

DigitalDesktop (DDT) Is a dealers community
Addresses are to be found in Atari-magazines

Digital Systems & Consulting
Soester Str. 306 * 59071 Hamm
Tel.: +49 2381 889413; Fax.: +49 2381 889812

Elan Software
550 Charest Est
P.O.Box 30232
Quebec, G1K 8Y2
Canada
Voice: (418) 692-0565; Fax: (418) 683-9189 CANADA!!!

Dieter Fiebelkorn
Gruener Weg 29a * 4370 Marl-Brassert

Stephan Gerle
Ruthstrasse 8 * 44149 Dortmund

H3 Systems
Haeusserstrasse 44 * 69115 Heidelberg
Tel.: +49 6221 164031; Fax.: +49 6221 184541

Harald und Martin Hansen
Weserstrasse 82 * 12059 Berlin

Hard & Soft
Obere Muensterstr. 33-35 * 44575 Castrop-Rauxel
Tel.: +49 2305 18014; Fax.: +49 2305 32463

ICP GmbH & Co.KG
Leserservice TOS * Innere-Cramer-Klett-Strasse 6 * 90403 Nuernberg 1

MAXON Computer GmbH
Schwalbacher Strae 52 * 65734 Eschborn
Tel.: +49 6196 481811

Migraph Inc.
32700 Pacific Highway S.
Suite 12, Federal Way
WA 98003, USA USA!!!
Tel.: 0012068384677

OMIKRON Soft+Hardware GmbH
Sponheimerstr. 12a * 75117 Pforzheim
Tel.: +49 7231 356033

Michael Nolte Computersysteme
Vasters Str. 10, 50825 Koeln
Tel.: +49 221 558269, fax: +49 221 5504629

OMIKRON Soft+Hardware GmbH
Sponheimerstr. 12a * 75117 Pforzheim
Tel.: +49 7231 356033

Pergamon Software * Lehmann & Herzog
Wegscheidestr. 29 * 60435 Frankfurt/Main
Tel.: +49 69 5488279

rhotron GmbH
Entenmuehlstrasse 57 * 66424 Homburg/Saar
Tel.: +49 6841 64067; Fax.: +49 6841 2467

Richstein & Dick GbR (Kaktus)
Konrad-Adenauer Strasse 19 * 67663 Kaiserslautern
Tel.: +49 631 22253

Richter Distributor
Hagener Str. 65 * 58285 Gevelsberg
Te.: +49 2332 2706

R.O.M. Software (New Address!)
Christian Nieber & Ullrich Ramps
Raschdorffstr. 99 * 13409 Berlin
Tel.: +49 30 4924127

SciLab GmbH
Isestrasse 57 * 20149 Hamburg
Tel.: +49 40 4603702

SHIFT Computer + Werbung GmbH (quit!!)

Michael Siek
Bohlweg 6a * 38678 Clausthal-Zellerfeld
Tel.: +49 5323 4413

SILICON Technology & Promotion
Wilhelmshoeher Allee 124 * 34119 Kassel
Tel.: +49 561 711924

Softbaer GbR
Richardstr. 60 * 12055 Baerlin ;-)
Tel.: +49 30 6226884

SPIRIT WARE
Bible Church 15211
15th Avenue NE Seattle, WA 98155 (USA) USA!!!

TKR
Stadtparkweg 2 * 24106 Kiel
Tel.: +49 431 337881; Fax.: +49 431 35984

Trade-iT
Arheiligerweg 6 * 64380 Rossdorf
Tel.: +49 6154 9037

Dipl.-Phys.-Ing. Ralf Wirtz
Kasterstr. 30 * 52428 Juelich
Tel.: +49 2461 1255

Wilhelm Mikroelektronik
Luenen

Working Title GbR
Lilienweg 12 * 53123 Bonn
Tel.: +49 228 647020

3K Computerbild
Wevelinghoven 26 * 41334 Nettetal
Tel.: +49 2153 91860

17 Miscellaneous

17.1 Critics

17.1.1 Critics to the author

Critics are greatly welcomed. To get more info, send email to:

G.CASTAN@cip.physik.uni-stuttgart.de

Possibly one writing me has already tested two or three drivers.
Please write me if the errors listed above occured or not.

Anybody knowing different driver support addresses, please write me an
email.

17.1.2 Critics to the translator

Hi, this is Stefan writing :-)
The reason why I wrote this translation I can't find in my head ...
Guess it's because Atarians should work together and support each other!
Well, if you wonder about some errors of spelling or syntax remind this:
I learnt English at school for 4 years an after that I kept my knowledge
actual by playing some text adventures and now by reading cs.atari.st and
cs.st.tech and some of the ANet groups
If you find some errors in this translation, please don't send them to Gerd
but
to me:

cookie@cookie.syd.de

Referring to the feedback on this translation there seems to be ANY error in
it.
I didn't get too much email now - and no postcard, so I'll set my address
here too: Stefan Damerau
Bergholm 31
D-24857 Fahrdorf

It would be interesting to me, WHO is happy with this FAQ, so send me
postcards,
discs, books, whatever you want - no bombs please ;-)))

Thank You and have fun and lot's of experience with this FAQ.

Bye
Stefan

17.2 Praise

If this FAQ helped you out of a problem, please write me a postcard in your
next holidays.

Postcards I received yet: 1

17.3 For my support

Due to actual experiences I ask the distributors to switch on verify when
copying update disks.

I only know two distributors not making any problem with this.

Does one of the readers want to code a Speedo font editor? We (Gerd &
Stefan)
offer our time to beta test it ;-)

17.4 Trademarks

This document is full of trademarks, no to be used freely.

17.5 Guarantee

I'll offer no guarantee.

18 Appendix

18.1 Literature

[1] Douglas N. Wheeler, EVERYTHING YOU EVER WANTED TO
KNOW ABOUT GDOS (AND MORE), (Internet, Filename:
GDOS.ARC oder GDOS.TXT)
Here's written all what's important to know about GDOS drivers.
(AND MORE)

[2] Jankowski, Rabich, Reschke, Atari Profibuch [Professionals book],10.
Auflage, SYBEX, Duesseldorf (1992)
The Standard. For Coders: In the VDI part you'll find how to use
screen and printer drivers correctly.

[3] Marc Rene Gardeya, VDI fuer jedermann [VDI for everyone],
ST-Computer 10/93
Introduction in correct programming of screen and printer outputs.

[4] Julian Reschke, Herbstgedanken, ST-Magazin 11/92
Autumn thoughts about SpeedoGDOS and FontGDOS.

[5] Erik Dick, Schoen und schnell? [Pretty and Fast?] , ST-Computer 7/93
Common info about GDOS and installation of Speedo. Almost the same
standing in the installation manual, but more information about special
problems

[6] Erik Dick, SPEEDO-Gonzales, ST-Computer 8/93
Important stuff about programming Speedo. Description of the new
bindings tips for coders for standard-uses.

[7] Erik Dick, SPEEDO-Gonzales, ST-Computer 9/93
Meaning of the Speedo error messages and bindings of the Bezier and
cache routines

[8] Erik Dick, Mit Speedo in die zukunft?, ST-Computer 6/94
What's new with Speedo 4.2? New bindings are described too.

[9] Raymond Schroeder, Atari-Hotline, ST-Magazin 7/92
Whats GDOS for? Which programs supports it? How to install it?

[10] Sven Behne, Wilfried Behne, NVDI-Dokumentation, BELA
VDI-description. But no description of the differences between screen
and printer drivers.

[11] Wilfried Behne, Andreas Kromke, Traps in the Atari ST's VDI
and how to get around them, c't 1991, Nr. 3
Much about errors in the screen drivers.

[12] Laurenz Pruessner, : es ist alles so schoen Bunt hier
[Oh, take a look at these colors], ST-Magazines 5/92, 7/92, 9/92
How to handle more than 256 colors with device depending formats

[13] Laurenz Pruessner, Sekt oder Selters [Champaign or mineral water],
ST-Magazin 4/93
MEMORY.SYS: Binding, way to handle color resolutions, font output
with and without SpeedoGDOS.

[14] Laurenz Pruessner. Auf ein Neues!, ST-Magazin 1/93
OFF TOPC Everyone using FlyDials or similar Libraries should read this.
Problem: New AES's releases use (formerly free accessible)
ob_state-Bits that are used by these libraries too

[15] Laurenz Pruessner, Summertime Blues, ST-Magazin 6/93
Listing to open the MEMORY driver.

[16] Laurenz Pruessner, Mehr Schub!, ST-Computer 2/94
Printing with GDOS - espacially it's about printing of bitmap raster
- color too.

[17] Oliver Scheel, Erste Hilfe fuer [1st aid for] MultiTOS, ST-Magazin 6/93
Common information to install MultiTOS.

[18] Guenter Born, Referenzhandbuch Dateiformate [Reference Dataformats],
2. Edition, Addison-Wesley, Bonn (1992)
With the right drivers it's quite simple to make output in .IMG- and
in .GEM- Format In this book is a description how to read these formats
again (and more).

[19] Guenter Born, Dateiformate [Dataformats] Programmierhandbuch [Coders
manual], Addison-Wesley, Bonn (1993)
Sources (TurboC, TurboPascal) for loading and saving the formats
to use the datas [16] is recommended.

[20] Tim Oren, Professional GEM, (Internet, Filename: PROGEM)
Tim Oren almost only describes the programming of the AES but without
him this list would not be complete.

[21] Norman Walsh et al, comp.fonts FAQ
TeX DVI, PostScript, and info versions of this FAQ are available from
ftp.shsu.edu in archive/help/comp-fonts-FAQ. A Gopher is also
maintained at shsu.edu which can provide interactive access to the FAQ.
Finally, an online, hypertext version of the FAQ ist maintained
(experimentally) on jasper.ora.com where an HTP server runs. For
example, point XMosaic (or a similar WWW browser)
to http://jasper.ora.com/.

[22] Teflon Fonfara, Frau Kaechele & Frau Peters - Die fanatischen
Zwei [The two fanatics], TUCAN Records (1992)
the ultimate Hefezopf-FAQ

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

cookie@cookie.syd.de (MausNet: Stefan Damerau @ SL)
Stefan Damerau * Bergholm 31 * D-24857 Fahrdorf)
---EOF---
--
Stefan Damerau - Bergholm 31 - D-24857 Fahrdorf - FRG

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

3228. Re: Epson Stylus Printer????

Newsgroup: comp.sys.atari.st
Date: 1994-09-04 10:42:26 UTC
From: Brian@bpwilson.demon.co.uk
Message-ID: <652442204snz@bpwilson.demon.co.uk>
Source record: 181180

In article <345ubk$kda@rigel.infinet.com>
tdcflcn@infinet.com "Tom Chamberlain" writes:

> I have a question, does anyone have an Epson Stylus printer, I'm thinking
> about getting one, but I want to know how to works with PageStream?
>
I own a Stylus 800. It gets medium 'domestic' use by me

It works o.k. with my (early) version of Pagestream. I use the
standard Epson LQ printer driver and 360x180 dpi print
quality is good. However, there's no option to
print at the highest resolution (360x360 dpi).

Setting page size to avoid blank pages is a bit difficult.

Speed is average and unimpressive (despite Epson's early claims).

Printer design is not pretty but is less ugly than a deskjet :-)

The ink is *very* water soluble.

Ink cartidges are now readily available (in the UK) and cheap (8.25
pounds=$12.38 is the cheapest I've found).

Noise levels are low apart from parking the printhead and the numerous
beeps the printer makes.

Prints acceptably on a wide range of papers - I use cheap photocopier
paper with goods results.

Paper handling is good. It seldom screws up or feeds several sheets.

Controls are easy to understand and operate.

My Concerns are ....

The inkjets are not part of the cartridge (hence cartidges cheaper than
for HP printers). However, should they become blocked, you cannot
resolve the problem by replacing the cartridge. I had to return my
first Stylus for this problem :-(

Epson (UK, I guess) were very slow in turning around the printer. In
the end it was down to my supplier (Argos) to replace it out of
goodwill.

When the ink cartridge is empty, the printer stops printing (at the end
of the page) with no prior warning. It's very easy to get caught
without a replacement.

As for emulations, I thought the whole point of being Epson is that you are emulated rather needing to emulate :-) I've found it works well with any Epson or IBM Grpahics printer driver. In graphics mode it works well with all of the LQ drivers, and nearly all of the SQ drivers I've come aross. To quote the manual ....

If a Stylus 800 [printer driver] is not available, choose another ESC/P2 printer driver....from the list below in descending order of priority:

SQ-870/SQ-1170
LQ-870/LQ-1170
LQ-570/LQ-1070
LQ-100

If there are no ESC/P2 [printer drivers] choose an ESC/P [one] ...

SQ-850/SQ-2550
LQ-850+/LQ-1050+
LQ-550/LQ-1010
LQ-500
LQ-2550
LQ-800/LQ-1000
LQ-1500

Hope this is of help.

--
Brian Wilson

3229. Re: WANTED: WP WITH CONTINUOUS SPELLCHECK

Newsgroup: comp.sys.atari.st
Date: 1994-09-04 10:42:30 UTC
From: Brian@bpwilson.demon.co.uk
Message-ID: <652443995snz@bpwilson.demon.co.uk>
Source record: 181181

In article <amez1.30.2E652CA2@pfs01.cc.monash.edu.au>
amez1@pfs01.cc.monash.edu.au "Anthony Mezin" writes:

> Does anyone know of a word processor or document processor with a
> CONTINUOUS SPELLCHECK option, similar to the one featured on Word Writer II.

The feature-rich WYSIWYG wordprocessor Calligrapher features continuous spell
checking. It requires a hard disk and 2.5Mb+ of memory to be worthwhile
though.

--
Brian Wilson

3230. Re: Calamus font HEAVEN (or do I need this many to do a flyer)

Newsgroup: comp.sys.atari.st
Date: 1994-09-04 10:42:31 UTC
From: Brian@bpwilson.demon.co.uk
Message-ID: <652443127snz@bpwilson.demon.co.uk>
Source record: 181182

Is posting the fonts to this newsgroup the best way to make them available to people who want them ? Why not post them to an FTP site and announce their availabilty there ? That way only those who want them need pay to download them.

--
Brian Wilson

3231. Re: Wanted: text editor as an ACC

Newsgroup: comp.sys.atari.st
Date: 1994-09-04 13:08:29 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <34cgsd$8mc@ra.ibr.cs.tu-bs.de>
Source record: 181186

dowdle@delphi.com wrote:
: Hello,
:
: > And both look pretty silly compared to Edith (latest version).
:

And you can always use a reall editor like Elvis in a TOSWIN.

(You need MiNT or MultiTos)

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

3232. Re: Calamus font HEAVEN (or do I need this many to do a flyer)

Newsgroup: comp.sys.atari.st
Date: 1994-09-04 15:02:35 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CvM1sB.89G@cix.compulink.co.uk>
Source record: 181193

>I opened my big mouth and said I had a ton of fonts and now
>the requests are mounting high (and I LOVE it!) so here are
>4 Calamus fonts (PD) that I find useful and fun.
>Horror (Postcrypt)
>Mistral
>Felt Marker
>Krazy
>Hope you have fun with them and I'll send up more soon !!

Please don't post 100k of Calamus fonts here. I do not use Calamus, yet
had to pay for the on-line time to get your font.

Ofir ogal@cix.compulink.co.uk

3233. looking for DVI2IMG-converter

Newsgroup: comp.sys.atari.st
Date: 1994-09-04 15:39:12 UTC
From: agrill@wuschel.ka.sub.org
Message-ID: <H.eg.L1foMgs2M7o@wuschel.ka.sub.org>
Source record: 181187

Hello everybody!

I'm looking for a utility that converts DVI files, produced by TeX, into
the GEM-IMG-grafic format.

If anybody knows such a program or, even better, knows where I can get it,
please write a private mail to the address of the signature.

Thanks in advance,
Alexander

--
||| Alexander Grill -- Hochstr. 19 -- 78166 Donaueschingen
|||
/ | \ agrill@wuschel.ka.sub.org -- UB2U@ibm3090.rz.uni-karlsruhe.de

3234. Re: Will AT-Speed C16 work on a MSTe?

Newsgroup: comp.sys.atari.st
Date: 1994-09-04 16:12:09 UTC
From: e2daka5@etek.chalmers.se
Message-ID: <1994Sep4.161209.29996@etek.chalmers.se>
Source record: 181190

In article <778534454.1@mettav.exnet>, Colin.Campbell@mettav.exnet.com (Colin Campbell) writes:
|> Simple question:
|>
|> Have any of you managed to fit an AT Speed C16 to your MSTes? Is it possible to
|> just plug in the STe adaptor and pretend that the MSTe is just like a STe?
|>
|>
|> Col
|>
|> Gabber system: Col@Bibble.Mettav.exnet.com
|>
|> * Origin: ~~ Col's Burblings... ~~ (100:101/12.4)

There is another emulator called AT Once 386 SX that is made for the MSTe.
I think you'll have to spend a little money on a thing called Speed Bridge
(PLCC to 64-pin DIL adaptor).

The AT Once also offers much greater performance (though it is slow compared
to an ordinary PC).

David Kaplan

|||||||
_____________________________oOo___(_O___O_)___oOo_____________________________
|
David Kaplan |
|
E-mail: e2daka5@etek.chalmers.se | I love work; it fascinates me.
|
Snail mail: David Kaplan | I can sit and watch it for hours..
Flugsnapparegatan 30 |
S-431 33 Molndal |
Sweden |
Tel: ++46 31 879700 |
____

3235. GCC and the STe...

Newsgroup: comp.sys.atari.st
Date: 1994-09-04 16:13:59 UTC
From: dwallace@wam.umd.edu
Message-ID: <34cro7$l1b@cville-srv.wam.umd.edu>
Source record: 181192

I have recently been trying to get GCC installed on my Atari STe, and have not had much success. I am using v2.5.8, and seem to recall reading a while ago that some recent versions of gcc will only run on a 68030 or higher. Does anyone know if this is the case? If so, what version should I be running on my 68000, and where can I find it (wuarchive seemed to only have 2.5.8). Thanks!

3236. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-04 16:32:07 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.778696327@acp5>
Source record: 181191

Geoffrey Spear <gspear+@CMU.EDU> writes:

>there's also linux-68K, but i don't know how stable it is at the
>moment...

Linux won't ever run on a normal ST because like every Unix it needs a
processor with PMMU, i. e. it needs a 68030 at least.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

3237. Re: Curses & scanw

Newsgroup: comp.sys.atari.st
Date: 1994-09-04 16:38:56 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.zr4mLGgl8ls@semprini.waterloo-rdp.on.ca>
Source record: 181188

In <33sb2a$37l@nz12.rz.uni-karlsruhe.de>, PA - ??? writes:
> Hi Folks,
> i have following problem:
>
> Running MiNT 0.98 (?) on a STE with 4 MB I have installed gcc 2.5.8 and more.
> In a program I am using the curses library.
> Now: Each call of a scanw function doesn't work. The program doesn't crash, but
> the variable in which scanw should storage the input value is empty.
>
> Do I have an old patch level of the curses library or is there a chance on
> using a "special" curses call?

What compiler and libraries are you using? I see to recall the MiNTlibs
having a rather broken scanf(), which scanw() probably calls at a
lower-level (its been a while since I looked at the curses source).

Dunno if it's fixed yet, but MiNTlib is up to patchlevel 44 on
atari.archive.

scanf() isn't really a good thing to use anyway; it's much safter to
read a character at a time, build it up into a string, and parse that
when the user hits <Return> or whatever.
--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3238. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-04 17:21:42 UTC
From: cfuhrman@csugrad.cs.vt.edu
Message-ID: <34cvn6$4ej@csugrad.cs.vt.edu>
Source record: 181194

Uwe Seimet (seimet@chemie.uni-kl.de) wrote:

: >there's also linux-68K, but i don't know how stable it is at the
: >moment...

: Linux won't ever run on a normal ST because like every Unix it needs a
: processor with PMMU, i. e. it needs a 68030 at least.

Wouldn't a 68020 w/ MMU work? All the 68030 is is a '020 with
built in MMU so I don't see why not...

BTW: Is there any 68020 (or even 68010) based accelerators out
available for the MSTe?

--
Chris Fuhrman | Department of Computer Science
cfuhrman@csugrad.cs.vt.edu | Virginia Tech

3239. Re: WANTED: WP WITH CONTINUOUS SPELLCHECK

Newsgroup: comp.sys.atari.st
Date: 1994-09-04 17:25:31 UTC
From: trek@intgp4.ih.att.com
Message-ID: <CvM8EK.6F9@nntpa.cb.att.com>
Source record: 181195

In article <34b14o$3rb@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:

>Does any one know were I can find some more Info about Thats's Write III,
>none of the UK mags that I have mention it at all, has there been a review,
>does it come with a large >160k Dic/Thesaurus what screen modes does it
>support, etc,etc.??

That's Write 3 supports 3 dictionaries - their supplied one (more on its size later), a user dictionary and a text dictionary. The user dictionary is one you build. The Text dictionary you also build but it is customized per document type whereas the user dictionary is used with all document types.

The supplied dictionary comes not as a single file but as multiple files (file sizes are: 228K, 45K, 4K, and 1K. It is supplied with English and American dictionaries (and maybe some others - I thought French was also available - and maybe another one but I didn't check the original disks) Some of the smaller file sizes have to do with handling some of those English/American differences. It appears to keep suffices and prefixes in a separate file that get applied to the main dictionary entries. It appears to be a very compact dictionary representation. Wayne

3240. Video Problems!

Newsgroup: comp.sys.atari.st
Date: 1994-09-04 17:57:00 UTC
From: dan.dreibelbis@f422.n250.z1.tor250.org
Message-ID: <df36c567@f422.n250.z1.tor250.org>
Source record: 181189

> Can Lassie save the day once again?

GV> Only if Lassie can hold a soldering iron and has lots of
GV> experience, no fear of very high voltages etc..

"whine, whine, bark!, scratch"

"What's that, girl? - Timmy has his tongue stuck to the power
supply - and he's standing in a puddle of water - and he needs help?"

Sorry, that was too delicious to resist :)

... So, Puddy-tat's not so bwave in Gwanny's microwave....
___ Mountain Reader II - #00000007

3241. Re: Accelerators -> smoke and fire..?

Newsgroup: comp.sys.atari.st
Date: 1994-09-04 19:23:44 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EIETCBWW@ttgk.textlitho.nl>
Source record: 181109

In <1994Aug30.220304.27169@abo.fi> Tommi Hietavuo TKKK wrote :

>> After installing the kit, the Falcon can be switched back to it's native 16
>> MHz with a switch. But only if the 32 MHz kit is mounted, after installing
>> the 40 MHz version, you can not even use ordinary monitors any more !! By
>> speeding up the video system, all frequencies are 'upgraded', TV's and old
>> RGB monitors can be going up in smoke!!! Even VGA monitors aren't safe to
>> use anymore, only SVGA and multisyncs, all of this is not mentioned in the
>> advertisings, but the first page of the manual warns about it...
>
>Even better... ;-(That DDD thing I mentioned in my original message (Speed
>Resolution Card) was adjustable in 6 grades from 16 to 40 MHz, and included a
>nice ScreenBlaster clone. That kit you tried really sounds like a bad joke..

This set was also from 'ddd' (digital data deicke) it was mentioned in a
Dutch magazine and they distribute them also. (Atari ST Nieuws, a monthly
newspaper style magazine)

>> If you would like to speed up your Falcon go for the 32 MHz kit,
>> performance is almost up to TT speed, only memory access is still a little
>> slower (no FAST RAM).
>
>Some people say there is very little speed improvement. Is that so?

Nope, the look and feel is definetely much better than without the
accelerator, system speed checks also state the improved performance.
Screen update and program execution are a lot faster. Also the 32 MHz kit
is much cheaper and a minimum 'must' for the Falcon users.

>That was so obvious I didn't even mention it ;-) !

Ofcourse...

>But seriously: how could we get our message to Geoff and MicroProse..?

Dunno, email them ?

Gert

--

-- --
Atari TT-Point
-- --

3242. Neodesk4/Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-09-04 20:15:59 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <34d9tv$eom@golem.wcc.govt.nz>
Source record: 181198

Well, my Neodesk 4 has turned up (A few days ago whilst I was out-of-country), and it is reasonably improved over the demo although it still has a couple of annoying bits (such as the in-window menubar which restricts me to 2 lines of on-screen icons instead of my usual 3 lines if I want the "options" menu to be available in ST-Medium.)

The desktop-pictures that come with it are pretty terrible, but a quick PI2 easilly fixes that problem! :)

The biggest problem I have with it is the time it takes to load, it seems to have some huge delays after the initial "Neodesk 4" dialog pops up is there a reason for this? Also the time it takes to read all the GDOS fonts in any time I select an option that has font-changing in there somewhere.

The INF_LOAD program crashes Neodesk 4 whenever I try to load my Neodesk v3.03/3.04 information file (DEFAULT.INF), not a _major_ problem as I can just re-do everything from scratch, as would probably be easier with such a huge upgrade! :)

There's also the problem it has with floppy-disks, no sir, it doesn't like 'em! It _could_ be a conflict, in which case, here's what I've got in the AUTO folder:

C:\AUTO*.*

```
PINHEAD .PRG 2560
50HZ60HZ.PRG 512
SUPCLKRD.PRG 4312
EASYBOOT.PRG 9124
POOLFX92.PRG 1815
STE_FIX .PRG 1955
JAR15 .PRG 856
GENEVA .PRG 159743
NEOLOAD3.PRX 8649
NEOLOAD4.PRG 9714
NVDI .PRG 40904
DOUBLE2 .PRG 870
DMIRROR .PRG 26700
MONSTER .PRX 2362
SEBRA .PRX 12015
GBELL .PRX 2873
FONTLOAD.PRX 2679
UIS_III .PRX 31744
SPEED .PRX 2620
SAFEMENU.PRX 2022
DRVIN .PRG 5762
```

MFP .PRG 5108

22 items in 383873 bytes

That's in executing order. It _will_ read floppies to a certain degree, but complains big-time all over the disk! It even does this after exiting to normal-GEM-desk! It's not a Geneva problem (Which is an _amazing_ program I've yet to find any problems with other than the fact I need a better machine so I can run more programs without running out of memory :)

The manuals seem to be pretty good (some more info on exactly how their various formats wrote sectors would be nice, but it hardly matters :), and the installation is a piece of cake.

One thing though, the doc's somewhere say that Neodesk v3.03 won't work with Geneva. I had it working _perfectly_ with it. From memory I just set it up in the default fashion, and everything worked 100%! But, I stuck the v3.04 bits in anyway! :)

3243. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-04 20:51:31 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <34dc0j$oq1@mailer.fsu.edu>
Source record: 181197

Uwe Seimet (seimet@chemie.uni-kl.de) wrote:
> Geoffrey Spear <gspear+@CMU.EDU> writes:
>
> >there's also linux-68K, but i don't know how stable it is at the
> >moment...
>
> Linux won't ever run on a normal ST because like every Unix it needs a
> processor with PMMU, i. e. it needs a 68030 at least.

One does not need an MMU except to guarantee memory protection (it is highly desired, but not absolutely necessary). Virtual memory on a machine without an MMU is not as safe/guaranteed as on one with (nor as fast, usually), but it is certainly doable. The MMU is a relatively recent development, unlike virtual memory.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3244. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-04 22:22:02 UTC
From: thaanuj@CSOS.ORST.EDU
Message-ID: <34dhaa$lj5@jadzia.CSOS.ORST.EDU>
Source record: 181199

In article <seimet.778696327@acp5>, Uwe Seimet <seimet@chemie.uni-kl.de> wrote:
>Geoffrey Spear <gspear+@CMU.EDU> writes:
>
>>there's also linux-68K, but i don't know how stable it is at the
>>moment...
>
>Linux won't ever run on a normal ST because like every Unix it needs a
>processor with PMMU, i. e. it needs a 68030 at least.

I keep hearing about how Unix needs a PMMU, and good memory protection, etc.
But back when I started college (1987) the university had a number of
Tektronics workstations that were based on an '020, and they ran just fine
unless too many users tried to run Smalltalk simultaneously. Are there
other ways to implement the environment required for Unix that might be
overlooked?

I'm not very informed on such things, I'm mostly just curious about how
it might have been done back then.

>
>***
>* Uwe Seimet | I really hate this damned machine, *
>* | I wish that they would sell it. *
>* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
>* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
>***

--
******** John Thaanum thaanuj@csos.orst.edu *********
Devoted fan of American Musclecars, Atari computers,
large calibre handguns, and similarly
unfashionable pursuits.

3245. GEMulator-questions..

Newsgroup: comp.sys.atari.st
Date: 1994-09-04 22:48:37 UTC
From: Program@sterbbs.nl
Message-ID: <013044ADDYCTNPFMPITS@sterbbs.nl>
Source record: 181196

I Have a few questions about the GEMulator, I asking this for a
friend :-)

-Does Calamus works with it?
-How does it wordks with Windows? in it's own box perhaps?
-does it use the pc-memory?

Thanks for answering,

Frits.

NOTE: Mi previous e-mail adress Frits_van_den_Aker@sterbbs.nl has
changed!!!!! Mail send to that adresswon't reache me; if smeone
e-mail me and didn't get a reply hasn't reached me....
My *new* adress is:

Internet = program@stebbs.nl = Majornet = PROGRAM@STR
Frits van den Akker. JFA Software ;-)

* TailMail 2.1 #031 * I know engineers. They love to change things.

--
|[From]===|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

======================== !!! Automated Notice !!! ======================
E-mail replies to this user should have the following on the first line
of message text: TO: Program
==

3246. Re: ColorVDI.CPX

Newsgroup: comp.sys.atari.st
Date: 1994-09-04 23:05:38 UTC
From: frog@sv.span.com
Message-ID: <778720014snz@sv.span.com>
Source record: 181200

In article <CvH6vH.Iqy@csn.org> kfason@csn.org "Kevin Fason" writes:

] I Use STalker for my terms. RIght now I use it in ST-High. But Lately
] I've been using it in 16 colors to get ANSI. I changed the Colors in the
] ColorVDI.CPX so the background is black and the foreground is white.
] While this is just fine in STalker, its horrible in anything else... What
] does the CPX save to? I know its not the NEWDESK.INF as Xboot writes over
] it every time. I also copied the CPX and had one that was normal, and the
] other with the black and white reversed, but this idea did not work. What
] do I need to do to have the black and white reversed only when I use
] STalker.

Well, I know this may not be much help, but my version of COLORVDI.CPX saves
the colour info into its own file. The colour info is at offset 10902 in my
version, a word for R,G,B of each colour. I can see no easy way to solve
your problem, but if you want could code you something quick & dirty...
(hmm, like most of my stuff ;-)

--
+---------------------------------++--------------------------------------+*
| - Leon Brocard - | DATA - Dedicated Absorbing Technical |
| InterNet : frog@sv.span.com | Absurdities (?) {gribbit!} |
+---------------------------------++--------------------------------------+*

3247. ATARI FTP SITES LIST

Newsgroup: comp.sys.atari.st
Date: 1994-09-04 23:07:31 UTC
From: hallvart@ifi.uio.no
Message-ID: <34djvj$e2o@baugi.ifi.uio.no>
Source record: 181103
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.announce

This is just an OLD list I have, since I haven't had the chance to do updates
etc. because I haven't had Internet access for a while, but I'm back now and will
try to continue keeping it as updated as possible and posting it now and then.

Please, if you have any comments, additions to the list, if you've found any mistakes
etc. do contact me- hallvart@ifi.uio.no

Hallvard Tangeraas

Last edit: 18-June-1994
Additions/changes since last list: 1

Compiled by: Hallvard Tangeraas, Oslo, Norway (hallvart@ifi.uio.no)

```
()==========================()
// ____/__ __/ ____/ //\\
// / / / _/ // ()
// __/ / ____/ // //
// / / / // //
// _/ _/ _/ Archives // //
// // //
()==========================() //
\\ \\//
()========================()
```

(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!

A T A R I S T F T P S I T E S :

USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
email server.............atari@atari.archive.umich.edu
cs.bu.edu.................(128.197.2.1)......./PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/ and /pub/atari/
ftp.std.com...............(192.74.137.7)....../pub/atari/
f.ms.uky.edu..............(128.163.128.6)...../pub2/atari/

CANADA:
---
aupair.cs.athabascau.ca...(131.232.10.8)...../atari/

CZECH REPUBLIC:
---
ftp.dcs.muni.cz.....(147.251.48.3)........../pub/archives/atari/

NETHERLANDS:
---
ftp.cs.ruu.nl.......(131.211.80.17)........./pub/ATARI-ST/
email server.......mail-server@cs.ruu.nl
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)........./pub/atari/
ftp.icce.rug.nl.....(129.125.14.129)......../pub/erikjan/Atari

FINLAND:
---
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

FRANCE:
---
ftp.cnam.fr.........(163.173.128.6)......../pub/Atari/

GERMANY:
---
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
email server.............mail-server@ftp.tu-clausthal.de
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
ftp.uni-paderborn.de......(131.234.2.32)....../atari/
ftp.cs.tu-berlin.de.......(130.149.17.7)....../pub/atari/
email server.............mail-server@cs.tu-berlin.de
pascal.math.fu-berlin.de..(130.133.4.50)....../pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)..... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/
email server.............archive-server@Germany.eu.net
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
email server.............ftpmail@ftp.uni-stuttgart.de
ftp.informatik.tu-muenchen.de...(131.159.0.198)..../pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.225.3)....../pub/atari/
wowbagger.pc-labor.uni-bremen.de...(134.102.228.9)......../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)........./pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/
platforms/atari/
email servere..........ftp-mailer@ftp.informatik.tu-muenchen.de
ftp.hrz.uni-kassel.de....(141.51.12.12)..../pub/machines/atari/
ftp.ira.uka.de...........(129.13.10.90)..../pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)...../pub/atari/
nibelung.worms.fh-rpl.de..(143.93.16.3)..../atari/
rzserv3.rz.tu-bs.de......(134.169.9.31)..../pub/atari/
email server............archive-server@ibr.cs.tu-bs.de
ftp.coli.uni-sb.de.......(134.96.68.1)...../pub/atari

UK:
---
micros.hensa.ac.uk (148.88.8.84) .... /micros/atari/
email server......archive-server@micros.hensa.ac.uk

SWITZERLAND:
----
ftp.isbiel.ch.....(147.87.2.27)............/atari/

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy
------------------- or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or
(128.193.4.2) or (128.255.21.233) or (128.255.40.200)
nic.switch.ch (130.59.1.40)............/mirror/atari/
- (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/
- (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/umich/
PS!!! 155.198.1.40 is more reliable!!! - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/uni-paderborn
PS!!! 155.198.1.40 is more reliable!!! - (uni-paderborn, GERMANY)

- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

DOWNLOADING FILES, Instructions: [CR]= carriage return/return/enter
----
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR]
OR use the (IP) number address, NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once.
i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having
to reply "y" for each file when asked "get {filename}?".
12) quit [CR] to end FTP session and go back to UNIX
13) close [CR] to close the FTP site you're currently on, so that another
site can be opened without having to set bin, hash, prompt etc. again.

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on
which the programs were intended, or in UNIX ....
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file

- very often, files are still compressed in another format after
uncompressing .Z and/or .uu.
Use the appropriate decomompression program for this.
- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys,
xlinksys etc...) (ALL files with "sys" in their names)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh,
xlba.lzh etc...) (ALL files ending with ".lzh")
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to
another computer (use an other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:
- mdir [CR] to show disk-directory/space left.
- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)
- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for
"low density")
- mcopy a:{filename on disk} {copy filename} [CR] to get a file from
disk to computer. i.e. "mcopy a:dlist.txt dlist.txt"
- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

Compiled by Hallvard Tangeraas, Oslo, Norway
(hallvart@ifi.uio.no) (c) 2-July-1994

This file may by all means be reproduced and distributed freely, but only
with all data intact.

3248. Re: VT100 & FLASH 1.6..

Newsgroup: comp.sys.atari.st
Date: 1994-09-04 23:30:39 UTC
From: jtrautschold@BIX.com
Message-ID: <jtrautschold.778721439@BIX.com>
Source record: 181101

sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

> HELP...

> Some times when I log off, FLASH 1.6 gets its self locked
> in the VT100 graphics or extended character mode, is there
> a easy way to get out of this, with out having to re-run FLASH..??

Perhaps it's time you upgraded to Flash II! :-) The upgrade is certainly
a bargain at only $30!

~~~~~~
John R. Trautschold	j.trautschold@bix.com
""""""""""""""""""""	j.trautschold on BIX * 71333,1003 on CIS
Missionware Software	J.TRAUTSCHOL on GEnie * MISSIONWARE on Delphi
~~~~~~

3249. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-04 23:43:07 UTC
From: reynolds@panix.com
Message-ID: <34dm2b$psi@panix2.panix.com>
Source record: 181102

In article <34ai95$lcv@alkinoos.sdf.luth.se>,
Mats Sandstrom <tober@alkinoos.sdf.luth.se> wrote:
>Does anybody know if there is a Unix clone to th e Atari ST?
>

Prentice Hall sells Minix for the Atari ST. This is based on Andrew Tannenbaums's book "Operating Systems: Design and Implementation."

Minix is a clone of Unix version 7 (one of the versions before BSD and AT&T went their separate ways). Minix is a teaching OS, so it doesn't have some things that people consider "essential" (TCP/IP, X, multi-threaded file system, complex job scheduler). Of course you get the source (and the book walks you through all of the IBM PC v1.0 source code), so if you don't like it, fix it. Several of these things have been added to the patched 386 version (Minix-386vm), adding them to the 68k versin is an exercise for the reader. :) Almost all the source is C, so the book's description of the IBM PC version isn't wasted. Minix is great if you want to learn Unix internals. I would highly recommend that you also get and read the book.

I ran minix on my Mega 4 ST for several years. It was faster than at least one 386 box running SCO that I had access to. :)

For more information on minix see comp.os.minix.

--
Brian Reynolds | "Skiers on crutches, and chickens with springs."
reynolds@panix.com | "These are some of my favorites things."
NAR# 54438 | -- Kermit and Gonzo
IPMS# 30162 | "The Muppet Show"

3250. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-04 23:49:40 UTC
From: hallvart@ifi.uio.no
Message-ID: <34dmek$elv@baugi.ifi.uio.no>
Source record: 181104

Where can I get Minix for the ST? And I'm not talking about the source code but the finished program that I can just run on the machine without having knowledge about programming etc.
By the way, are there any other UNIX-like operating systems for the ST?
Thanks.

Hallvard

3251. CWAC3_02

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 00:31:54 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <34dotq$heh@golem.wcc.govt.nz>
Source record: 181107
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Just some info on the CWAC file that I aranged to put onto A.A.
in the Archivers directory...

CWAC = Cool Wave Archive Converter.. (ENGLISH)..!!!

It will let you convert for one group of Archive formats to one other,
no need to run it each time for different formats, you give it a list of
formats and away it goes, totaly GEM based program....

Very handy for BBS users and people with lots of different Archive files
on the hard drive...

You will need also these TTP's for the Archive standards,
ARC602/AJR/ZIP26/LZH201L and ZOO2.1..

Big NOTE: only use the USA version of ZOO 2.2, and only LZH201L..

The Author of LZH3101 and the other lower versions, have stuffed up the way
Thomas Questers LZH201L option for setting BasePage, its a pity as you can't
use LZH3101 with CWAC, but can be used for extraction..

I wrote to the Author of LZH3101, about making it compatible with
Thomas Questers LZH201L, but he refuses to change it, this is a shame as its
transperent to the operation of LZH3101 and does not do any harm..

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3252. Re: Telecom programs for Atari 520ST.

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 01:42:57 UTC
From: Edward Piecewicz <ed_p@delphi.com>
Message-ID: <JswReJZ.ed_p@delphi.com>
Source record: 181105

Curtis Brown <curtis@linex.com> writes:

> One sollution to your drive selection problem can be solved on ANY
>Atari by using the Universal Item Selector. Look for UIS v3.2.....
>
> It works on my TOS 1.0 ST...

Since my original post, I have had Rainbow TOS (1.4) installed in my computer, and have noticed the enhanced built-in file selector. In my opinion, it is a MAJOR improvement over the selector that TOS 1.0 had.

- Ed

--
Edward Piecewicz Internet: ed_p@delphi.com
Assistant Manager - Commodore SIG
Delphi Internet Services Corporation

3253. Error messages.

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 01:52:20 UTC
From: Edward Piecewicz <ed_p@delphi.com>
Message-ID: <BOxTmDU.ed_p@delphi.com>
Source record: 181106

I am aware that when bombs appear on the screen, it means that the computer has crashed and needs to be re-booted.

Does anyone have a list that shows which errors correspond to the number of bombs that appear on screen? For example, I converted a .ZIP file to a .TOS file using ZIP2TOS.PRG, as my computer does not have enough RAM inside it for ST Zip to run properly, and I went through a failed attempt to get 2 megs of RAM installed at the Conn. AtariFest show last weekend, but they did not have a working board which the SIMM modules plugged into.

The .TOS file extracted as it should at the beginning, but after the first 5 files, 2 bombs appeared on screen, then a couple of seconds later, another 9 bombs came up, for a total of 11.

Also, is there a list available that explains what the TOS Error numbers correspond to?

Thanks.

- Ed

--
Edward Piecewicz Internet: ed_p@delphi.com
Assistant Manager - Commodore SIG
Delphi Internet Services Corporation

3254. SLIP on Atari

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 02:08:23 UTC
From: kfason@csn.org
Message-ID: <CvMwLz.DCL@csn.org>
Source record: 181108

I'm thinking of changing my acount here on CSN to SLIP. Specially after the v.34 is supported. (told RSN). I'm curious if and what SLIP Programs are available for the Atari. I have a Falcon/030 w/ 14megs RAM, TOS 4.04. my Modem is a USRobotics Dual Standard. I have ordered the v.34 upgrade (FlashRAM DaughterBoard) so hopefully will get it RSN as well..

thanx! --

-Kevin Fason - "Ice Blue Eyes"

kfason@CSN.Org

Atari Falcon030	Early to bed, Early to rise
US Robotics Courier	Makes one healthy, wealthy, &
Atari Jaguar	BBORRRRRRIIIIIIINNNNNNGGGG!!!

3255. MasterBrowse 4.7/4.8 Beta-Testers Needed

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 02:25:52 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <2e6adc24a50f6@elfhaven.ersys.edmonton.ab.ca>
Source record: 181110
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

If you have a Falcon, TT, or 68020/68030/68040 enhanced system, and
are willing to beta-test the latest version of MasterBrowse in exchange
for a registered version, please contact me. I have received a report
of problems with the Falcon, so I want to a) find out if there is in
fact a problem and b) fix it as soon as possible.

If you are interested, please contact me at:

mforget@worldgate.edmonton.ab.ca

Please DO NOT reply to this message, since I only read news/mail from
this address once a day whereas I check my mail at the above address
several times a day.

--
Michel Forget / Electric Storm Software // My cat stole my //
mforget@elfhaven.ersys.edmonton.ab.ca // opinions, and pawned //
mforget@worldgate.edmonton.ab.ca // them off for milk. //
PGP Public Key Finger. = 1F C0 D3 FE 40 51 7F 47 F3 4A C6 AD 6E 02 71 85

3256. Small requests to S/W devellopers

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 02:26:25 UTC
From: biofotos@ars.ath.forthnet.gr
Message-ID: <031407PBBFHIDXCEJDWN@ars.ath.forthnet.gr>
Source record: 181115

Hi to all aout there.
I want to ask something from all the programers (I know,many of them
read frequently this newsgroup)
First, PLEEEEAAASE try not to mess around when it is about keyboard
input with ASCII over 128. Here in Greece we need this space to put the
Greek alphabet. We have programs do to that. The problem is that many
good programs (WPs, mostly) by not accepting characters over ASCII 128
are completely USELESS to us. Even PAPYRUS which is a very good program
doesn't handle right the character "�" by converting it into "�". The
result is that we can't write Greek words properly. Please dont push us
towards the PC contemptibles, we like our ATARIs.
Secondly, why aren't they for the ATARI platform business,programs like
FILEMAKER PRO (yes I know it is for the Mac computers) ? I mean why dont
we have a decent general purpose database on which we sould base a
entire company ? The last program I remember of that kind was
Superbase Pro. The interface wasn't so beatiful and for nowdays it is
an OLD program.
Well,thats all I had to say to whom is interested.....
Spiros

```
*****************************
*biofotos@ars.ath.forthnet.gr*
*****************************

---------------------------------------------------------------------------
Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services
---------------------------------------------------------------------------
```

3257. For Sale: Falcon 4M upgrade

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 02:37:57 UTC
From: trek@intgp4.ih.att.com
Message-ID: <CvMxz9.Frw@nntpa.cb.att.com>
Source record: 181111

I've upgraded my 4M Falcon to a 14M one. Anyone out there interested in the 4M board for their 1M Falcon - here's your chance. This is the Atari board with 4M chips installed. $150 delivered in continental US.
Wayne Booth

3258. Re: WANTED: OPUS 2.3

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 04:13:34 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <778731874.0@mettav.exnet>
Source record: 181112

It was none other than Roger Sheppard. that wrote on 30 Aug 94 that ,
RS> As they say get a life get a PC.....

Who are they ?
What sort of life would that be ?

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (100:1011/0.8)

3259. Turbo GIF freezing???

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 04:18:24 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <778731874.1@mettav.exnet>
Source record: 181113

It was none other than Stuart David that wrote on 31 Aug 94 that ,
SD> Does anyone else have this problem??? I'm running a falcon with tos
SD> 4.04 (and a VGA monitor- well actually, a multisync).

Problem I have with T_GIF is that when I drop a file on it (Or DClick a GIF
after installing it) it does nothing at all . Straight back to the desktop.

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (100:1011/0.8)

3260. GEM SPOOL

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 04:23:32 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <778731874.2@mettav.exnet>
Source record: 181114

It was none other than Roger Sheppard. that wrote on 1 Sep 94 that ,
RS> *** GEM SPOOL 2.2 ***
RS> I have a copy of GEM SPOOL version 2.2 dated 1992..
RS> by Steven Van Rossen, Marc Billiet, from Belgium..
RS> Is there a later version, I had a look on a few German sites
RS> but could not find any version there, or A.A......

This months ST Review features a bit about GEMSPOOL 3.2! but I haven't be able
to find it anywhere or seen any versions between them ,although I think
registered users got V2.3 as return for paying.

This review ,was it a misprint ?

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (100:1011/0.8)

3261. Re: The Truth about MGIF 4.4 WAS: GIF & JPEG Viewers

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 05:18:46 UTC
From: dud@u.washington.edu
Message-ID: <34e9nm$kt6@news.u.washington.edu>
Source record: 181126

dburns@world.std.com (David R Burns) writes:

>Stuart,

[stuff deleted]

>I think you, Stuart, have every right to be proud of SOL, and to clear up
>misuderstandings about its capabilities. But I think your criticism of
>MGIF casts you in an unflattering light. I'd rather see you speak
>positively about your program without the (apparent) hostility toward
>another author.

I think you hit the nail on the head with your "(apparent)" modifier there. Knowing Stu in person, I can filter what I know of his personality into his messages, which (as you would notice if you also could do that) makes his messages seem much less hostile. His only interest in his posts was constructive analysis of the two programs; but being the way he is, he goes about that in a rather unconventional manner that apparently most people consider to be hostile. I have a feeling he does it that way mostly to give what he says more impact on the reader (in this case Johan).

Dan Aylward
dud@u.washington.edu

P.S. - Stu, I hope I don't offend you with my public assessment of your personality; I guess that sort of thing is a similarly ingrained part of my personality... ;) In any case, my only purpose is to alleviate tense feelings on the net...

3262. 520 for sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 06:00:27 UTC
From: shall@oregon.uoregon.edu
Message-ID: <34ec5r$5gj@pith.uoregon.edu>
Source record: 181123

A friend of mine has a stock 520 w\tos, sm124 monitor, 2 sf314 single sided drives and a 9 pin "inforunner" printer, all to sell. I know the monitor is good
and all the other equipment works. There is some software, "Flash" (no modem)
and a text editing program "Express". Send me E-mail if interested.
Stan

3263. Re: GEM SPOOL

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 06:26:31 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cvn8K8.As5@cix.compulink.co.uk>
Source record: 181116

>This months ST Review features a bit about GEMSPOOL 3.2! but I haven't be able
>to find it anywhere or seen any versions between them ,although I think
>registered users got V2.3 as return for paying.
>
>This review ,was it a misprint ?

No it wasn't. Watch out for the next issue - there will be more info about
it. In the mean time you can contact ajl@cix.compulink.co.uk if you want
to register in the UK. A working demo version of 3.2 will be included on
the cover disk of ST Review issue 32.

Ofir ogal@cix.compulink.co.uk

3264. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 07:56:28 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994Sep5.075628.5536@euclid.earth.ox.ac.uk>
Source record: 181120

In article <CvKvwu.zt@world.std.com>, azog <azog@world.std.com> wrote:
>tober@alkinoos.sdf.luth.se (Mats Sandstrom) writes:
>
>>Does anybody know if there is a Unix clone to th e Atari ST?
>
>Theres a port of Linux for the Atari and Amiga, termed Linux/68k
>but its for Falcon or TT (or 030 and 882 equipped machines).
>Ive had mixed success with it:
>
>The latest version is 0.9pl2, which apperently combines both
>Atari and Amiga versions, but doesnt seem to work for me. I
>am using the bootstrap program from 0.3, but 0.9pl2 locks up.
>0.3 works with some oddities for me but doesnt recognize the
>Falcons SCSI port

For 0.9pl2 you need the 0.9 atari bootstrap program else the thing won't
boot ever. Also the binary of the kernel available doen't work on the
Atari's, it merely locks up the machine. You have to build a version using
the sources then it'll run.

>Read maus.os.linux68k which seems to be the home of the ATari
>effort (and is also in german)
>
>--
>Billy D'Augustine azog@world.std.com

Steve

--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

3265. Re: Turbo GIF freezing???

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 08:01:06 UTC
From: steve-j@teleport.com
Message-ID: <34ej82$s0m@kelly.teleport.com>
Source record: 181087

In article <778731874.1@mettav.exnet>,
Graham Irvine <Graham.Irvine@mettav.exnet.com> wrote:

> SD> Does anyone else have this problem??? I'm running a falcon with tos
> SD> 4.04 (and a VGA monitor- well actually, a multisync).

>Problem I have with T_GIF is that when I drop a file on it (Or DClick a GIF
>after installing it) it does nothing at all . Straight back to the desktop.

I had that problem too -- apparently it's a conflict with another
program (AUTO or .ACC) as booting 'clean' doesn't do this. However,
the problem I have with TurboGIF is that it does some strange things
to my display (i.e. it will display the picture, but either very
dimly or with the image going from light to dark -- the picture is
normal color on the top or bottom of the image, but gradually gets
darker toward the opposite end of the image. This problem isn't a
conflict with other software because it's even without ANY AUTO
programs or .ACCs that this happens. Yeah, it's fast, but only at
displaying crap! <grin> TurboGIF gets a big thumbs-down from me.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3266. Re: ST User - gone! (was: Re: ST Review - gone!)

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 08:04:52 UTC
From: hoagy@cix.compulink.co.uk
Message-ID: <CvnD45.Ft3@cix.compulink.co.uk>
Source record: 181119

```
> FC> It certainly won't be ST Format, that's for sure.
> FC> = Frank Charlton : ST Format Software/Hardware Reviewer
>Biased answer I think ;-)
Indeed, it was Frank that started the "ST Review gone" misinformation.
I wonder if it was deliberate?
-------------------------------------------------------------
Hoagy (hoagy@cix.compulink.co.uk, djs@jet.uk, 0734 351783)
```

3267. Re: Tape Backup SW

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 08:16:00 UTC
From: Steffen_Engel@pe2.maus.de
Message-ID: <199409051016.a59877@pe2.maus.de>
Source record: 181117

Hi Dave,

DH>The problem turns out to be that Gemar does not get along with
DH>Chemeleon
On my system (TT, 3.06, Matrix C110ZV) there are no problems with GEMAR
and Chameleon.

Ciao, Steffen

3268. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 08:28:49 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.778753729@acp5>
Source record: 181121

boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

>One does not need an MMU except to guarantee memory protection (it is highly
>desired, but not absolutely necessary). Virtual memory on a machine without
>an MMU is not as safe/guaranteed as on one with (nor as fast, usually), but

Virtual memory without a PMMU is not possible at all. Linux supports virtual
memory and needs the PMMU. BTW, without virtual memory UNIX on an ST would
be quite useless because 4 MByte of RAM are not enough for Linux.

>--
>***
>* Mickey Boyd *
>* Systems Administrator *
>* Florida State University Mathematics Department *
>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
>***

3269. Re: "Addresse" and "7-UP" in English?

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 08:34:43 UTC
From: vctec@westminster.ac.uk
Message-ID: <CvnEIG.2Kw@westminster.ac.uk>
Source record: 181136

Hallvard Tanger&#65533;s (hallvart@ifi.uio.no) wrote:

```
: I've gotten hold of two excellent programs, but they're not in English.
:
: - Addresse 1.8 which is an address database. Although the .RSC file has been translated
: to English (and French) in addition to German there is no text file in English.
: Is there a new version out that I've missed?

Try micros.hensa.ac.uk

micros/atari/tos/o/o002/adres18e.lzh

This is the UK Support version by Joe Connor.....fully translated.

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)
```

3270. Re: Autosort & Phres2a

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 08:39:06 UTC
From: vctec@westminster.ac.uk
Message-ID: <CvnEps.2nw@westminster.ac.uk>
Source record: 181137

Petter Toneff (pettert@oslonett.no) wrote:
: Can anyone help?
: I've been looking around various sites for the latest version of
: Autosort (v.1.14?) and a program called phres2a (makes autoprgs. and
: accs memory resident). Couldn't find them anywhere.
: Does somebody out there know where to find them? Or please upload them
: to a.a.u.e. or Hensa? Or be so kind as to e-mail them to me uuencoded?

Please inform the whole net about these programs....and please upload
to hensa if you have a copy....

I would love to see these programs....hensa only has v1.1 of
Autosort...

Dan.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

3271. Re: HD Bootsectors

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 08:43:16 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CvnEw4.MJ4@hpbbrd.bbn.hp.com>
Source record: 181143

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
> I was quoting from Ataries AHDI 3.0 Doc's, and again there are NO SECTOR ZEROS
> on a FLOPPY, they start from sector 1...!!!!!
>
> Go get a sector editor and see if you can read sector zero..!!!!

My sector editor can 8-)

I guess you're mixing up physical and logical sectors here. The Atari
docs seem to be confusing here.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

3272. Re: Atari ST and SCSI

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 08:48:55 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CvnF5J.MKu@hpbbrd.bbn.hp.com>
Source record: 181144

Stephane Acounis (acounis@lpnhp3.in2p3.fr) wrote:
> I think that in this mode the powerbook is "shut-down" in order to let disk
> being accessed from another master BUT (there is always a but) partitions
> on hard-disks are not the same on a Mac and on a ST, so I guess this will not
> work unless you have a ST partition on the Mac. Am I correct ?

Maybe a recent Spectre version can read Mac harddisks without any
conversion of some sort. I don't know, but I think something
like that long, long ago.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>--

3273. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 09:09:05 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Sep5110905@issan.informatik.uni-dortmund.de>
Source record: 181124

In article <34cvn6$4ej@csugrad.cs.vt.edu>, cfuhrman@csugrad.cs.vt.edu (Chris Fuhrman) writes:

|> Uwe Seimet (seimet@chemie.uni-kl.de) wrote:
|> : >there's also linux-68K, but i don't know how stable it is at the
|> : >moment...

|> : Linux won't ever run on a normal ST because like every Unix it needs a
|> : processor with PMMU, i. e. it needs a 68030 at least.

|> Wouldn't a 68020 w/ MMU work? All the 68030 is is a '020 with
|> built in MMU so I don't see why not...

It *should* work, but there is currently no support for anything other
than TT or Falcon, and you need a FPU (68881/68882) too.
--
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

3274. Re: SLIP on Atari

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 09:12:28 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <34ends$t7v@nyheter.chalmers.se>
Source record: 181122

In article <CvMwLz.DCL@csn.org>, Kevin Fason <kfason@csn.org> wrote:
>
>I'm thinking of changing my acount here on CSN to SLIP. Specially after
>the v.34 is supported. (told RSN). I'm curious if and what SLIP Programs
>are available for the Atari.

There is quite a few around now. I have a Falcon/4/120, and think MintNet
is the best SLIP program to use. It took a while to configure correctly
(at least for me!), but now works really well. There is a few utilities
around; ncftp, inetd, rlogin, etc, and theres more to come. I highly
recommend you to try it out. It requires MiNT, and is available at Atari
archive.

Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H\N\	one failed."
--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

3275. Re: Chamaleon configurator prg. WHERE?

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 09:24:26 UTC
From: georg@dorea.sh.sub.de
Message-ID: <EIFJCBUQ15-UP@dorea.sh.sub.de>
Source record: 181118

In <348v45$ra9@mailer.fsu.edu> Mickey Boyd wrote :

>
>I don't recall seeing any such thing mentioned in the docs for the last
>version of Cameleon. What could one configure in chameleon, out of
>curiosity?

configure the default acc, when bootloading
configure the default path, if you want to load an acc (e.g. C:\ACCS\)
configure the hotkey for unloading an acc
configure the hotkey for loading and running

if you want, ich could post it here, it's a 16KB UUE and even in english

georg

3276. Re: NeST & AtariNet Piracy??

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 09:41:29 UTC
From: mjmaisey@mnn.mettav.exnet.com
Message-ID: <34ep49$d4t@arco2.cd.afrc.ac.uk>
Source record: 181125

In article <940826Z064646.156dbrewood@nest.demon.co.uk>
dbrewood@nest.demon.co.uk (Daron Brewood) writes:

> I wish to publically state that piracy is frowned upon in both networks. In
> fact Rickard had been asked to clear his own system of pirated files 2 years
> ago, which he did, if this had not been carried out he would have been
> expelled from NeST. I still have logs showing what piated files were available
> for download as I downloaded some from his system as proof if it was required.

Anyone who has actually used NeST will agree with you, Daron.
Certainly, while I have been connected, I have seen no pirated
software. I cannot see what Rickard thinks he will gain by these
unwarranted accusations, particularly given *his* past record. Does he
really think no-one else from NeST also reads c.s.a.s?

---
mjmaisey@mnn.mettav.exnet.com Martin Maisey at 90:104/105.0

3277. Re: Dead ST!

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 10:41:40 UTC
From: wede@x4u2.desy.de
Message-ID: <34esl4$3jg@dscomsa.desy.de>
Source record: 181127

In article <778534454.0@mettav.exnet>, Colin.Campbell@mettav.exnet.com (Colin Campbell) writes:
|> My STFM died the other day. I was mailing as usual and everything just froze so
|> I rebooted and got nothing but a white screen. Even the "quick blink" on the
|> floppy drive didn't occur.
|>
|> The FM had an xtra ram deluxe board with 4 meg installed. I removed the board
|> and checked with the on-board 512k but that didn't improve things.
|>
|> Any help would be appreciated....
|>
|>
|> Col.

Hmm, white screen seems to indicate that the processor at least clears the videoram after turning the power on (one of the very first things it does after a reboot/startup), so the CPU should be ok. (Or am I wrong here?)

What could be the cause is: one of the three Atari custom chips (Glue, MMU and DMA (are the latter two the right names?)) and the ROM's.
Do you have EPROMS installed? Then you should probably check those.

Has anyone a better clue?

Volker

3278. Re: Dead ST!

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 11:13:05 UTC
From: mdekker@fwi.uva.nl
Message-ID: <34eug1$67l@mango.fwi.uva.nl>
Source record: 181128

wede@x4u2.desy.de (Volker Wedemeier) wrote:

:In article <778534454.0@mettav.exnet>, Colin.Campbell@mettav.exnet.com (Colin Campbell)
writes:
:|> My STFM died the other day. I was mailing as usual and everything just froze so
:|> I rebooted and got nothing but a white screen. Even the "quick blink" on the
:|> floppy drive didn't occur.
:|>
:|> The FM had an xtra ram deluxe board with 4 meg installed. I removed the board
:|> and checked with the on-board 512k but that didn't improve things.
:|>
:|> Any help would be appreciated....
:|>
:|>
:|> Col.
:
:Hmm, white screen seems to indicate that the processor at least clears the
:videoram after turning the power on (one of the very first things it does after
:a reboot/startup), so the CPU should be ok. (Or am I wrong here?)
:
:What could be the cause is: one of the three Atari custom chips (Glue, MMU and
:DMA (are the latter two the right names?)) and the ROM's.
:Do you have EPROMS installed? Then you should probably check those.
:
:Has anyone a better clue?
:
:Volker

I once had the 'same' symptoms: it turned out that a cable to the drive was
broken.
--
Martijn Dekker +---+
University of Amsterdam | member of PFF-software developers |
department of Mathematics +---+
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

3279. Re: GIF & JPEG viewers

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 11:28:52 UTC
From: khladky@nessie
Message-ID: <34evdk$sqi@yama.mcc.ac.uk>
Source record: 181134

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
:
: Will all this talk about GIF viewers, but nothing about Photocrome 4..
:
: At least it gives more colours on a ST and even much more on a STE,
: so why no comments on this software....
:

I agree, Photochrome gives by far the best display on a STE. Why can't
you SoL etc. guys use its tricks instead of pointless colour matching
and dithering which always looks just that - badly matched 16 colours ?

Karel
--
++Karel Hladky+(khladky@umist.ac.uk)+CAPCIS Ltd.+Manchester+England++

3280. Re: Compute Your Roots

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 11:53:37 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Sep5.115337.25929@news.unige.ch>
Source record: 181131

How does CyR work? Does it have a graphic facility, or is it
purely text-based (I'd love a "graphical genealogy database -
look at my address ;)

Mike

****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

3281. Re: internal DSDD drive question

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 11:58:32 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <34f158$cqd@infa.central.susx.ac.uk>
Source record: 181133
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:
: In article <349233$t5m@mailer.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
: >I have a 520STFM with a single sided internal floppy (SSDD) drive that I would
: >like to replace with a double sided drive (DSDD). It is the type with the
: >long thin parallelogram-shaped eject button centered underneath the disk hole.
: >
: >If I were to get an Atari SF314 DSDD external drive (with the same button
: >configuration), could I just pop it out of the external case, stick it
: >into the computer, and have it work as drive A?

: Some of those single sided drives have funny connectors, and some times the
: cable that is fitted in the ST can be a bit short, you might have to twist
: the cable, as their are no standards on witch way the plug goes...

: There are no other problems when fitting a DSDD drive.....

The drive in my STe went bonkers and I tried using a drive out of an
atari external (cant remember the number). Anyway, couldn't get the lid
back on my ST - drive was to thick.

Steve

: >* Mickey Boyd *
: >* Systems Administrator *
: >* Florida State University Mathematics Department *
: >* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *

: _____
: |Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
: |+64 4 298-7249 r.sheppard5@genie.geis.com |
: -----

3282. Re: FAQ: GDOS (Version 2.1E)

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 12:08:14 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Sep5.120814.26101@news.unige.ch>
Source record: 181130

Well done Gerd, and thanks! A fantastic FAQ!

Do you know anybody who has written/would be interested in writing
a GDOS driver for a slide maker? I would even be willing to pay...

Mike

****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

3283. GEM metafile

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 12:09:32 UTC
From: kucik@Leo1.Zlin.VUTbr.cz
Message-ID: <34f1ps$saj@rhino.cis.vutbr.cz>
Source record: 181129

Hello,

could somebody write me format of Subj.?

3284. Chroma Studio 24

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 12:19:27 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <34f2cf$kfc@mserv1.dl.ac.uk>
Source record: 181132

I've asked about before on this matter but please can anyone give any information as to the current state of Chroma Studio 24. I'm desperate to get hold of this and would really appreciate any information anyone has for me regarding this program.

Thanks in advance,

msh@dl.ac.uk

3285. Re: Calamus font HEAVEN (or do I need this many to do a flyer)

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 12:31:53 UTC
From: s9205525@otto
Message-ID: <34f33p$66k@aggedor.rmit.EDU.AU>
Source record: 181135

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: >I opened my big mouth and said I had a ton of fonts and now
: >the requests are mounting high (and I LOVE it!) so here are
: >4 Calamus fonts (PD) that I find useful and fun.
: >Horror (Postcrypt)
: >Mistral
: >Felt Marker
: >Krazy
: >Hope you have fun with them and I'll send up more soon !!

: Please don't post 100k of Calamus fonts here. I do not use Calamus, yet
: had to pay for the on-line time to get your font.

: Ofir ogal@cix.compulink.co.uk

: How long does it take your site to uudecode a file Ofir????
: Keep sending them up Frederick (no matter how big the file) It only
: took 3 - 4 minutes for it to be inside my hard drive. And BTW thanks
: for Postcrypt its a great fun font 8-)8-)8-)
: ... greetings from downunder....JOHN MOON s9205525@otto.bf.rmit.edu.au

3286. Re: WANTED: WP WITH CONTINUOUS SPELLCHECK

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 12:36:30 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <34f3ce$3t4@golem.wcc.govt.nz>
Source record: 181138

In article <34bgfp$bm2@sandra.teleport.com>, herbivor@teleport.com (Robb Albright) writes:
>In <3482tq$n4f@m.ehd.hwc.ca> bdean@hpb.hwc.ca (BLAIR DEAN) writes:
>
>>Anthony Mezin (amez1@pfs01.cc.monash.edu.au) wrote:
>>: Does anyone know of a word processor or document processor with a
>>: CONTINUOUS SPELLCHECK option, similar to the one featured on Word Writer II.
>
>>: If you do, please let we know on my P-mail address:
>>: amez1@pfs01.cc.monash.edu.au
>
>>The venerable 1st Word Plus can do continuous spell checking.

But no Thesaurus and a very small dictionary, and a bit dated by to-days
standards...

>
>The new, high-end document processor, Papyrus 3.52, can also do
>continuous spell checking, and it does it in an original way, marking the
>words with a zig-zag line under, then you can go back through and
>right-click on the words to bring up the selection list.
>

Again no Thesaurus and how big is the dictionary, ? and no support
for the ST's med res....

> " " " herbivor@teleport.com

Just my 10c worth....

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3287. Re: WANTED: WP WITH CONTINUOUS SPELLCHECK

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 12:43:07 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <34f3or$3t4@golem.wcc.govt.nz>
Source record: 181139

In article <652443995snz@bpwilson.demon.co.uk>, Brian@bpwilson.demon.co.uk (Brian Wilson) writes:
>In article <amez1.30.2E652CA2@pfs01.cc.monash.edu.au>
> amez1@pfs01.cc.monash.edu.au "Anthony Mezin" writes:
>
>> Does anyone know of a word processor or document processor with a
>> CONTINUOUS SPELLCHECK option, similar to the one featured on Word Writer II.
>
>The feature-rich WYSIWYG wordprocessor Calligrapher features continuous spell
>checking. It requires a hard disk and 2.5Mb+ of memory to be worthwhile
>though.
>
>--
>Brian Wilson

Does any one know were I can get Calligrapher Gold at the same bargain
price that CodeHead sells it for, English version, the ST-Review
offer is not much of a bargain, if you add up the options it costs more that
last years Gold price...!!!

____
|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3288. Re: Wanted: text editor as an ACC

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 13:56:11 UTC
From: avg@cwi.nl
Message-ID: <CvntDo.9C2@cwi.nl>
Source record: 181140

Ofir Gal wrote
>: > And both look pretty silly compared to Edith (latest version).

c0031098@ws.rz.tu-bs.de (Kielhorn) writes:
>And you can always use a real editor like Elvis in a TOSWIN.
^^^^^^^^^^^

ROFL (rolling on floor laughing)

and now and then we wonder what the real editors are...

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

3289. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 14:07:34 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <34f8n6$ep5@mailer.fsu.edu>
Source record: 181141

Uwe Seimet (seimet@chemie.uni-kl.de) wrote:
> boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>
> >One does not need an MMU except to guarantee memory protection (it is highly
> >desired, but not absolutely necessary). Virtual memory on a machine without
> >an MMU is not as safe/guaranteed as on one with (nor as fast, usually), but
>
> Virtual memory without a PMMU is not possible at all. Linux supports virtual
> memory and needs the PMMU. BTW, without virtual memory UNIX on an ST would
> be quite useless because 4 MByte of RAM are not enough for Linux.

I'm sorry, but I just don't see why this is true. The memory manager portion of a kernel is just another program, after all. It is true that one cannot have _protected_ memory space without some additional hardware, but given that one does not run programs that will stomp all over someone else's memory (in other words, all programs must request memory via the proper system call, which will work in conjunction with the memory manager) there is no reason why one could not implement virtual memory on any type of processor, period.

An MMU allows an architecture to implement virtual memory in a protected way, so that a rogue program absolutely cannot overrun or modify space outside that which was allocated by the kernel (this assumes no bugs in the kernel, which is a pipe dream if I ever heard one). In other words, an MMU is simply a hardware "memory cop" that allows one to enforce memory restrictions at the process level. Below that level, even the MMU cannot prevent screwups.

One sterling example is MINIX. It implements virtual memory on 8086 processors, and I presume the ST version does the same with the 68000 as well. I shudder to think of how much time I spent in the guts of that memory manager, but I can assure you that there is nothing in there that absolutely depends on an MMU. All virtual memory operations can be implemented with standard C calls (plus a bit of standard assembly, for speed). Can it crash due to unauthorized memory accesses? Hell yes! In fact, my MINIX machine was named "pain" during this project. Did it work? Again, yes (after I got the bugs out of my memory manager modifications, that is...). As long as everything follows the rules, there are no problems with virtual memory in this fashion.

Note that we are quibbling about a semantic issue (what does "virtual memory" imply). I am not trying to advocate any implementation of virtual memory without some hardware means of enforcing memory separation. I'm just saying that it is certainly possible, there are many examples of such, and it can be useful if one is careful with the software being executed.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3290. Re: Compute Your Roots

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 14:51:40 UTC
From: rrice@netnews.upenn.edu
Message-ID: <34fb9s$67c@netnews.upenn.edu>
Source record: 181149

Mike Morris (mike@divsun.unige.ch) wrote:
: How does CyR work? Does it have a graphic facility, or is it
: purely text-based (I'd love a "graphical genealogy database -
: look at my address ;)

It does have graphic displays of the various levels of the trees, and it can print these out, and the records. As I've said before, though, it's in need of an upgrade and apparently no longer supported. If anybody knows otherwise, or of a better geneology program, I'd like to hear about it.

: Mike

: **********
: Michael Morris PhD
: Division of Medical Genetics tel (Switzerland) (22) 702.56.94
: CMU, University of Geneva fax (Switzerland) (22) 702.57.06
: Geneva, Switzerland email mike@medsun.unige.ch

Did I miss something?

Rob S. Rice
rrice@ccat.sas.upenn.edu

3291. Re: ColorVDI.CPX

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 15:57:51 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cvnz0G.1DL@cix.compulink.co.uk>
Source record: 181145

>
>I Use STalker for my terms. RIght now I use it in ST-High. But Lately
>I've been using it in 16 colors to get ANSI. I changed the Colors in the
>ColorVDI.CPX so the background is black and the foreground is white.
>While this is just fine in STalker, its horrible in anything else... What
>does the CPX save to? I know its not the NEWDESK.INF as Xboot writes over

The CPX saves into itself.

>it every time. I also copied the CPX and had one that was normal, and the
>other with the black and white reversed, but this idea did not work. What
>do I need to do to have the black and white reversed only when I use
>STalker.

You need Connect :-)

>Would an old Control.ACC do it? As I know it wrote to the Desktop.INF
>file. I can always rename it...

No.

Ofir ogal@cix.compulink.co.uk

3292. Re: Wanted: text editor as an ACC

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 15:57:56 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cvnz0K.1EG@cix.compulink.co.uk>
Source record: 181146

```
>Oh, please tell me where I might get the "latest" version... or
>are you talking about registered shareware or commercial version. To be
>honest, it has been quite some time since I looked at it and I can't
>remember much... accept that it was rather good. Being a STeno owner
>swayed me to use it more though... as I'm so used to its operation.

The registered version is available from sabbath@cix.compulink.co.uk, you
could ask him for a demo version.

------------------------------
Ofir ogal@cix.compulink.co.uk
------------------------------
```

3293. Bombs In My Computer

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 16:07:00 UTC
From: dan.dreibelbis@f422.n250.z1.tor250.org
Message-ID: <d40fb564@f422.n250.z1.tor250.org>
Source record: 181142

F > HELP! I can't work with my ST anymore! Every time I work with
F > it too long (that is two minutes) two or three bombs show up.
F > I have a 1040 STf with TOS 1.2 and 2.6, 1 Meg memory, color
F > monitor SC 1224, Megafile 20 (with 20 000 bad sectors
F > [unmarked] <- could that be the problem?), printer and 2400
F > baud modem. The AUTO-Folder-programs I use are: MFP.PRG,
F > DRVIN.PRG, MKM II, MACCEL2, UIS III and fontgdos (The other
F > possible problem?). I have one acc active: XCONTROL.ACC.

Frits - the first thing I would do to make sure that it isn't a computer-itself problem would be to try booting from floppy with the hard drive off and try running it that way for awhile to see if it crashes.

Next I would try booting the computer using a floppy with your hard drive software on it to allow it to recognize the drive (I believe you're using AHDI - use the disk you got with the drive to boot with) - this will allow you to gain access to the drive while bypassing all the programs in the hard drive's AUTO folder. This is what I used to do with my old SH204 drive when I got "stuck". Again, let it run awhile and run some programs off the drive to see what happens.

Now go into your AUTO folder on the 'C' drive and disable the programs inside it by changing the suffix to something like .PRX. Reboot the computer, allowing the hard drive to boot itself. See what happens.

If everything's still OK, go back to the "C" AUTO folder and re-enable each program one at a time. Reboot each time you've re-enabled a program.

I have a not-so-funny feeling that it might be FontGDOS - that particular program was always a pig no matter how hard I configured and re-configured it to work with my system. Which is why I went back to regular GDOS for the little that I actually use it for now (mostly for STalker), having now gone the Calamus route for any fancy printing stuff I need. It may be conflicting with other programs for hardware calls (two bombs, if I remember correctly, is a bus error caused by conflicting hardware calls - I'm having the same problems right now using Neodesk4's Recoverable Trash Can, which is why I've reverted to using the original trashcan until I can get Gribnif to sort out what my problem is there......)

Hope this helps.

... CONFUSED? Call COUNSELLOR TROI! 1-900-NCC-1701; $1.95 per min.
___ Mountain Reader II - #00000007

3294. Re: MicroSoft Word Capatibility

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 16:14:58 UTC
From: cf580@city.ac.uk
Message-ID: <1994Sep5.161458.11219@city.ac.uk>
Source record: 181150

Christian Nieber (chris@buran.fb10.tu-berlin.de) wrote:
> In article <33kkh7$8pk@zippo.uwasa.fi> roymcp@freeport.uwasa.fi
> (Roy McPartland) writes:

> >Ermm... I know MS Word 2 and Word 6 can save in a format called Microsoft
> >Rich Text Format. Several ST word processors can inport this standard. I
> >know Marcel V2 can. This is shareware and can be found at
> >atari.archive.umich.edu in a directory something like Applications/wordproc.
> >
> >I believe that Protext (no idea what version) can also import the RTF format.

> Other wordprocessors that support RTF are Papyrus, Script 3.5, and Tempus Word,
> though papyrus has the most complete one (that's not only my opinion :-).
> None supports tables or pictures AFAIK, and only Papyrus handles font sizes right.
> However, no guarantees for importing into MS WOrd (exporting from it works usually
> fine since it's mostly the readers responsibility). When I tried importing into MS
> WOrd 5 on a Mac, it screwed up Umlauts and most of the paragraph formatting,
> though the RTF (exported from Papyrus) is correcty imported by other programs.
> Considering Microsaft invented RTF... I guess it's another marketing decision
> to implement RTF badly, for if it worked well, people might actually start using
> other WP's.

> /--\
> | Christian Nieber | Television: A medium. |
> | email chris@buran.fb10.tu-berlin.de | So called because it is |
> | R.O.M. Logicware, the Home of Papyrus | neither rare nor well done. |
> | Raschdorffstr. 99, 13409 Berlin | |
> | Tel. ++49/30/492 41 27, FAX 491 93 67 | Ernie Kovacs |

Ho hum. This isn't exactly on topic, but it's close enough. My current
SO is looking at buying a cheap word processing system, and I figured
that an ST would possibly fit the bill.

The problem is that (a) she'll have to print out from a PC running
Wordperfect, which necessitates transfering text, and secondly she
has to be able to type in french.

Now, I ran a quick check in first word plus, and converting french
characters using the utility 1WP2RTF.TTP converted the text into
RTF quite nicely. The problem is that occasionally this utility
has lost text when I tried to use it (or potentially the brain
dead PC at the other end lost it instead) and secondly, entering
french text into 1WP isn't exactly quick, especially on a medium
res screen. So, could someone recommend a good, cheap (or cheap
to register shareware) word processor which works okay with french
text, and which can talk to PC's without losing the accent information?

Thanks. :)
--
Tim Wright - T.J.Wright@city.ac.uk

3295. Re: GIF & JPEG viewers

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 16:23:38 UTC
From: cf580@city.ac.uk
Message-ID: <1994Sep5.162338.11311@city.ac.uk>
Source record: 181051

Karel Hladky (khladky@nessie) wrote:
> Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
> :
> : Will all this talk about GIF viewers, but nothing about Photocrome 4..
> :
> : At least it gives more colours on a ST and even much more on a STE,
> : so why no comments on this software....
> :

> I agree, Photochrome gives by far the best display on a STE. Why can't
> you SoL etc. guys use its tricks instead of pointless colour matching
> and dithering which always looks just that - badly matched 16 colours ?

> Karel
> --
> ++Karel Hladky+(khladky@umist.ac.uk)+CAPCIS Ltd.+Manchester+England++

Hmm. Perhaps you can clear up a point for me; whenever I try to
display a GIF using pchrome, if it's less than 320 pixels wide then
pchrome doesn't ask whether I want to scale or clip, but instead
automatically clips. This makes some GIFs I've got at 200x600 look
really stupid. Is there any way of getting round this? Other than
that, I'd agree, it's a truly superb program. For showing colourful
GIFs on an ST, I haven't seen anything to rival it, although
it _is_ limited to just displaying.

--
Tim Wright - T.J.Wright@city.ac.uk

3296. Wanted: UNIX program to access TOS disks

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 16:24:35 UTC
From: crath@bnr.ca
Message-ID: <CRATH.94Sep5122435@bcaricbe.bnr.ca>
Source record: 181070
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.advocacy

I have a set of backup disks I made several years ago (using Turtle)
just prior to selling my STe. I ftp'ed MTool off the net, but it only
reads standard MS-DOS disks. Has someone hacked MTool, or has some
other piece of software that can be used to access TOS floppy disks
from a UNIX workstation?

Christopher

P.S. The specific workstation is a NeXTstation, however any sofware
which compiles on a BSD based UNIX should be OK.
--
=== Christopher Rath ===== crath@bnr.ca ===== (613) 765-3141 ===
Bell-Northern Research |
Box 3511, Station `C' | ``Hydrogen is a colourless, odourless
Ottawa, ON K1Y 4H7 | gas which, given enough time, turns
FAX: (613) 763-4101 | into people.'' --- Henry Hiebert

3297. Midi Software For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 17:14:00 UTC
From: dan.dreibelbis@f422.n250.z1.tor250.org
Message-ID: <f36be994@f422.n250.z1.tor250.org>
Source record: 181147

DW> I have the following original MIDI programs for the Atari ST
DW> for sale: Dr. T's Realtime Sequencer (awesome for industrial,
DW> rap and techno) $30 Dr. T's XOR Universal Patch Editor for
DW> almost all MIDI synths - amazing. $40

Doug - I'd be interested in getting X-OR. How do I get in touch
with you?

And seeing you're in Waterloo and I'm in Toronto, how much will
that be in Canadian dollars? :)

... This is getting on my nerves, now that I have them! - Q
___ Mountain Reader II - #00000007

3298. Neodesk4/geneva

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 17:14:00 UTC
From: dan.dreibelbis@f422.n250.z1.tor250.org
Message-ID: <368f0b75@f422.n250.z1.tor250.org>
Source record: 181148

```
SW> There's also the problem it has with floppy-disks, no sir, it d
SW> 'em! It _could_ be a conflict, in which case, here's what I've
SW> the AUTO folder:
SW>
SW> C:\AUTO\*.*
SW>
SW> PINHEAD .PRG 2560
SW> 50HZ60HZ.PRG 512
SW> SUPCLKRD.PRG 4312
SW> EASYBOOT.PRG 9124
SW> POOLFX92.PRG 1815
SW> STE_FIX .PRG 1955
SW> JAR15 .PRG 856
SW> GENEVA .PRG 159743
SW> NEOLOAD3.PRX 8649
SW> NEOLOAD4.PRG 9714<<<<<<<<<<<<<<<<<<<<<<< here
SW> NVDI .PRG 40904
SW> DOUBLE2 .PRG 870
SW> DMIRROR .PRG 26700
SW> MONSTER .PRX 2362
SW> SEBRA .PRX 12015
SW> GBELL .PRX 2873
SW> FONTLOAD.PRX 2679
SW> UIS_III .PRX 31744
SW> SPEED .PRX 2620
SW> SAFEMENU.PRX 2022
SW> DRVIN .PRG 5762
SW> MFP .PRG 5108
SW>
SW> 22 items in 383873 bytes

I think I see what COULD be a problem.

According to what Gribnif suggests in configuring the program,
it's best to run the Neoload program as the LAST program in your
AUTO folder to avoid system conflicts. Especially to run it AFTER
screen accelerators like Warp9 and NVDI.

Try resorting your AUTO folder (using the AUTOSORT program) and
see what happens.

It'll be interesting to see who has the WEIRDEST problem with
Neodesk4 - so far everything on this end has been OK with the
exception of the new Recoverable Trashcan, which gives me two bombs
after undeleting or permanently deleting files (and sometimes kicks
```

Neodesk out of memory!)

... Then I'll make it so simple even a Vulcan can understand.
Quark

___ Mountain Reader II - #00000007

3299. 4 Meg memory boards for ST's for sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 18:29:47 UTC
From: leonard@cs.ualberta.ca
Message-ID: <34fo2r$din@scapa.cs.ualberta.ca>
Source record: 181057
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

Hi I have several 4 megabyte memory boards for the 520/1040st(stfm) machines.
These are 4 layer boards that accept either 2 or 4 megabytes of 1megx1 DRAMs.
It attaches by a small template that has to be soldered under the MMU chip
(about 6 solder points) and a plug in board to the shifter chip. Very reliable
and noise free due to the 4 layer design.
Fits in all ST's and gives either 2.5 megs or 4 megs depending on how you
populate the board.
Comes with full documentation.
Price: $25.00
You pay shipping - all funds in $US.
/leonard

Leonard Harris
273 Brookside Terrace
Edmonton, Alberta
T6H 4J6
403-438-7834

3300. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 18:35:17 UTC
From: david@bdt.com
Message-ID: <Cvo6At.6ur@bdt.com>
Source record: 181058

In article <seimet.778753729@acp5>, Uwe Seimet <seimet@chemie.uni-kl.de> wrote:
>boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>
>>One does not need an MMU except to guarantee memory protection (it is highly
>>desired, but not absolutely necessary). Virtual memory on a machine without
>>an MMU is not as safe/guaranteed as on one with (nor as fast, usually), but
>
>Virtual memory without a PMMU is not possible at all. Linux supports virtual
>memory and needs the PMMU. BTW, without virtual memory UNIX on an ST would
>be quite useless because 4 MByte of RAM are not enough for Linux.

You are probably both right, but you need to define your terms more precisely. There are the protection issues and the virtual memory issues. In terms of virtual memory, there are two models to look at: Swapping and Demand-paging. You cannot do demand-paging without hardware. All modern UNIX variants and most clones use this much more efficient form of virtual memory.

Demand-paging divides the memory up into "chunks" and swaps these chuncks in and out as needed. When a process tries to use a chuck that currently isn't mapped to any real memory, the hardware generates a page-fault, then the memory manager swaps a chunk from some other process to disk, and pulls the current processes chunk ack off the disk again, and maps the virtual chunk to a real chunk of the physical memory.

Swapping was the way earlier systems did virtual memory. This system swaps out an entire process' memory space to disk. This can work without MMU hardware. It's tricky to get fully debugged and slow. It takes careful design to prevent deadly embrace situations but many old OSes used this type of virtual memory.

Finally you get to memory protection. This needs hardawre and there are various types and levels of protection. Even the lowly 68000 CPU has limited memory protection capabilities. This is the supervisor-mode and Bus Error stuff. How these get used depends on the implementation of the glue around the 68K CPU. And in fact with some extra "glue" one could have decent per process protection even on a 68000 based system. On the ST, Atari uses this feature of the 68000 to protect low memory (system variables and vectors). However the ST doesn't provide any means to do per-process protection.

So, in theory, it would be possible to implement a swapping type of virtual memory on the ST with no per-process memory protection (and in fact I've done it). It is impossible to implement a demand-paging type of virtual memory on the ST.

--
David Beckemeyer (david@bdt.com) | Engineering/Connectivity Services
Beckemeyer Development | Info: info@bdt.com
P.O. Box 21575, Oakland, CA 94620 | WWW: <http://www.bdt.com/>

3301. Re: Will AT-Speed C16 work on a MSTe?

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 19:05:46 UTC
From: Colin.Campbell@mettav.exnet.com
Message-ID: <778875734.0@mettav.exnet>
Source record: 181054

Roger bibbled on 4 Sep 94 to All...

>> just plug in the STe adaptor and pretend that the MSTe is just like a
>> STe?
>
> Colin, I sent you 2 e-mails regarding your sale, I never recieved any
> replies...

I got _one_ e-mail, Roger and I replied to that on 31/8/94 so you should have had it by now... :?

> Are you on Usenet or is this via some mailer system like Fido/Nest...??

:) I'm getting my usenet stuff via The Tavern BBS which is, in turn, an account at exnet.com. Sorry if there's any delays but other people I've been talking with have been a bit confused as to the delay.

Col

Gabber system: Col@Bibble.Mettav.exnet.com

* Origin: ~~ Col's Burblings... ~~ (100:101/12.4)

3302. Re: WANTED: WP WITH CONTINUOUS SPELLCHECK

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 19:06:12 UTC
From: natx@wega.fibronics.de
Message-ID: <1994Sep5.190612.8207@eurom.rhein-main.de>
Source record: 181056

Anthony Mezin (amez1@pfs01.cc.monash.edu.au) wrote:
: Does anyone know of a word processor or document processor with a
: CONTINUOUS SPELLCHECK option, similar to the one featured on Word Writer II.
Of course Tempus WORD also can spellcheck continously. There's supposed
to be an english dictionary available.

I am not affiliated with CCD, but can only recommend that WP-package.
Its about as powerful as Microsoft Word (in some areas better, in some
weaker is my impression), and not very cheap. (Although there are some
good swap-in-deals available). 'Nuff advertising...

Nat!

3303. Re: Will AT-Speed C16 work on a MSTe?

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 19:09:14 UTC
From: Colin.Campbell@mettav.exnet.com
Message-ID: <778875734.1@mettav.exnet>
Source record: 181055

David bibbled on 4 Sep 94 to All...

|>> Have any of you managed to fit an AT Speed C16 to your MSTes? Is it
|>> just plug in the STe adaptor and pretend that the MSTe is just like a
|>> STe?
> There is another emulator called AT Once 386 SX that is made for the
> MSTe. I think you'll have to spend a little money on a thing called
> Speed Bridge (PLCC to 64-pin DIL adaptor).

Okay, thanks David. You've been a great help!

> The AT Once also offers much greater performance (though it is slow
> compared to an ordinary PC).

But then again, who uses an ordinary PC? :)))

Col

Gabber system: Col@Bibble.Mettav.exnet.com

* Origin: ~~ Col's Burblings... ~~ (100:101/12.4)

3304. Genealogy Program

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 19:11:00 UTC
From: Bill.Blose@f0.n0.z0.fidonet.org
Message-ID: <778797037.AA00860@jina.rain.com>
Source record: 181061

In message 670/35/1405, hopper_t writes:

> From: hopper_t@msupa.pa.msu.edu
> Newsgroups: comp.sys.atari.st
> Organization: MSU Dept. of Physics & Astronomy
> Reply-To: hopper_t@msupa.pa.msu.edu
>
> In article <346g6e$gj6@engnews2.Eng.Sun.COM>, quentin@dragons_lair.
> NoSubdomain.NoDomain (Quentin Hordle) writes:
> >Group
> > Can anybody please point me to a site that has a usable Genealog
> > program for an ST.
> > Many Thanks
> > Quentin
>
> I saw one once called Reltree2. It seemed pretty good, though it only
> allowed you to start with a single person and then enter direct ancestor
> (enter the initial person, then enter ancestors in any order). Don't kn
> where you'd find it, though.
>
> Tom
> hopper_t@msupa.pa.msu.edu
>
> ---
> * Origin: Jina usenet <-> fidonet gateway, Beaverton OR USA (1:105/210)
> SEEN-BY: 105/79 210 211 306 318

I use Generation Gap Plus by Flying Pigs Software P.O. Box 688 St George, UT 84771. I do not think he is still supporting the program for the ST. It is wrtten in DBman. I'm very in pressed with the product and he always answered questions on Genie.
Good luck on your search.

*s

3305. Re: Postscript Previewer?

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 19:31:06 UTC
From: mjmaisey@mnn.mettav.exnet.com
Message-ID: <34er2g$djg@arco2.cd.afrc.ac.uk>
Source record: 181060

In article <1994Aug28.143025.1246@ericsson.se>
etlgyve@etlxd30.ericsson.se (G.Vance) writes:

> Is there such a thing as a postscript previewer for the ST, if so,
> where can I get it?

There are two. The first is called Ghostscript. It's available from the
major ftp sites including a.a.u.e. and is pretty good. There's also a
commercial program (I can't remember the name) from Compo.

---
mjmaisey@mnn.mettav.exnet.com Martin Maisey at 90:104/105.0

3306. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 19:49:32 UTC
From: larry@pitbox1.hb.north.de
Message-ID: <H.Vl&uaqic_xE@pitbox1.hb.north.de>
Source record: 181052

In <34dhaa$lj5@jadzia.CSOS.ORST.EDU>, John Thaanum writes:
>I keep hearing about how Unix needs a PMMU, and good memory protection, etc.
>But back when I started college (1987) the university had a number of
>Tektronics workstations that were based on an '020, and they ran just fine
>unless too many users tried to run Smalltalk simultaneously. Are there
>other ways to implement the environment required for Unix that might be
>overlooked?

Even the old Sun 3/50 used 68020 processors.
--

Larry

larry@pitbox1.hb.north.de /\ IRC: Pit "Life is fatal."
"Mr. GIF" Lars "Larry" Michael \/ HAM: DB3BW

3307. Re: WANTED: WP WITH CONTINUOUS SPELLCHECK

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 20:14:07 UTC
From: yblondeel@cc.fundp.ac.be
Message-ID: <yblondeel.50.00143CE1@cc.fundp.ac.be>
Source record: 181053

>>> Does anyone know of a word processor or document processor with a
>>> CONTINUOUS SPELLCHECK option, similar to the one featured on Word Writer II.

Le Redacteur (versions 3 and 4 as well as the recent Le Redacteur +) can all
do continuous and multilingual spell checks. Le Redacteur + is particularly
impressive in dealing with the French language and includes a 'syntactic"
checker which beats any grammar checker I've seen so far in any language.

Note 1:

Le Redacteur is a french word processor from ETILDE. I know that it
also exists in English. If you wish, I can forward the ETILDE address in
Toulouse.

Note 2:

Le Redacteur requires (in my opinion) a hard disk and at least 2 MB of RAM to
run in an acceptable way. I've used it on my 1040 STFm with two floppies:
this is just about feasible but not exactly comfortable. I use it more
"seriously" on my TT030/8 with hard drive.

Yves Blondeel

Yves Blondeel <yblondeel@cc.fundp.ac.be> ...dissent is (of) the essence...
Keen observer of telecommunications regulation throughout Europe

Centre Technologique, Rue du Seminaire 22, B-5000 Namur, Belgium
Tel +32 81 72 51 32 Fax +32 81 72 51 28 FaxModem +32 81 72 51 65

3308. Neodesk 4

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 20:19:31 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <34fugj$8n8@golem.wcc.govt.nz>
Source record: 181065

After much messing around I've located why Neodesk 4 can't access floppy disks properly. It's a conflict between NEOCNTRL (Neo-Desk Control Panel v4.00), and Neodesk 4 itself... Strange but true! The problem is simply resolved by using version 3.xx of the Neo-Desk Control panel, or using X-Control instead (losing the screen-saver function etc. unless you can find replacements :)

It seems that the new Falcon-friendly options don't like standard DS/DD drives or some such thing.... But the only difference between v3.xx and v4.xx of the control panel that I can see is that the color bars go to 255 instead of 15 (for the Falcons true-color mode). Asd this is no use to me (2048STE), v3.xx works fine, and lets me use floppies properly!

To test this problem, just stick the neodesk-4 disk in the drive, and drag the drive A: icon into a hard-drive partition. When Neodesk is counting the files, it will get to about file #9 (out of over 50), and then proceed to generate odd noises from the hard-drive. If you want, try formatting a blank disk and listen to the special effects! :) Just don't do it with anything vital in memory, as it basically locks up!

Also. Be careful with INF_LOAD, it doesn't like trying to transfer some bits of Neodesk v3.xx INF files into Neodesk v4.xx so clicking on too many things & loading things back & forth will crash it, often with quite interesting effects! It does however work, although it's not much use as it doesn't restore a lot of the installed-icon file-paths and other things, but with such a difference, it's best to start from scratch any-way!

3309. Re: Calamus font HEAVEN (or do I need this many to do a flyer)

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 20:29:42 UTC
From: ross@cscns.com
Message-ID: <CvoBLI.IAG@usa.net>
Source record: 181069

<CvM1sB.89G@cix.compulink.co.uk> :
Organization: Internet Express (800-592-1240 customer service)
Distribution:

Glenda MOON (s9205525@otto) wrote :
: Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: : >I opened my big mouth and said I had a ton of fonts and now
: : >the requests are mounting high (and I LOVE it!) so here are
: : >4 Calamus fonts (PD) that I find useful and fun.
: : >Horror (Postcrypt)
: : >Mistral
: : >Felt Marker
: : >Krazy
: : >Hope you have fun with them and I'll send up more soon !!
X-Newsreader: TIN [version 1.2 PL2]

: : Please don't post 100k of Calamus fonts here. I do not use Calamus, yet
: : had to pay for the on-line time to get your font.

: : Ofir ogal@cix.compulink.co.uk

: : How long does it take your site to uudecode a file Ofir????
: : Keep sending them up Frederick (no matter how big the file) It only
: : took 3 - 4 minutes for it to be inside my hard drive. And BTW thanks
: : for Postcrypt its a great fun font 8-)8-)8-)
: : ... greetings from downunder....JOHN MOON s9205525@otto.bf.rmit.edu.au

Your lucky. I've gotten 2 pieces of mail from this WHINER and answered
both. Even tho his attitude is less than pleasant mine has been in the
most chivalrous air. Until now.

But in the future I will be u/l fonts to comp.binaries.atari (or whatever
it is) just so I dont get so much "advice".

Thanks for the support tho.
--

3310. GEM SPOOL

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 20:30:10 UTC
From: Program@sterbbs.nl
Message-ID: <0494YMQCDWPQWWCYNV@sterbbs.nl>
Source record: 181059

Graham <graham.Irvine@mettav.exne> wrote:

Gr>This months ST Review features a bit about GEMSPOOL 3.2! but I
Gr>haven't be able to find it anywhere or seen any versions between
Gr>them ,although I think registered users got V2.3 as return for
Gr>paying.
Gr>
Gr>This review ,was it a misprint ?

I asked it to the Shareware registration point in Holland. The
answer I got was that GEMSPOOL was removed in the next list, because
of it's old version and beeing incompatible with MultiTOS and
Magi!x.
I never heard of ST Review, so I dodn't what was printed in the mag
:-)

Frits.

*** Frits van den Akker *** program@sterbbs.nl *** PROGRAM@STR ***

* TailMail 2.1 #031 * Life. Don't talk to me about life. - Marvin
the Paranoid Anroid

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

======================== !!! Automated Notice !!! ======================
E-mail replies to this user should have the following on the first line
of message text: TO: Program
==

3311. DSP MPEG player released

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 21:23:51 UTC
From: mdg@ukc.ac.uk
Message-ID: <10525@gos.ukc.ac.uk>
Source record: 181081

I've just uploaded the first version of my Falcon DSP MPEG player
to the atari archive and to ftp.uni-kl.de. This version is grayscale
only -> you can obtain the full-colour version by sending a eurocheque
(or equivalent) for five pounds to the following address :

Martin Griffiths
77 Stranraer Road
Pennar
Pembroke Dock
Dyfed
SA72 6RZ

The player plays I-frame mpegs at 12-20 frames per second!! Please
SUPPORT this program, the next version is due for release by the end
of the week, it is already 25% faster.

Cheers
Griff
--

3312. Spectre 3.1 ?

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 21:26:22 UTC
From: peseb@freeport.uwasa.fi
Message-ID: <34g2du$c0o@zippo.uwasa.fi>
Source record: 181062

Does Anyone Know If Spectre 3.1 (The Falcon Compatible version)
I out yet? Or even coming?
Any Info is welcome....

-Peter <peseb@cute.fi>
--
Here's the Known and Unknown and inbetween are the
Doors....Open the Doors! -Jim Morrison.
##

3313. Modem Port vs. Serial Port?????

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 22:10:06 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <17028D555S86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 181063

Thanks to those who helped me with my questions on how to possibly get America On-Line (or San Jose Mercury News' "Mercury Center") on my STe using Spectre GCR. Everyone said it would be possible to use the SERIAL port of my STe to run a modem when emulating a Macintosh for telecommunications. However, I'm confused: When I use my STe in Atari mode to connect up to GEnie using Flash software, I use the MODEM port. If I were to try to run Mac-only telecommunications software (like America On-Line), do I need to disconnect the modem from the MODEM port and plug into the SERIAL port? If I want to use the modem in Atari mode, must it be plugged into the MODEM port, or will it also work in the SERIAL port when in Atari mode. If I need to go back and forth, are there switches available? I've been out of town and unable to experiment. Any help would be appreciated. Either post your answers on the net or E-mail me, and thanks in advance. ---Mark van Wyk

3314. For Sale: Monitor Master

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 22:12:38 UTC
From: zampino@panix.com
Message-ID: <zampino-0509942312380001@zampino.dialup.access.net>
Source record: 181064

For Sale:

Practical Solutions
Monitor Master

Hardware switcher allowing user to connect a monochrome and color monitor
to an Atari ST and select between the two by pushbutton.

Price: $15.00 includes shipping.

Phil Zampino (zampino@panix.com)

3315. Mupfel that runs GEM programs??

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 22:15:38 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.ekBL.GSYHQ5ZOt4s@albemuth.equinox.gen.nz>
Source record: 181066

Hi there,

I've been looking at the shell Mupfel that comes with the version
1.99 of Gemini. It seems very nice as a shell but won't run GEM
programs. Is there a version of a later Mupfel like this i.e that is
more POSIX like than the earlier 1.21 version, that will run GEM
programs and also handle Shell scripts with conditional commands etc.

Any advice out there??

Cheers,
--
|John Collis: Email in order of preference
| john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|or: John Collis at 3:770/105.7 @ fidonet.org
|Phone: +64-3-379-8921

3316. Re: Genealogy Program

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 22:18:37 UTC
From: trek@intgp4.ih.att.com
Message-ID: <CvoGn1.D58@nntpa.cb.att.com>
Source record: 181067

In article <778797037.AA00860@jina.rain.com>,
Bill Blose <Bill.Blose@f0.n0.z0.fidonet.org> wrote:
> I use Generation Gap Plus by Flying Pigs Software P.O. Box 688 St
>George, UT 84771. I do not think he is still supporting the program for
>the ST. It is wrtten in DBman. I'm very in pressed with the product and
>he always answered questions on Genie.

I used Generation Gap Plus for a while but was frustrated with its
restrictions (I am doing family trees to track medical inheritances
and it only had room for the fields it intended you to use.) It was
a bare bones genealogy program - with some very strange quirks (It
blew away the database a couple of times - most frustrating.)

Switched to It's All Relative - its an improvement but still has a
long way to go for what I am after. At least I still have the first
trees I entered - so it seems pretty stable. Wayne

3317. Help: SM124 Mono died!

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 22:33:24 UTC
From: dunham@src.honeywell.com
Message-ID: <34g6bk$rck@moon.src.honeywell.com>
Source record: 181068
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

My SM124 Mono monitor just smoked! It's the transformer for the P.S.
Probably shorted. Anyone know what type of xfmer this is? If so,
please email me at:

dunham_scott@htc.honeywell.com

Much appreciated - thanks!
Scott

3318. USR Courier 28.8 DS on falcon

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 23:39:13 UTC
From: leecl@merlion.singnet.com.sg
Message-ID: <34ga71$ff8@merlion.singnet.com.sg>
Source record: 181071

Can anyone tell me how I can get my Falcon030 to work with USR
Courier 28.8 DS. I could not get DTE above 19200bps. Tried Hsmodem but
it just won't initialise the modem.
I'm running a BBS with Ratsoft and Binkley. Ratsoft is the front end.
Ratsoft has a few pre-config settings in Modem_PS.RST. They don't work
for me and I even tried modifying it. Somehow DTE could not be set
higher then 19200.
I've managed to run the courier 28.8 with other comms programs and had
been able to get 28.8 bps connects but has yet been successful with
upload/downloads.

The following is my entry in MODEM_PS.RST :-

US Robotics Courier HST/Dual Standard,001:19200;ATZ*[OK]ATM0 S0=0 V1
X7*[OK]

[001] /*** Dual Standard ***/
ATZ
AT&A3 &B0 &G0 &H1 &I0 &K1 &M4 &N0 &R2 &S0 &X0 &Y1
ATB0 F1 S15=8 S28=14
AT&W

Binkley setting as follows:-

AutoBaud
;Janusok /ARQ
Janusok /ARQ/Mnp/V32
janusbaud 32767
Baud 19200
;Baud 38200
stlockbaud

I'm using :- Ratsoft ver 2.1, Binkley ver 3.13a
USR Courier v.34 28.8 DS.
(Used At&F1 with &K3 changed to &Ki and &B1 changed to &B0)
HSPD-232 (set to 38400 - couldn't get it higher).
Binkley baud set to 19200 - couldn't get it higher

Best Regards

))"" Lee Chin Lim - leecl@singnet.com.sg - leecl@miqas2.fidonet.org ""((
((_ , _ __ __ 6:600/15@fidonet.org))
)) / \ \ / / \ / / /_ Atari - Singapore 90:1700/101@nest.ftn ((
((/__/ \/ _/ / _ /_ BBS - [RATSOFT] Datel: 065-4745586))
""
--
Best Regards

))"" Lee Chin Lim - leecl@singnet.com.sg - leecl@miqas2.fidonet.org ""((
((_ , _ __ __ 6:600/15@fidonet.org))

3319. Re: HELP ME!!! (Please!!!)

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 23:58:27 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CvoL9F.65n@cix.compulink.co.uk>
Source record: 181072

>You srip it all down, please remove PSU and Disk drive, strip keyboard down,
>and soak in a bath of warm water and a mild plain liquid detergent..

Although it has to be said that immearsing mebrane type keyboards in liquid
can kill them stone dead - so be *careful*.

:-)

Roland.

3320. Patches for the TT

Newsgroup: comp.sys.atari.st
Date: 1994-09-05 23:58:34 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CvoL9M.680@cix.compulink.co.uk>
Source record: 181073

I'm after a few of utilities for my 'new' TT. Anybody know where I can get these from?

1) Screensaver that works in TT-Hi
2) .CPX which allows inverting of screen in TT-Hi
3) A 'no click' program for the AUTO folder which turns the keyclick off.

Nothing I have for my MSTE seems to do any of this.

Thanks

Roland.

@CiX

3321. Translator 1 for sale (mac disk emulator)

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 00:14:58 UTC
From: leonard@cs.ualberta.ca
Message-ID: <34gca2$qjf@scapa.cs.ualberta.ca>
Source record: 181082

Hi - I have a Data Pacific Translator one lying around. It was the predecessor to the spectre gcr and allows all pre-gcr spectres to read and write mac disks. Reliable but somewhat slower than the real thing.
Price: $40.00 US. - you pay shipping.
/leonard

3322. Atari 520st power supply for sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 00:16:21 UTC
From: leonard@cs.ualberta.ca
Message-ID: <34gccl$qn9@scapa.cs.ualberta.ca>
Source record: 181074

Hi - I have a spare 520st power supply for sale. In mint condition.
Price: $25.00 US - you pay shipping.
/leonard

3323. Atari ST analyzer system for sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 00:19:45 UTC
From: leonard@cs.ualberta.ca
Message-ID: <34gcj1$qqn@scapa.cs.ualberta.ca>
Source record: 181075

```
Hi - I have a hardware diagnostics system for the ST for sale.
It consists of a rom card that plugs into the cartridge port, and another
board that plugs into the midi,serial,monitor,dma ports.
This tests the whole system and indicates exactly what part is wrong.
Useful for those ataris that won't get past the system bombs.
Price: $50.00 - you pay shipping.
/leonard
```

3324. Re: Sound Chip for the Atari 520/1040/Mega ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 00:26:14 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EIGBCBUQ@ttgk.textlitho.nl>
Source record: 181086

In <1994Aug31.150224.4149@news.wrc.xerox.com> Gordon F Lupien Jr wrote :

>Hey,
>
> Does anyone know of a source for (or have any that they
>were willing to sell) the sound chip used in the first ST's? You
>know the problem where you zap the chip and the disk stops working
>because part of the disk controller is on the sound chip? Well,
>that's my problem.
>
> Any source whatsoever. Old dead ST's (that did not die the
>same way) Distributors, yourself, whatever.
>
> GOT A SOUND CHIP??? Please write back to gfl.xkeys@xerox.com

Hi Gordon,

You could try to get a AY-3-8910 soundchip instead, it's more likely
available and mostly cheaper than the original YM-2149 and it's
functionally the same.

Good luck,
Gert

P.S. You can even 'slaughter' a old MSX or Oric computer, they used the
AY-3-8910 also...

--

-- --
Atari TT-Point
-- --

3325. Re: GEM SPOOL

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 01:14:53 UTC
From: millert@grad.csee.usf.edu
Message-ID: <34gfqd$47k@mother.usf.edu>
Source record: 181076
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Is there a version of GEM SPOOL that works on the Falcon yet?

3326. Re: Calamus font HEAVEN (or do I need this many to do a flyer)

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 03:00:30 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <34gm0e$smh@mailer.fsu.edu>
Source record: 181077

Frederick Matzen (ross@cscns.com) wrote:
> Glenda MOON (s9205525@otto) wrote :
> : Ofir Gal (ogal@cix.compulink.co.uk) wrote:
> : :
> : : Please don't post 100k of Calamus fonts here. I do not use Calamus, yet
> : : had to pay for the on-line time to get your font.
> : :
> : : How long does it take your site to uudecode a file Ofir????
> : : Keep sending them up Frederick (no matter how big the file) It only
> : : took 3 - 4 minutes for it to be inside my hard drive. And BTW thanks
> : : for Postcrypt its a great fun font 8-)8-)8-)
>
> Your lucky. I've gotten 2 pieces of mail from this WHINER and answered
> both. Even tho his attitude is less than pleasant mine has been in the
> most chivalrous air. Until now.

I don't follow the reference to uudecoding speed (why would that make a
difference?), but uploading large hunks of nonreadable data to textual
newsgroups is simply not cool, because some folks have to pay for each byte
(whether is it useful readable information, or not). I am not in that
situation, but I could see being rather pissed if I were. That is one
reason why there are binary groups. This and other proper net behavior is
laid out quite clearly in the net.etiquette documents that most sysadmins
ask their newbie users to read before blundering out onto Usenet and making
asses of themselves.

> But in the future I will be u/l fonts to comp.binaries.atari (or whatever
> it is) just so I dont get so much "advice".

Correcting a breach of net etiquette (one that cost folks personal funds,
at that) could be called "advice", I guess. But, I digress. I have a better
solution: If you email me uuencoded versions of Atari related files, with
a small description, I'll put them on atari.archive.umich.edu for everyone
to get via ftp/email. That is an open invitation to all, BTW.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3327. Epson Stylus Printer? Thanks.

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 03:17:17 UTC
From: tdcflcn@infinet.com
Message-ID: <34gmvt$7la@rigel.infinet.com>
Source record: 181078

Thanks for all of the input everyone.

I went with a Epson Action Laser 1500 over the Stylus. It was 3 times as
much, but its only money. :>) And it's better than the HP4L I compared
it to. Cheaper, holds more paper, 6PPM, uses HP font carts, and you don't
have to take it apart to add memory. (Just slip it in the slot in the front)

Thomas (Tom) Chamberlain, tdcflcn@infinet.com
==
Member of: | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
| P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *
==
Also a IBM AS/400 RPG/COBOL Programmer/Analyst/Software Consultant

3328. Re: Wanted: text editor as an ACC

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 03:18:36 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <34gn2c$smh@mailer.fsu.edu>
Source record: 181079

Annius Groenink (avg@cwi.nl) wrote:
> Ofir Gal wrote
> >: > And both look pretty silly compared to Edith (latest version).
> c0031098@ws.rz.tu-bs.de (Kielhorn) writes:
> >And you can always use a real editor like Elvis in a TOSWIN.
> ^^^^^^^^^^^
> ROFL (rolling on floor laughing)
> and now and then we wonder what the real editors are...

<GRIN> Ok, now I just HAVE to get that vi tatoo. All those EMACS pansies
will be so jealous....

Seriously, one problem I am having since attaining some familiarity
with vi (and clones) is that it's very difficult to use anything else! It
is not a particular liking for the bizzare user interface, more like the
weird commands are permanently burned into my nervous system... I have to
use vi to a large extent for system work, as it is often all that is available
on half-dead machines, so I guess this is an occupational hazard.
Fortunately, vi exists for every machine known to man (hmmm, rather
suspicious, kind of like an editor virus... :-).

Hey, without vi, we couldn't have "Perform this contorted editing task with
one less keystroke than your opponent" contests, eh?

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3329. Re: Atari ST and SCSI

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 03:33:21 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <34gnu1$smh@mailer.fsu.edu>
Source record: 181080

Claus Brod (clausb@hpbbrd.bbn.hp.com) wrote:
> Stephane Acounis (acounis@lpnhp3.in2p3.fr) wrote:
> > I think that in this mode the powerbook is "shut-down" in order to let disk
> > being accessed from another master BUT (there is always a but) partitions
> > on hard-disks are not the same on a Mac and on a ST, so I guess this will not
> > work unless you have a ST partition on the Mac. Am I correct ?
>
> Maybe a recent Spectre version can read Mac harddisks without any
> conversion of some sort. I don't know, but I think something
> like that long, long ago.

True, given that you can get the SCSI device to work on your SCSI bus,
Spectre can see and mount proper HFS and MFS filesystems while in Mac mode.
Removeable media also works fine. Flopticals may not currently work, but
only due to the age of Spectre 3.0 (damn, when is 3.1 going to come out!).
I don't think there _were_ any flopticals when 3.0 was released...

Of course, this only helps if you want to share Mac space. If you want to
have some storage for use by the ST, it would require an ST partition in
addition to a Mac one at minimum, and might not work at all. You can have
a Mac partition follow an ST partition with no problems on the ST, but I'm
not sure a real Mac could then find that partition, as it could get confused
when seeing the ST stuff at the front of the disk. Conversely, I'm not
sure you could have Mac partitions come before ST partitions and have the
ST ones be accessible on the ST. I think it is safe to say that what you
are asking is fairly unusual, so good luck!

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3330. Re: Modem Port vs. Serial Port?????

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 04:00:43 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <34gphb$3uf@mailer.fsu.edu>
Source record: 181085

L676791@LMSC5.IS.LMSC.LOCKHEED.COM wrote:
> Thanks to those who helped me with my questions on how to possibly get America
> On-Line (or San Jose Mercury News' "Mercury Center") on my STe using Spectre
> GCR. Everyone said it would be possible to use the SERIAL port of my STe to
> run a modem when emulating a Macintosh for telecommunications. However, I'm
> confused: When I use my STe in Atari mode to connect up to GEnie using
> Flash software, I use the MODEM port. If I were to try to run Mac-only
> telecommunications software (like America On-Line), do I need to disconnect
> the modem from the MODEM port and plug into the SERIAL port? If I want to use
> the modem in Atari mode, must it be plugged into the MODEM port, or will it
> also work in the SERIAL port when in Atari mode. If I need to go back
> and forth, are there switches available? I've been out of town and unable to
> experiment. Any help would be appreciated.

It sounds as though you have a MegaSTE, which has three serial ports, marked
MODEM1, MODEM2, and SERIAL2. In this case, MODEM1 is the one that will work
with all ST modem programs and under Spectre. I do not believe Spectre
supports the additional ports. Some older ST telecomm programs don't either,
though you can override this by using the serial cpx module for Xcontrol
(available from atari.archive.umich.edu, and quite cool). Hopefully
the newer version of the Spectre software that is supposed to be coming out
will cure this.

Basically, all STs have MODEM1. A "serial port" is a generic term for any
port that can be used for serial (as opposed to parallel) communications.
Only MegaSTE, TT, and Falcon (I believe) computers have more than one
serial port (technically, the MIDI ports are also serial ports, but I won't
quibble). So, when folks refer to "the serial port", they are probably
talking about MODEM1. In your case, if you hook your modem to MODEM1,
you will be able to use it in both ST and Mac modes without any switching
or configuration changes. However, MODEM1 is restricted to 19200bps (which
is fine for most applications). MODEM2 and SERIAL2 on MSTE/TT can go faster,
if they are not plagued with hardware bugs (many are). Consider them to
be "extra" serial ports. Hope that helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3331. Re: HELP! Question about FRONTIER : ELITE 2 and CIVILIZATION

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 05:12:41 UTC
From: eliassen@aviris382.jpl.nasa.gov
Message-ID: <eliassen-0509942112410001@avirislab.jpl.nasa.gov>
Source record: 181083

In article <778819236.0@mettav.exnet>, Colin.Campbell@mettav.exnet.com
(Colin Campbell) wrote:

> Miraden bibbled on 31 Aug 94 to All...
>
> > PLEASE, PLEASE, PLEASE! Oh yes, that would be absolutely wonderful!
> > I've been plodding through Frontier for a while now and I keep getting
> > killed by a pirate that just won't leave me alone. Sheesh. If you
> > could grab whatever information you can, I'd be very grateful.
>
> I got seriously bored with Frontier after I got stuck at a certain military
> level and no matter how many planets I photographed etc they just wouldn't
> promote me again. They told me that the photos were "better than they
had hoped
> for" but didn't give me anything other than some cruddy medal! :)
>
> If anybody's got some "tip" to get promoted very quickly then I'd like to hear
> about it...
>
>
> Col
>
> Gabber system: Col@Bibble.Mettav.exnet.com
>
> * Origin: ~~ Col's Burblings... ~~ (100:101/12.4)

Thanks! Yeah, I've heard that you can stay the same rank for a long time.

Miraden

****
*Miraden | Jaguar, 130XE, 1040ST, STOS, AD&D, etc. *
*Magnum Opus Software | "Television is the retina of the minds eye" -T2000 *
****

3332. Re: Atari ST and SCSI

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 05:51:49 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <Cvp1MD.Bn@hpbbrd.bbn.hp.com>
Source record: 181084

Claus Brod (clausb@hpbbrd.bbn.hp.com) wrote:
> I don't know, but I think something
> like that long, long ago.

This should have read: I don't know, but I think I have heard/read
something like that long, long ago.

Sorry for the inconvenience (i.e. nonsense).
--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>--

3333. Re: AUTO OVERSCAN UPGRADE...

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 07:52:37 UTC
From: rengbers@netcom.com
Message-ID: <rengbersCvp77p.7L9@netcom.com>
Source record: 181089
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:
: HELP HELP.... AUTO OVERSCAN....!!!!

Roger, COMPO has never been involved with OverScan (the product). You've got to contact OverScan (the company) in Germany. I've already posted their address and phone numbers; if you've missed them, please send me email. I want to make sure you're happy with the product, but I can only help you contact the appropriate party.

Robert

3334. That's Write III....

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 08:00:34 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <34h7j2$gp6@golem.wcc.govt.nz>
Source record: 181088

That's Write III...

Has there been a review of this W.P in any English Mags,
I can't seen to find any thing in ST-Review, or even a price
for it...

Thanks.......

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3335. WANTED: ELITE II Bug Fix and PhotoCopied DOCs!

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 08:25:27 UTC
From: bensmith@teleport.com
Message-ID: <34h91n$nda@linda.teleport.com>
Source record: 181091

I no longer have my manual for Frontier Elite II, it wore out quickly. You would think when you pay $50 for a brand new, complete set copy of a Great game like Elite II, they would make a maual that lasts. Anyhows, the manual is hopeless, so could someone send me a photocopy set of the manual? I need it to play the game. Also, does someone have the Bug Fix or Bug Fixes for Elite II. Please let me know, I'd like to get it.

Please reply in E-Mail because I don't read the Newsgroups regularly. My InterNet Address is: bensmith@teleport.com or call Ben voice anytime at (503)256-9974.

--Thanks--
---Ben---
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

3336. Re: Neodesk4

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 08:36:06 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Sep6.083606.6224@news.unige.ch>
Source record: 181090

Dan Dreibelbis wrote:
>>It'll be interesting to see who has the WEIRDEST problem
>>with Neodesk4

It's me! I have receiced TWO Neodesk 4 disks (thanks for the quick service, Gribnif!), and I failed to register both of them! The installation program hung my TT :((
I guess something nasty is about to happen to my floppy drive; or there is something in the Swiss air after all.....

****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

3337. Re: Postscript Previewer?

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 08:46:29 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <34ha95$b43@percy.cs.bham.ac.uk>
Source record: 181092

bianchi@sna.co.umist.ac.uk writes:
>
>I don't know much about Composcript, I think it's quite expensive (but
>it's also apparently quite good).
>

That is primarily because there are 35 licensed (high quality) Type 1
fonts in the package. Quality fonts will always be expensive, alas.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3338. Re: FAQ: GDOS (Version 2.1E)

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 09:12:53 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <34hbql$cb2@info2.rus.uni-stuttgart.de>
Source record: 181093

In <1994Sep5.120814.26101@news.unige.ch> mike@divsun.unige.ch writes:

> Well done Gerd, and thanks! A fantastic FAQ!
Thanks

>
> Do you know anybody who has written/would be interested in writing
> a GDOS driver for a slide maker? I would even be willing to pay...
.SPECULATION ON
NVDI 3.0 will print via offscreen bitmaps. Perhaps it will be easy to
write a driver for NVDI 3.0

>
> Mike
Gerd

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

3339. Re: Learning german in comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 09:41:15 UTC
From: koehne@oslo.informatik.uni-dortmund.de
Message-ID: <34hdfr$cjs@fbi-news.informatik.uni-dortmund.de>
Source record: 181094

In article <CvHspy.Hn7@liverpool.ac.uk>, em09@liverpool.ac.uk (Mr. J.
Boyes) writes:

|> This is one of the very few articles I copied. I don't have a german
|> dictionary and I don't intend to buy one. This list is short, easily
|> scan-able by eye and relevant to computing topics. It is ideal for
|> someone like me who just wants to run the software.
|>
|> Thank you very much for posting it.

Mmmhhh... sorry.
I thought the article would be continued.
If not, it's ok of course.

--

Gruss

...Patrick

Patrick Koehne
Irisweg 9
59439 Holzwickede
Germany

e-mail: Patrick_Koehne@un.maus.ruhr.de
koehne@troja.informatik.uni-dortmund.de

+++ Letzte Meldung:

Polnischer Chemiker: "Friedensreich Hundertwasser hatte eine Villa in
Siebenbuergen"
-- Stephen Hawking: "Elnnt awt lnyrkkr!"

3340. Spectre questions

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 10:09:40 UTC
From: bbrown@ozspace.brisnet.org.au
Message-ID: <1994Sep6.100940.24206@nntp.brisnet.org.au>
Source record: 181010

HELP, I have Spectre set up on my hard drive. Now what? where can I get mac files that work with spectre? Can I get them from any BBS, if so how do I download them onto a spectre disk? Also I have a few mac- compressed files *.CIT, or *.SIT (I can't remember which) how do I decompress these? As you can see I'm lost in the dark, but I did get the system/finder to work, a nice little mac welcomes me and I can use the desktop. Is there a Spectre FAQ?

I am using a 4 meg STe with a 30 meg HD and a color monitor. Please let me know if I CAN be helped, as I am going insame :))

bbrown@ozspace.brisnet.org.au

3341. Re: HELP ME!!! (Please!!!)

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 10:28:43 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <34hg8r$i3u@golem.wcc.govt.nz>
Source record: 181095

In article <CvoL9F.65n@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan") writes:
>>You srip it all down, please remove PSU and Disk drive, strip keyboard down,
^^^^^^^^^^^^^^^^^^^

>>and soak in a bath of warm water and a mild plain liquid detergent..
>
>Although it has to be said that immearsing mebrane type keyboards in liquid
>can kill them stone dead - so be *careful*.
>Roland.

I did state that you strip the keyboard down, I have been fixing
Electronic stuff for some 40 years, and sill doing it...

____
|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3342. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 11:16:37 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.778850197@acp5>
Source record: 181096

boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

>one does not run programs that will stomp all over someone else's memory (in
>other words, all programs must request memory via the proper system call,
>which will work in conjunction with the memory manager) there is no reason
>why one could not implement virtual memory on any type of processor, period.

But this means that each time you want to access a certain block of memory
you have to tell this memory manager about it. What I was thinking of is the
way virtual memory is realized in most (or all?) UNIX ports. Here you simply
request the memory you need and use it if you get it. It's the same like
using virtual memory on TT or Falcon with VRAM or OUTSIDE. All programs
profit from it, not only those who know what special calls to make.

>depends on an MMU. All virtual memory operations can be implemented with
>standard C calls (plus a bit of standard assembly, for speed). Can it

But with "real" virtual memory you don't need special calls at all! Programs
simply don't have to care about any memory manager.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

3343. Learning german Part II

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 11:20:24 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <34hj9o$nmg@ra.ibr.cs.tu-bs.de>
Source record: 181097

Some of you did like it, here comes Part II

The Tempus Menu bar:

Block Region
--- Blockmarken --- --- Region marks ---
Blockanfang setzen Set start of region
Blockende setzen Set end of region
Markenkomplement Invert marks (Toggle start / end)
Blockmarken l"oschen Clear marks
--- Block Operationen------ Operations on regions---
Block drucken Print region
Block verschieben Move region
Block kopieren o BM Copy region w/o region marks
Block kopieren m BM Copy region w/ region marks

Block l"oschen Delete Block

Speziell Special
Zeichentabelle Font-table
Hierachietest Test of hierachical structur
UPN-Rechner RPN-Calculator [1]
--- Tabulator-Zeichen------ Tab-char
Text expandieren Expand text
Text komprimieren Compress text
--- Fensterlage--- --- Position of Windows ---
... "uberlappend ... above each other[*]
... nebeneinander ... split screen vertically
... untereinander ... split screen horizontically
--- Zeichensatz--- --- Font ---
invertieren invert
8*8-Matrix 8*8-matrix
8*16-Matrix 8*16-matrix
System-Zeichensatz System-font
8*8er laden load 8*8 font
8*16er laden load 8*16 font

Modus Mode
Quelltext Source
Flie"stext Moving text (i.e. automatic line break on)
linksb"undig left justified
Blocksatz left and right justified
Einf"ugemodus Insert mode
"Uberschreibmodus Replace mode
Autom. Einr"ucken Autoindent

Zeile klemmen [2]
--- Pos.regel--- --- Position rules ---
frei freestyle
textbezogen textdependent
textbezogen m W textdependent with preferred row

Parameter Parameters
Zeilenl"ange Length of line
Umbl"attern Turn page over
Tabulatorweite Tab-length

Klammerblock [*]
Druckparameter Printerparameter
Funktiostasten Funktion keys
TEMPUS-Parameter Tempus parameter
--- Programmaufruf--- --- Stasrt of external programm ---
Parameter setzen Set parameters
Sofortaufruf Immediat call to programm
--- Installation --- --- Installing ---
Quelldaten "ubersetz. Translate Sourec-data
Raram. & sichern Select parameter to save and save them

[1] RPN is reverse polish notaion.
[*] I'm still looking for a good translation

Please send corrections (and suggestions for next week) to:

Axel Kielhorn
a.kielhorn@tu-bs.de
or the number below.
(Sometimes I'm a human being, sometimes I'm a number)

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

3344. SALE: STF coverdisk backups

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 11:23:21 UTC
From: buxmjp@zippy.dct.ac.uk
Message-ID: <1994Sep6.122321.7104@zippy.dct.ac.uk>
Source record: 181098

When my new hard disk arrives, I will have no use for my backups on floppy. As I am also getting a high density drive, this stack of DDs will be of little use. More than 80 disks, including subscriber disks. Also available ST/Amiga Format 1-13 backups. All disks upto (about) STF 30 are image backups (although the amiga bit on ST/AF probably doesn't work) and most are identical to the distributed disks.

Offers about £20 plus postage. Also available Public Domain magazine and disks. Any offers ?

the hatter

3345. M-GUCK..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 11:33:17 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <34hk1t$ij9@golem.wcc.govt.nz>
Source record: 181099

*** GUCK ***

Hi, does any one know how to use the M-GUCK file that I found on
tu-berlin..

There are 2 programs in the archive, one looks like a patch program
for version GUCK18b, but I have never seen this version of GUCK..

The other program is M-GUCK.PRG, this looks like it could be a TSR,
so can any one help with this Patch...??

Thanks.............

____
|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3346. Re: SALE: STF coverdisk backups

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 11:39:56 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <34hkec$1ii@infa.central.susx.ac.uk>
Source record: 181100

buxmjp@zippy.dct.ac.uk wrote:
: When my new hard disk arrives, I will have no use for my backups on floppy.
: As I am also getting a high density drive, this stack of DDs will be of little
: use. More than 80 disks, including subscriber disks. Also available ST/Amiga
: Format 1-13 backups. All disks upto (about) STF 30 are image backups (although
: the amiga bit on ST/AF probably doesn't work) and most are identical to the
: distributed disks.

: Offers about £20 plus postage. Also available Public Domain magazine and
: disks. Any offers ?

: the hatter

Isn't this illegal -don't you have to sell the magazines with cover disk
originals?

Isn't this piracy??

Just wondering, nothing personal.

Regards Steven.

3347. FOR SALE: OverscanTT

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 11:50:42 UTC
From: mluoto@cc.Helsinki.FI
Message-ID: <34hl2i$rms@karhu.Helsinki.FI>
Source record: 181001
Cross-posted to: misc.forsale.computers.other,comp.sys.atari.st

Hello,
I've got a spare OverscanTT graphickcard for
ATARI-TT series of computers.

It works on ANY TT with some st-memory (you can't have one
without) and what it does it brings up more resolution
to st/tt resolutions... maximum grows from 640*480 to 837*600 or
something very similar... for example in Calamus you're able to
view an A4-page at 100%, and see both edges of paper...

works on normal (ptc) as well as with vga/multisyncs...

Make an offer the best one will winn !!!

(...and get it)

--
email: Markku.Luoto@Helsinki.Fi # ...Es kann schwierig sein,
(will find me where ever...) # mich zu verstehen, aber...
fax: +358-0-4524015 (manual) # ...underestanding is the
voice: +358-40-5013210 (gsm) 24h/day # beginning of acceptance...

3348. Small requests to S/W devellopers

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 12:01:14 UTC
From: biofotos@ars.ath.forthnet.gr
Message-ID: <23946MOETIXIGIVHBIJ@ars.ath.forthnet.gr>
Source record: 181002

At first I want to thank everybody who responded to my mail. Secondly I want to add some things. Someone told me (sorry I erased accidentally your message after reading it) that I could use as well a Spectre GCR. In this case, unfortunately I have a Falcon (I haven't regretted at all this purchase). Until now I had 2 STs (1 Stfm and an STE 4 MB) and I have used GCR for many years. But now I have a FALCON and a Spectre version for the FALCON as I hear is still far away. Of course I could buy a used ST to run Spectre but in this way I should have to buy a LINK for my HD which is working perfectly via SCSI with my FALCON and.....
My opinion is Apple Computers is not at all superior to our ATARIs. Having seen form the magazines programs like PAPYRUS, CLARITY, MagiC, CALAMUS SL,I wonder why isn't there a strong general purpose database for a company, since today IMO the home computer market is very limited. Instead all the profits are in the business computing area. From all these I conclude that the expansion of ATARI computers is through its establishment into the business computing area.
Eventhough,about spreadsheets I am sorry to admitt that, but there is nothing similar to EXCEL in the ATARI platform.
As I explained, I am a fan of ATARI computers (since 1986), I don't use my computer for music (I am a dentistry student) and I want some cheap and good software. Compairing the price of PAPYRUS and MS WORD 6 I see that perhaps the ATARI wordprocessor (no intention to offend anyone or anything , I just compare things) is overpriced. I understand the differences between thw ATARI market and thw PC market, but look at this way: how many students can buy PAPYRUS (cause it is a hell of a WP) with the price of 130 pounds ? If I want to have a decent output on my printout I have to buy SPEEDO 5 and the story goes on. I have many programs legal and some pirated (cause I can't find them in anyother way here in Greece) I buy 2 ST English magazines per month and all I have cocluded is that in ATARI market we have many - many just good programs but little VERY GOOD ones. I just wonder why ....

Spiros

PS. Please don't flame me. I don't want to attack or insult anything or anyone. I just want things to change a little for the best of all.

****
biofotos@ars.ath.forthnet.gr
****

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services

3349. Re: WANTED: OPUS 2.3

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 12:26:37 UTC
From: djs@jet.uk
Message-ID: <1994Sep6.122637.27262@jet.uk>
Source record: 181003

In <miff.778381371@apanix.apana.org.au> miff@apanix.apana.org.au (Michael Smith) writes:

>>As they say get a life get a PC.....
>As they say, Roger... Fuck Off And Die.
In either order.
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3350. Re: DSP MPEG player released

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 12:51:33 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <34hokl$ck6@lyra.csx.cam.ac.uk>
Source record: 181004

mdg@ukc.ac.uk (M.D.Griffiths) writes:
>I've just uploaded the first version of my Falcon DSP MPEG player
>to the atari archive and to ftp.uni-kl.de.
[snip]
>The player plays I-frame mpegs at 12-20 frames per second!! Please
>SUPPORT this program, the next version is due for release by the end
>of the week, it is already 25% faster.

Any idea where I can get some of these mpeg files to try it out with??

Thanks,
Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of
cigarettes, it's dark, and we're wearing sunglasses.

Hit it.

3351. Re: DSP MPEG player released

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 12:59:04 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <34hp2o$9b6@nyheter.chalmers.se>
Source record: 181005

In article <34hokl$ck6@lyra.csx.cam.ac.uk>,
Phillip Davey (Path) <pd@mole.bio.cam.ac.uk> wrote:
>Any idea where I can get some of these mpeg files to try it out with??
>

Try ftp.sunet.se under /pub/movies

>Thanks,
>Phil

Not a problem!

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

3352. Clipart from 'images'

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 13:26:50 UTC
From: lezo@central.susx.ac.uk
Message-ID: <34hqmq$31e@infa.central.susx.ac.uk>
Source record: 181006

Hi,

I am looking for a program (PD or otherwise) which is capable of turning images (eg. Degas, NEO, gif, etc.) in to mono 'clipart'-type format. These normally work by processing the image through 'edge' filters and the like. Any recommendations?

I seem to recall, I think :-), that there was such a package called 'ReTouche' sp(?) that did in fact do the kind of conversion I'm looking for and if so - is it still available?

Lez
--
Lez Oxley, Deputy ACS Manager and Database Administrator
Administration, University of Sussex, Falmer, Brighton, BN1 9RH, UK
Tel: +44 273 606755 x3808 Fax: +44 273 678335
EMAIL: L.Oxley@sussex.ac.uk

3353. Re: ST User - gone! (was: Re: ST Review - gone!)

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 14:26:51 UTC
From: vctec@westminster.ac.uk
Message-ID: <CvppHB.AI@westminster.ac.uk>
Source record: 181007

David Stevenson (hoagy@cix.compulink.co.uk) wrote:
: > FC> It certainly won't be ST Format, that's for sure.
: > FC> = Frank Charlton : ST Format Software/Hardware Reviewer
: >Biased answer I think ;-)
: Indeed, it was Frank that started the "ST Review gone" misinformation.
: I wonder if it was deliberate?

Sorry, but you are wrong here. Frank Charlton does write for ST Format...but it was not him that started this misinformation....it was the arrogant Clive Parker.

Seems to me that Clive Parker only posts to Usenet to write such things...and then never bothers reading replies to the post. I asked him to write to me...after I read his post on Usenet...but he hasn't.

It is Clive who gives STF a bad name....people like Frank Charlton, are good.

Just my humble opinion...

Danny

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

3354. Re: Platform shift Atari to Mac graphics HELP?

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 14:42:10 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <34hv42$gpb@charm.magnus.acs.ohio-state.edu>
Source record: 181008

>I have an Atari to Mac graphics converter program, but my Mac won't read
>the Atari disks. Does anyone have any idea how I can port them over? I
>do have a Golden Image floppy drive that I could hook up, but I'm not sure
>where or how since both pieces of equipment have dissimilar cabling.

Just buy AccessPC for the Mac and use 'standard' DOS formated disks in your ST
to transfer the files (many ST programs will format this way, as will Access
PC, so you should have no problem with that). This arrangement works extremely
well.

BTW 'Graphics Converter' for the Mac will read virtually every Atari graphics
format, even Spectrum files!

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"To my mind the most frightening book ever published is Lewis F. Richardson's
'Statistics of Deadly Quarrels'. You've probably never heard of it even though
its relevance to the mess you're in is at least as great as that of Darwin's
'On the Origin of Species,' which you learned about in fourth grade. And that's
because it's so completely terrifying only those 'experts' who are adequately
armoured with preconceived contrary ideas which will enable them to disregard
Richardson's work completely ever get to study it."
- Chad C. Mulligan

3355. TOS 3.05 - 3.06

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 14:56:16 UTC
From: arneso@ifi.uio.no
Message-ID: <34hvug$fkh@hadd.ifi.uio.no>
Source record: 181009

My TT is equipped with TOS 3.05, and I wonder what I would gain by upgrading
to 3.06.

---
arneso@ifi.uio.no - Arne Sommer "Powder to the People"

3356. Re: Modem Port vs. Serial Port?????

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 15:22:42 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <1702975D6S86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 181011

In article <17028D555S86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
L676791@LMSC5.IS.LMSC.LOCKHEED.COM writes:

I wrote the question below. I should note that I have a Mega Ste, not a
standard STe. ---Mark van Wyk

>Thanks to those who helped me with my questions on how to possibly get America
>On-Line (or San Jose Mercury News' "Mercury Center") on my STe using Spectre
>GCR. Everyone said it would be possible to use the SERIAL port of my STe to
>run a modem when emulating a Macintosh for telecommunications. However, I'm
>confused: When I use my STe in Atari mode to connect up to GEnie using
>Flash software, I use the MODEM port. If I were to try to run Mac-only
>telecommunications software (like America On-Line), do I need to disconnect
>the modem from the MODEM port and plug into the SERIAL port? If I want to use
>the modem in Atari mode, must it be plugged into the MODEM port, or will it
>also work in the SERIAL port when in Atari mode. If I need to go back
>and forth, are there switches available? I've been out of town and unable to
>experiment. Any help would be appreciated. Either post your answers on the
>net or E-mail me, and thanks in advance. ---Mark van Wyk

3357. Re: WANTED: WP WITH CONTI

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 15:48:55 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <34i317$hlt@ugle.unit.no>
Source record: 181012

Sheppard_r@ix.Wcc.Govt.Nz,
In a message on 5 September, wrote :

sW> In article <34bgfp$bm2@sandra.teleport.com>, herbivor@teleport.com (Robb
sW>) writes:
sW> >In <3482tq$n4f@m.ehd.hwc.ca> bdean@hpb.hwc.ca (BLAIR DEAN) writes:
sW> >
sW> >>Anthony Mezin (amez1@pfs01.cc.monash.edu.au) wrote:
sW> >>: Does anyone know of a word processor or document processor with a
sW> >>: CONTINUOUS SPELLCHECK option, similar to the one featured on Word Wri
sW> >
sW> >>: If you do, please let we know on my P-mail address:
sW> >>: amez1@pfs01.cc.monash.edu.au
sW> >
sW> >>The venerable 1st Word Plus can do continuous spell checking.
sW>
sW>
sW> But no Thesaurus and a very small dictionary, and a bit dated by to-days
^^^^^^^^^^^^^^^^^^^^^^^^^^
sW> standards...
^^^^^^^^^^^^

sW> >The new, high-end document processor, Papyrus 3.52, can also do
sW> >continuous spell checking, and it does it in an original way, marking th
sW> >words with a zig-zag line under, then you can go back through and
sW> >right-click on the words to bring up the selection list.

sW> Again no Thesaurus and how big is the dictionary, ? and no support
sW> for the ST's med res....
^^^^^^^^^^^^^^^^^^^^^^^^

That is what I call "a bit dated"...

sW> Just my 10c worth....

And mine...

Erling

• ATP/Unix 1.40 • This is my tagline.

3358. Re: Wanted: text editor a

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 15:49:10 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <34i31m$hnm@ugle.unit.no>
Source record: 181013

Avg@cwi.Nl,
In a message on 5 September, wrote :

aR> Ofir Gal wrote
aR> >: > And both look pretty silly compared to Edith (latest version).
aR>
aR> c0031098@ws.rz.tu-bs.de (Kielhorn) writes:
aR> >And you can always use a real editor like Elvis in a TOSWIN.
aR> ^^^^^^^^^^^
aR>
aR> ROFL (rolling on floor laughing)
aR>
aR>
aR> and now and then we wonder what the real editors are...

GNU Emacs of course is (amongst other things) what I call a *real editor*.

Erling
PS:
Not a bad word about Edith though...

• ATP/Unix 1.40 • This is my tagline.

3359. Re: looking for DVI2IMG-c

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 15:49:12 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <34i31o$ho3@ugle.unit.no>
Source record: 181014

Agrill@wuschel.Ka.Sub.Org,
In a message on 4 September, wrote :

af> Hello everybody!
af>
af> I'm looking for a utility that converts DVI files, produced by TeX, into
af> the GEM-IMG-grafic format.

You could use dvips to make a postscript file, then use ghostscript to
convert that into a gif file, and then again convert the gif file to img.

af> If anybody knows such a program or, even better, knows where I can get it
af> please write a private mail to the address of the signature.

Both dvips and ghostscript is available (somewhere) at
atari.archive.umich.edu.

Erling

• ATP/Unix 1.40 • This is my tagline.

3360. M-GUCK..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 16:25:29 UTC
From: baade@saphir.physik1.uni-rostock.de
Message-ID: <34i55p$5jq@taiwan.informatik.uni-rostock.de>
Source record: 181015

In article <34hk1t$ij9@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:
>*** GUCK ***
>
>
>Hi, does any one know how to use the M-GUCK file that I found on
>tu-berlin..

Yes me :-)

>There are 2 programs in the archive, one looks like a patch program
>for version GUCK18b, but I have never seen this version of GUCK..

The correct version is shown at the Help-screen of Guck.

>The other program is M-GUCK.PRG, this looks like it could be a TSR,
>so can any one help with this Patch...??

It's not an TSR - use it instead of guck - it will start the GUCK.PRG

Tschao T34

This mail will self-destruct in fife minutes.
--
.and notice the very nice and colored Signature on this documents backside..

3361. Re: Spectre 3.1 ?

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 16:51:26 UTC
From: jthomas@mitre.org
Message-ID: <34i6me$pld@newsflash.mitre.org>
Source record: 181016

In article <34g2du$c0o@zippo.uwasa.fi> peseb@freeport.uwasa.fi (Peter Back) writes:

> Does Anyone Know If Spectre 3.1 (The Falcon Compatible version)
> I out yet? Or even coming?
> Any Info is welcome....

Gadgets by Small's official customer-service hangout has traditionally been GEnie. In March or April, Dave Small posted a message there saying that 3.1 was done, code-frozen, finished, just-waiting-for-the-manual-to-be-printed. It was the first time he'd posted in about a year. There's been no word from him since, although several people have asked about the status of 3.1 since then.

The Gadgets area on GEnie still has a welcome message asking people to pardon their mess while they prepare for an exciting 1993. It's not an encouraging picture.

Joe

3362. Atari and EXPRESS News Service

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 17:08:18 UTC
From: charles@eskimo.com
Message-ID: <Cvpwy9.64o@eskimo.com>
Source record: 181017

Anyone else out there using Xpress? I know they officially no longer support the Atari platform, but I thought we had till next summer before we were fully SOL. I've been getting bombs (usually two) for a while now with it. The reason I ask is that the ST I am using has some intermittent DMA problems that could be the problem.
Also, I asked them once a while back if I could just get the pc software since I already own a data converter. They said no. Anyone know if this is still the case?

3363. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 17:08:20 UTC
From: azog@world.std.com
Message-ID: <Cvpwxx.HKv@world.std.com>
Source record: 181018

steve@earth.ox.ac.uk (Stephen Usher) writes:

>In article <CvKvwu.zt@world.std.com>, azog <azog@world.std.com> wrote:
>>tober@alkinoos.sdf.luth.se (Mats Sandstrom) writes:

[... stuff ...]

>For 0.9pl2 you need the 0.9 atari bootstrap program else the thing won't
>boot ever. Also the binary of the kernel available doen't work on the
>Atari's, it merely locks up the machine. You have to build a version using
>the sources then it'll run.

Ok, this clears up some loose ends I didnt know what to do
with. Where can I get the 0.9 bootstrap? I assume that is also
somewhere in source form.

I need to finish gather some essentials, like gcc, which I assume
resides in the bin tree under 680x0 in tsx-11. I can compile the
0.9pl2 kernel under what I have now, rather than trying to compile
it under MTOS (I tried previously with an even older kernel, 0.2? and
it was a whore)

btw: to all interested in atari linux, Ive gotten a pretty stable
system running on my machine now. I am using the 0.3 bootstrap and
kernel, but have gotten the latest filesystem stuff: root and usr.
The kernel in the root image reports 0.8? Anyways, Ive put together
a document describing the steps I took, would there be any interest
in this file?

--
Billy D'Augustine azog@world.std.com

3364. Re: Calamus font HEAVEN (

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 17:45:52 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <34i9sg$kfq@ugle.unit.no>
Source record: 181050

Ross@cscns.Com,
In a message on 5 September, wrote :

rR> <CvM1sB.89G@cix.compulink.co.uk> :
rR> Organization: Internet Express (800-592-1240 customer service)
rR> Distribution:
rR>
rR> Glenda MOON (s9205525@otto) wrote :
rR> : Ofir Gal (ogal@cix.compulink.co.uk) wrote:
rR> : : >I opened my big mouth and said I had a ton of fonts and now
rR> : : >the requests are mounting high (and I LOVE it!) so here are
rR> : : >4 Calamus fonts (PD) that I find useful and fun.
rR> : : >Horror (Postcrypt)
rR> : : >Mistral
rR> : : >Felt Marker
rR> : : >Krazy
rR> : : >Hope you have fun with them and I'll send up more soon !!
rR> X-Newsreader: TIN [version 1.2 PL2]
rR>
rR> : : Please don't post 100k of Calamus fonts here. I do not use Calamus, y
rR> : : had to pay for the on-line time to get your font.
rR>
rR> : : Ofir ogal@cix.compulink.co.uk
rR>
rR>
rR> : : How long does it take your site to uudecode a file Ofir????
rR> : : Keep sending them up Frederick (no matter how big the file) It only
rR> : : took 3 - 4 minutes for it to be inside my hard drive. And BTW thanks
rR> : : for Postcrypt its a great fun font 8-)8-)8-)
rR> : : ... greetings from downunder....JOHN MOON

The trouble is not in uudecoding a file of course. It is the time to
download the file via 9600 baud modem, long distance telephone call that is
expensive. When you do offline reading, you dont have a chance to select
which files to download.

rR>
rR> Your lucky. I've gotten 2 pieces of mail from this WHINER and answered

And one from me, which you did not answer (but that's ok - it wasn't meant
to be answered anyway :-)

rR> both. Even tho his attitude is less than pleasant mine has been in the
rR> most chivalrous air. Until now.
rR>
rR> But in the future I will be u/l fonts to comp.binaries.atari (or whatever

rR> it is) just so I dont get so much "advice".

Thanks. That is fine, but be aware though that comp.binaries. is a moderated newsgroup.

Erling

3365. These cheap 32Mhz 68030 upgrades for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 17:56:56 UTC
From: sccoe@ucscb.UCSC.EDU
Message-ID: <34iah8$7qq@darkstar.UCSC.EDU>
Source record: 181019

There's been a lot of talk about these "cheap" 32Mhz upgrades for the
Falcon, that have basically been passed off as screen accelerators/enlargers
That's all very nice, but I would like some info:

How much do they cost?
And where can I get one in the U.S. of A.?
Thanx.

3366. Re: Chamaleon configurator prg. WHERE?

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 18:46:21 UTC
From: ab164@yfn.ysu.edu
Message-ID: <34iddt$e2f@news.ysu.edu>
Source record: 181020

Does anyone remeber that there is a group for this type of
stuff called comp.binaries.atari.st In this way you could leave a
notice here, that you have placed the file in c.b.a.s . That way
those that were interested could get it and the rest of us wouldn't
have to grab more than we need!
--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

3367. Re: Spectre questions

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 18:56:19 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <34ie0j$8m2@mailer.fsu.edu>
Source record: 180952

Bradley brown (bbrown@ozspace.brisnet.org.au) wrote:
> HELP, I have Spectre set up on my hard drive. Now what? where can I get
> mac files that work with spectre? Can I get them from any BBS, if so how do
> I download them onto a spectre disk? Also I have a few mac- compressed files
> *.CIT, or *.SIT (I can't remember which) how do I decompress these? As you
> can see I'm lost in the dark, but I did get the system/finder to work, a
> nice little mac welcomes me and I can use the desktop. Is there a Spectre
> FAQ?
>
> I am using a 4 meg STe with a 30 meg HD and a color monitor. Please let
> me know if I CAN be helped, as I am going insame :))

Anything that does not require system 7 (most Mac software does not) should
work on the Spectre. Try sumex.stanford.edu for huge quantities of
Mac stuff. As for compressed files, most of the distributions of Mac
archivers come in self-extracting archives, so just grab Stuff It,
Compact Pro, etc. and run them while in Spectre mode. It is often easier
to download them with a Mac program while in Spectre mode, as it will
handle Macbinary conversions and such. Look for Zterm to help you with
this.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3368. Re: Neodesk4/Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 19:01:55 UTC
From: rflashma@mtholyoke.edu
Message-ID: <34ieb3$lt9@mudraker.mtholyoke.edu>
Source record: 180954

Steve Wells (wells_s@kosmos.wcc.govt.nz) wrote:
> Well, my Neodesk 4 has turned up (A few days ago whilst I was out-of-
> country), and it is reasonably improved over the demo although it still has
> a couple of annoying bits (such as the in-window menubar which restricts me
> to 2 lines of on-screen icons instead of my usual 3 lines if I want the
> "options" menu to be available in ST-Medium.)

Drop-down menu bars "in a window" was a choice we made since we had run
out of regular menu space and because it is part of the new GEM standard
that Atari has introduced in their newer AES versions. While it does
consume some additional window space (enough for the menu bar), it was a
logical choice that is consistent with other Atari applications and with
other platforms.

> The desktop-pictures that come with it are pretty terrible, but a quick
> PI2 easilly fixes that problem! :)

Most of the desktop pictures included were designed for 16 color modes or
better. The built-in NeoDesk routines automatically convert them to work
in lower color modes.

> The biggest problem I have with it is the time it takes to load, it seems
> to have some huge delays after the initial "Neodesk 4" dialog pops up is
> there a reason for this?

There is a brief delay after loading to uncompress the NeoDesk executable
code. This was actually introduced in NeoDesk 3. This makes the
NEODESK.EXE file substancially smaller and actually speeds up loading on
floppy based systems (were uncompressing is faster than loading). NeoDesk
4, however, does have a slightly more efficient compression routine which
takes a little longer than NeoDesk 3 did.

> Also the time it takes to read all the GDOS fonts
> in any time I select an option that has font-changing in there somewhere.

This would occur when you open the Windows Preferences dialog. This is
the way GDOS works. Unlike many programs that force you to wait for all
fonts to be loaded at "loading" time, NeoDesk 4 doesn't load GDOS fonts
until you actually use them.

> The INF_LOAD program crashes Neodesk 4 whenever I try to load my Neodesk
> v3.03/3.04 information file (DEFAULT.INF), not a _major_ problem as I can
> just re-do everything from scratch, as would probably be easier with such
> a huge upgrade! :)

Haven't had any reports of this nature. Though later messages of yours
seem to indicate you got it running. Hmmm. Let me know if you get to

reproduce it. We will see if we can do that here.

> There's also the problem it has with floppy-disks, no sir, it doesn't like
> 'em! It _could_ be a conflict, in which case, here's what I've got in
> the AUTO folder:

> That's in executing order. It _will_ read floppies to a certain degree, but
> complains big-time all over the disk! It even does this after exiting to
> normal-GEM-desk! It's not a Geneva problem (Which is an _amazing_ program
> I've yet to find any problems with other than the fact I need a better
> machine so I can run more programs without running out of memory :)

You have the wrong "drive seek" rate set in the NeoDesk Control Panel.
Click on the floppy icon to change it. Maybe something got garbled during
the .INF file translation.

> The manuals seem to be pretty good (some more info on exactly how their
> various formats wrote sectors would be nice, but it hardly matters :), and
> the installation is a piece of cake.

That type of highly technical information is usually not included in our
manuals. However, if you have specific technical question, feel free to
write directly to me. I can look into getting you a good answer. ;-)

> One thing though, the doc's somewhere say that Neodesk v3.03 won't work
> with Geneva. I had it working _perfectly_ with it. From memory I just
> set it up in the default fashion, and everything worked 100%! But, I
> stuck the v3.04 bits in anyway! :)

It is working because you are not autobooting it. Version 3.03 won't
autoboot with Geneva. At least it doesn't on our machines. ;-)

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

3369. Re: Neodesk4/geneva

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 19:04:20 UTC
From: rflashma@mtholyoke.edu
Message-ID: <34iefk$lt9@mudraker.mtholyoke.edu>
Source record: 180955

Dan Dreibelbis (dan.dreibelbis@f422.n250.z1.tor250.org) wrote:
> I think I see what COULD be a problem.

> According to what Gribnif suggests in configuring the program,
> it's best to run the Neoload program as the LAST program in your
> AUTO folder to avoid system conflicts. Especially to run it AFTER
> screen accelerators like Warp9 and NVDI.

> Try resorting your AUTO folder (using the AUTOSORT program) and
> see what happens.

That could cause trouble, but in Steve's case the problem is that he has the wrong "drive seek" rate set. So the system is having trouble reading data from his floppy drives.

> It'll be interesting to see who has the WEIRDEST problem with
> Neodesk4 - so far everything on this end has been OK with the
> exception of the new Recoverable Trashcan, which gives me two bombs
> after undeleting or permanently deleting files (and sometimes kicks
> Neodesk out of memory!)

H'mm. Sounds like you ran into a TOS bug. Check the "Media Change Bug" section of the manual (there's also mention of this in the Recoverable Trashcan section of the manual). We can do all kinds of neat things in our code, except fix some TOS bugs.

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

3370. Re: Neodesk 4

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 19:06:21 UTC
From: rflashma@mtholyoke.edu
Message-ID: <34iejd$lt9@mudraker.mtholyoke.edu>
Source record: 180958

Steve Wells (wells_s@kosmos.wcc.govt.nz) wrote:
> After much messing around I've located why Neodesk 4 can't access
> floppy disks properly. It's a conflict between NEOCNTRL (Neo-Desk
> Control Panel v4.00), and Neodesk 4 itself... Strange but true! The
> problem is simply resolved by using version 3.xx of the Neo-Desk
> Control panel, or using X-Control instead (losing the screen-saver
> function etc. unless you can find replacements :)

The problem is that your "drive seek" rate is set incorrectly. You can
change it right in the NeoDesk 4 control panel. The NeoDesk 3 version of
the control panel is not designed to be compatible is will most likely
cause nasty system crashes (at unexpected times).

> Also. Be careful with INF_LOAD, it doesn't like trying to transfer some
> bits of Neodesk v3.xx INF files into Neodesk v4.xx so clicking on too
> many things & loading things back & forth will crash it, often with quite
> interesting effects! It does however work, although it's not much use
> as it doesn't restore a lot of the installed-icon file-paths and other
> things, but with such a difference, it's best to start from scratch
> any-way!

Well, I'm guessing this means you finally got it running (your previous
message said that you could not get it running).

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

3371. Re: Neodesk4

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 19:07:18 UTC
From: rflashma@mtholyoke.edu
Message-ID: <34iel6$lt9@mudraker.mtholyoke.edu>
Source record: 180959

Mike Morris (mike@divsun.unige.ch) wrote:

> It's me! I have receiced TWO Neodesk 4 disks (thanks for the quick
> service, Gribnif!), and I failed to register both of them! The
> installation program hung my TT :((
> I guess something nasty is about to happen to my floppy drive; or
> there is something in the Swiss air after all.....

Hi Mike,

Seems that you've gotten a brief streak of bad luck. I talked to Dan (who already got a message from you) and he's taking some steps to insure that your next disk will arrive without problems.

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

3372. WANTED: GDOS to PC conversion

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 19:12:17 UTC
From: richards@mdd.comm.mot.com
Message-ID: <34ieuh$gdj@yendi.mdd.comm.mot.com>
Source record: 181021

On the off chance that such a beast exists...

Is there any Atari or MS-DOS utility to convert GEM (GDOS) fonts
so that a PC-compatible machine can read them? Even if it's
only to a bit-map format like that used by MS-Draw.

I've designed several fonts using the (excellent) Fontkit, and now
that I've migrated from my (dying) ST to a PC, I'd like to be able
to retain them in some form or another.

Thanks in advance.

3373. FOR SALE: Atari STE

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 19:48:56 UTC
From: Richard_W_Evitts@engr.usask.ca
Message-ID: <34ih38$ijn@tribune.usask.ca>
Source record: 181022

```
For sale: Atari STE (1 meg RAM), internal DSDD drive
external DSDD drive
Atari SC1224 colour monitor
Atari monochrome monitor
external US Robotics modem (1200 baud)
lots of software (Word processing. DTP. LDW POWER etc.)

offers

e-mail me at rwe380@engr.usask.ca
```

3374. FS: Atari ST hardware and software

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 20:20:15 UTC
From: jrl8@ciao.cc.columbia.edu
Message-ID: <34iitv$frb@apakabar.cc.columbia.edu>
Source record: 181023
Cross-posted to: ny.forsale,nj.forsale,misc.forsale,misc.forsale.computers.other,comp.sys.atari.st,rec.games.video.marketplace

HARDWARE____
Atari 1040ST, loose power cable but works perfectly $75
Atari 520ST, works sometimes $25

Each computer includes a mouse and AC power supply. The 1040ST
has a manual as well.

Atari SC1224 color monitor (x2) $80 each
Atari SF354 single sided 3.5" disk drive $30

SOFTWARE____
I'm open to offers (package deals preferred) on the following software.
These all included original disks, boxes, and manuals:

Word Writer 2.0 Timeworks (barely used)
Crazy Cars Titus
International Soccer Microdeal
Wizards Crown SSI
Questron II SSI
Heroes of the Lance SSI
SDI Cinemaware Interactive Movie
TetraQuest Microdeal
Prime Time First Row Software
Starglider Rainbird
Starglider II Rainbird
F15 Strike Eagle Microprose
Rings of Zilfin SSI
Speed Buggy Data East
Typhoon Thompson Broderbund
Guild of Thieves Rainbird
Outrun Sega
Captain Blood Mindscape, Inc.
Road Runner Mindscape, Inc.
Road Wars Electronic Arts
Obliterator Psygnosis
Sinbad Cinemaware Interactive Movie
Defender of the Crown Cinemaware Interactive Movie
Pinball Wizard Accolade
Bubble Ghost Accolade
Ultima IV Origin Systems (+ cluebook)
Virus Rainbird (no docs)
Moebius Origin Systems (doesn't work)

The following software has original disks and manuals:
Aegis Animator/ST Aegis

Impossible Mission 2 Epyx
ST Basic Atari
Flash Antic Software
Block Out California Dreams
SimCity Maxis
High Roller Mindscape
Time Bandit Michtron
Barbarian Psygnosis
Airball MicroDeal
Airball Construction Set MicroDeal
Skyfox EA
Neochrome Painting Program Atari
UMS Rainbird
ST Wars Miles Computing
Swiftar Accustar Software, Inc.

The following software includes just the original disks:
Sundog FTL
Rogue
Test Drive Accolade
Super Cycle
DB Master One/Megaroids
some Atari language disks
about 30 START magazine disks

Best regards,
-JRL

James R. Lendino | |
Computer Science | i486 | Phone: (212)-853-7166
Columbia S.E.A.S. |______| Internet: jrl8@columbia.edu

3375. Re: Upgrading 520ST memory

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 21:19:32 UTC
From: rm03@cscmgb.cc.ic.ac.uk
Message-ID: <1994Sep6.211932.5199@cc.ic.ac.uk>
Source record: 181042
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

in article <34911e$t5m@mailer.fsu.edu>, Mickey Boyd (boyd@gauss.math.fsu.edu)
wrote:
>I have a 520STFM that I would like to upgrade to at least 1mb. It has a
>rev. D motherboard. There is one row of 16 chips on the bottom edge of the
>board, with another 16 places for chips above them. These have solder
>filling the holes, but appear to have traces and such going to them.
[...]
>So, can I just fill those empty 16 places with chips?

>Is it feasible to suck the solder out of those holes and put chips in there?
>I'm not an experienced solder person, but I'm willing to try if it is a
>task that one might hope to be successful at :-).

>Are there any other steps, or will the machine recognize the additional
>512k automagically if I do this?

I upgraded my old STFM in exactly this way. I got an upgrade kit, which
had the 16 RAM chips, 16 capacitors and a couple of resistors. I think the
resistors are there so that the extra RAM can be seen, but I remember the
intructions say that some boards have them anyway.

Be warned: desoldering those holes takes a LONG time. So does soldering the
chips in.

>What is the "piggyback" memory upgrade that I have heard mentioned previously?
>This seemed to be a popular way to upgrade these machines, but I'm not sure
>if it is only for going from 1mb to 2mb, or some other combination that won't
>help me :-).

That might be the upgrades with a socket that sits ontop of the MMU and
Shifter, though this is just a guess.

-- Robert Mellish, F.O.G. --
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
-- and also the mrs joyful prize for rafia work. --

3376. Re: VGA monitor-hacking

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 21:27:34 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EIGWBGUQ@ttgk.textlitho.nl>
Source record: 180992

In <344uml$7mf@nrtphaa9.nt.com> Brian Grier Perpk wrote :

>In article <344s2d$2j8@ugle.unit.no>, erlingh@nova.pvv.unit.no (Erling Henanger) writes:
>|> OK, that was the Falcon bit...
>|> Then there is the TT.
>|>
>|> I have this nice Eizo Flexscan 6500 21" B/W monitor hooked up,- and it
>|> works great. However, I know this one is also capable of displaying other
>|> resolutions than TT-high, as it also has an analoge input and can sync
>|> between 31.5kHz, 48->50 khz, and 64->78kHz. Not to mention, a switch
>|> between VGA and "other" and one switch for Analog/Digital.
>|>
>|> So, can I just wire the R/G/B signals together into the Video in of the
>|> monitor ? Or do I have to add some magic ? (Resistors, diodes ??)
>|>
>|> Erling
>|> ---
>|> ï¿½ ATP/Unix 1.40 ï¿½ This is my tagline.
>|>
>
>Just hook up one of the colour outputs to the monitor, the other 2 need
>to be terminated via a 50 ohm resistor to ground. Be sure to a resistor
>for each unused colour output. Then adjust your colour palette to only
>use that one colour. You could create a network, using resistors to
>create a proper gray signal but it is normally not worth the effort,
>particularly when using applications where you control the colour palette.
>
>I would suggest using the green output since that is what the default
>palette uses for the desktop colour.

The TT also has a special button for monochrome use in the control panel,
it then assigns the appropriate color levels to the green output only. It
was meaned to be used with mono VGA monitors so it should work great with
the Eizo. Grey levels do look good on the desktop !

The TT also has another mode called 'Hyper Mono', it can only be used
effectively in TT-Low (320x480 pixels) but then you get 256 real grey
levels, this is something even a Falcon can't beat :-)
Photographic images in grey-scale look fantastic, I use this mode to
preview pictures from my self-made 'true-color' videodigitizer.

So, just connect the green output to the analog video input of the Eizo and
switch the 'big-tube' to Analog, the sync lines probably are already
connected (for mono and color the lines are the same), select monochrome
instead of color in your Colour-Setup of the Control panel and it should

work like a dream...

Gert

--

-- --
Atari TT-Point
-- --

3377. Floppy drive light

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 23:18:30 UTC
From: group1@access4.digex.net
Message-ID: <34itc6$afb@access4.digex.net>
Source record: 181024

This may sound like a seemingly dumb question to most of you, but why does the drive light for my floppy stay on when I don't have a disk in? I have an STe with a hard drive that is the boot drive. Does anyone know an answer besides "It's just that way?"

Brian Barton

3378. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 23:26:51 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <34itrr$rda@ugle.unit.no>
Source record: 181025

Larry@pitbox1.Hb.North.De,
In a message on 5 September, wrote :

lU> In <34dhaa$lj5@jadzia.CSOS.ORST.EDU>, John Thaanum writes:
lU> >I keep hearing about how Unix needs a PMMU, and good memory protection,
lU> >But back when I started college (1987) the university had a number of
lU> >Tektronics workstations that were based on an '020, and they ran just fi
lU> >unless too many users tried to run Smalltalk simultaneously. Are there
lU> >other ways to implement the environment required for Unix that might be
lU> >overlooked?
lU>
lU> Even the old Sun 3/50 used 68020 processors.

But they also had a MMU. I am not sure if it was motorola's 68851 or if it
was a MMU specially designed by SUN, but anyway the 68851 is the chip
that got some of its functionality built into the 68030 (not all).

Erling

• ATP/Unix 1.40 • This is my tagline.

3379. Bombs In My Computer

Newsgroup: comp.sys.atari.st
Date: 1994-09-06 23:44:58 UTC
From: Program@sterbbs.nl
Message-ID: <32058WWGUAUBQNCSUBW@sterbbs.nl>
Source record: 181026

Frits van den Akker (now program :-) wrote:

F > HELP! I can't work with my ST anymore! Every time I work with
F > it too long (that is two minutes) two or three bombs show up.
F > I have a 1040 STf with TOS 1.2 and 2.6, 1 Meg memory, color
F > monitor SC 1224, Megafile 20 (with 20 000 bad sectors
F > [unmarked] <- could that be the problem?), printer and 2400
F > baud modem. The AUTO-Folder-programs I use are: MFP.PRG,
F > DRVIN.PRG, MKM II, MACCEL2, UIS III and fontgdos (The other
F > possible problem?). I have one acc active: XCONTROL.ACC.

dan.dreibel wrote:

da> I have a not-so-funny feeling that it might be FontGDOS - that
da>particular program was always a pig no matter how hard I configured
da>and re-configured it to work with my system. Which is why I went

:-) It actually _was_ Font GDOS. I found it out before your writing,
but thanks foor the info; it'll help me the next time I have
problems. The other thing that could have been wrong was a full Hard
Disk. :-)
Well, the probelms are solved now, so I'm happy again :-)
This week the ST I use now will be gone :-(
Instead there will come an TT-keyboard and a Falcon computer :-)))))

da> Hope this helps.

It'll help the next time :-)

Frits.

* TailMail 2.1 #031 * To downgrade the human mind is bad theology. -
C.K. Chesterton

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

======================== !!! Automated Notice !!! ======================
E-mail replies to this user should have the following on the first line
of message text: TO: Program
==

3380. GUCK 18b

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 01:29:49 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <34j52d$sg4@golem.wcc.govt.nz>
Source record: 180984

Hi, were does one find GUCK 18b to use with the M-GUCK upgrade
patch..??

It does not seem to be on most of the normal FTP sites..??

May be its on a BBS somewere...??

____
|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3381. For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 01:46:52 UTC
From: stucjone@eku.acs.eku.edu
Message-ID: <1994Sep6.204652.3458@eku.acs.eku.edu>
Source record: 181027

```
The Following Items Are For Sale:

Magnavox Mono-Chrome Monitor
RCA Outouts.............................$30 + Shipping

All prices are flexible....Make offers....

Kildon
```

3382. Re: Turbo GIF freezing???

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 03:26:38 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <34jbte$mc3@scapa.cs.ualberta.ca>
Source record: 180971

steve-j@teleport.com (Steve Johnson) writes:

>In article <778731874.1@mettav.exnet>,
>Graham Irvine <Graham.Irvine@mettav.exnet.com> wrote:

>> SD> Does anyone else have this problem??? I'm running a falcon with tos
>> SD> 4.04 (and a VGA monitor- well actually, a multisync).

>>Problem I have with T_GIF is that when I drop a file on it (Or DClick a GIF
>>after installing it) it does nothing at all . Straight back to the desktop.

>I had that problem too -- apparently it's a conflict with another
>program (AUTO or .ACC) as booting 'clean' doesn't do this. However,
>the problem I have with TurboGIF is that it does some strange things
>to my display (i.e. it will display the picture, but either very
>dimly or with the image going from light to dark -- the picture is
>normal color on the top or bottom of the image, but gradually gets
>darker toward the opposite end of the image. This problem isn't a
>conflict with other software because it's even without ANY AUTO
>programs or .ACCs that this happens. Yeah, it's fast, but only at
>displaying crap! <grin> TurboGIF gets a big thumbs-down from me.

It's starting to sound like Speed of Light is still the only way to go.. ;)_

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

3383. FOR SALE: Atari STacy and other STuff

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 05:08:07 UTC
From: marliniv@aol.com
Message-ID: <34jhrn$1ik@search01.news.aol.com>
Source record: 180983

I have a STacy 4 for sale. It has the Hard Drive interface but no hard drive in it. You could install a standard embedded SCSI drive if you like OR add $80 and I will install a 40MB drive for you.

It works great and is in great shape. I am asking $600 plus shipping.
Please reply to the following addresses:
M.Bates8@genie.geis.com or MarlinIV@aol.com
Thanks
-Marlin

3384. Re: Neodesk4/Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 05:15:28 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <34ji9g$oq0@mailer.fsu.edu>
Source record: 180985

Rick Flashman (rflashma@mtholyoke.edu) wrote:
>
> There is a brief delay after loading to uncompress the NeoDesk executable
> code. This was actually introduced in NeoDesk 3. This makes the
> NEODESK.EXE file substancially smaller and actually speeds up loading on
> floppy based systems (were uncompressing is faster than loading). NeoDesk
> 4, however, does have a slightly more efficient compression routine which
> takes a little longer than NeoDesk 3 did.

Hey, how about making this an option? I have hard drive space to burn,
and time is money :-). Seriously, I think this would be a good option in
the install program (i.e. to answer the question "Do you want max space
efficiency or fastest harddrive load time", thus allowing floppy and hard
drive users a choice). Alternately, you might consider releasing a "patch"
that uncompresses the .exe file and replaces the loader with one that just
loads. Zoom a zoom zoom.

BTW, while I'm making suggestions, I would really like to seen an option to
check for sufficient space before initiating a copy/move operation (all the
code is there via the "show information" functions, and it could be turned
off via "set preferences"). I don't remember seeing this on the 4.x "new
features" list. This would be really handy when doing a lot of floppy work.

Oh, what the hell. How about caching the floppy FATs to speed up floppy
operations? I really wish ICD would include this with their hard drive
caching routines, as that would be a more logical place. Just enough write
through cache for the current floppy FATs would make a big difference (and
would probably speed up the ability to calculate free space on a floppy,
which would have impact on suggestion 2...).

Hmmm, live video in a corner window would also be quite....ah, never mind :-).
Hey, as far as I'm concerned, anything y'all do to improve upon Neo 3.x
is frosting on a rather large and tasty cake. That is one fine product
there, folks. I suspect I'll find 4.x to be great as well.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3385. Re: Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 05:40:58 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <779077918.3@mettav.exnet>
Source record: 181028

```
It was none other than Erling Henanger that wrote on 2 Sep 94 that ,
EH> The TT does not only outpace the Falcon "only just".
EH> I have both machines, and the TT is overall doing twice as fast as
EH> the Falcon. Or did you mean that the TT is slightly faster than a
EH> Falcon at 32 Mhz ?

The later ,comapring a standard TT against a modified Falcon at 32Mhz.

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (100:1011/0.8)
```

3386. Re: Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 05:44:32 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <779077918.4@mettav.exnet>
Source record: 181029

It was none other than "Roland Givan" that wrote on 3 Sep 94 that ,
>> just).However I choose the Falcon primarily for its sound capabilitys
>> and seldom use TC mode. More important to me was that most of the
>> exciting new software/hardware is definately more geared to the Falcon
>> and apart from the case It is for me the more desirable machine.
"G> Its a case of horses for courses. For you sound was important, as was

true enough , we even can forgiven the old nag's fit for the knackers yard who
seem to prefer to run on the PC courses :-)

"G> software. For me, TT-Hi res was important
"G> (although even the colour modes are very useful), and speed and

what's the display you get in TT-high ? I thought to get a better resolution
out of the TT you really need a graphics card.

"G> memory. So I went for the TT over the Falcon. OTOH I'm hanging onto
"G> an STM to play games ;-)

what you need is a backwards(TT) :-)

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (100:1011/0.8)

3387. Calamus font HEAVEN (or do I need this many to do a flyer)

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 05:58:40 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <779077918.5@mettav.exnet>
Source record: 181030

It was none other than Frederick Matzen that wrote on 2 Sep 94 that ,
FM> I opened my big mouth and said I had a ton of fonts and now
FM> the requests are mounting high (and I LOVE it!) so here are
FM> 4 Calamus fonts (PD) that I find useful and fun.
FM> Horror (Postcrypt)
FM> Mistral
FM> Felt Marker
FM> Krazy
FM> Hope you have fun with them and I'll send up more soon !!

I very good ! But please could you send them to a file site and not post them
in here . I'm sure there are many who found them useful but equally many like
me who needlessly were forced to download a huge mail packet :-(

That way people have a choice ....christ I sound like a Tory politician now :-)

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (100:1011/0.8)

3388. PC emulators for Falcon/TT

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 06:00:35 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <Cvqwoz.qr@hpbbrd.bbn.hp.com>
Source record: 181031

Net.folks,

sometimes PC emulation becomes a necessity, and so I'm thinking about
a PC emulator for a TT or Falcon. I'm not up to date about the state
of PC emulation, tough. Is there a decent 386-based emulator around
which runs Windows in bearable speed? Does somebody already have
experience with such an emulator?

Thanks for any help,

Claus

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

3389. Re: GEM SPOOL

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 06:06:30 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <779077918.6@mettav.exnet>
Source record: 181032

It was none other than "Ofir Gal" that wrote on 5 Sep 94 that ,

>> to find it anywhere or seen any versions between them ,although I
>> think registered users got V2.3 as return for paying.
>> This review ,was it a misprint ?
"G> No it wasn't. Watch out for the next issue - there will be more info

I checked it after posting and It was actually ST User anyway ! And it had a
screen shot aswell so would have been a very 'strange' misprint.

"G> about it. In the mean time you can contact ajl@cix.compulink.co.uk if
"G> you want to register in the UK. A working demo version of 3.2 will be

Is this an update to the old GS 2.2 by the same author then ?

"G> included on the cover disk of ST Review issue 32.

look forward to giving it a test ... I thought 2.2 was very good ,only it
didn't always get on with Pagestream on my ST (Then) or Idealist.

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (100:1011/0.8)

3390. Re: Turbo GIF freezing???

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 06:12:52 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <779077918.7@mettav.exnet>
Source record: 181033

It was none other than Steve Johnson that wrote on 5 Sep 94 that ,
>> Problem I have with T_GIF is that when I drop a file on it (Or DClick
>> a GIF after installing it) it does nothing at all . Straight back to
>> the desktop.
SJ> I had that problem too -- apparently it's a conflict with another
SJ> program (AUTO or .ACC) as booting 'clean' doesn't do this. However,

thats no good then ... I never boot clean if I can help it!

SJ> a conflict with other software because it's even without ANY AUTO
SJ> programs or .ACCs that this happens. Yeah, it's fast, but only at
SJ> displaying crap! <grin> TurboGIF gets a big thumbs-down from me.

If it won't work without disabling autos I'll give it the thumbs aswell then
...afterall your Atari isn't properly dressed without them :-)

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (100:1011/0.8)

3391. Re: ST User - gone! (was: Re: ST Review - gone!)

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 06:16:10 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <779077918.8@mettav.exnet>
Source record: 181034

```
It was none other than "David Stevenson" that wrote on 5 Sep 94 that ,
>> FC> It certainly won't be ST Format, that's for sure.
>> FC> = Frank Charlton : ST Format Software/Hardware Reviewer
>> Biased answer I think ;-)
"S> Indeed, it was Frank that started the "ST Review gone"
"S> misinformation. I wonder if it was deliberate?

NO ,It was Clive (Parker) that started that .

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (100:1011/0.8)
```

3392. SALE: STF coverdisk backups

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 06:27:08 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <779077918.9@mettav.exnet>
Source record: 181035

It was none other than -Unknown- that wrote on 6 Sep 94 that ,

-> When my new hard disk arrives, I will have no use for my backups on
-> floppy. As I am also getting a high density drive, this stack of DDs
-> will be of little
-> use. More than 80 disks, including subscriber disks. Also available

Why ? The HD drive will read/write to DD disks alright ?

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (100:1011/0.8)

3393. Networking Falcon/ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 06:32:12 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <779077918.10@mettav.exnet>
Source record: 181036

I have it in my mind to hook my old STFM onto the Falcon so I can run together and have both of them able to access the programs/data on my harddisk.

I would prefer to avoid tying up the midi ports or the cartridge ports as I have use for them and would really like to make use of the Falcon serial2 (LAN) port perhaps hooking it to the Serial,printer or ASCI ports
of the ST.

Can someone throw some ideas at me as to interesting hardware/software I should be looking at ?

Amongst other things which would no doubt crop up If I got it working I want to be able to use the ST to perform some midi functions along side the Falcon and also use it as a scanning platform to scan in pictures to then use on the Falcon without having to unplug or quit programs on either machine.

Also while on this sort of subject is it possible to have the two machines attatched to the same modem so that I can have the ST (Running MAG!X of course) with Straight fax permanently installed and then be able to run the Falcon as normal ...and operate my mailer software ? I guess I am going to need some 'smart switching box' at best here .. so any ideas
appreaciated with this also.

////
Graham Irvine
grin.mettav.exnet.com

* Origin: Graham's 32Mhz Falcon030 PowerPoint (100:1011/0.8)

3394. Re: Will AT-Speed C16 work on a MSTe?

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 06:51:13 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <34jnt1$2kd@golem.wcc.govt.nz>
Source record: 181037

In article <778875734.0@mettav.exnet>, Colin.Campbell@mettav.exnet.com (Colin Campbell) writes:
>Roger bibbled on 4 Sep 94 to All...
>
> >> just plug in the STe adaptor and pretend that the MSTe is just like a
> >> STe?
> >
> > Colin, I sent you 2 e-mails regarding your sale, I never recieved any
> > replies...
>
>I got _one_ e-mail, Roger and I replied to that on 31/8/94 so you should have
>had it by now... :?

I have never received any e-mails from you at all, may be you should be using CIX..????

That is why I posted here, it looks like that BBS is not working to well...

I was interested in some of that stuff you had for sale, that is all..

But as I can't seem to communicate with you I might as well forget it...

>Col
>
>Gabber system: Col@Bibble.Mettav.exnet.com
>
> * Origin: ~~ Col's Burblings... ~~ (100:101/12.4)

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3395. FOR SALE: Atari ST/TT Software & Magazines : REDUCED

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 06:51:13 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <34jnt1$b4b@canopus.cc.umanitoba.ca>
Source record: 181038
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

NOTE: All prices are suggested, feel free to make an offer, though I
will give first priority to those offering my asking prices.

```
=====================================================================
SOFTWARE
=====================================================================
Ancient Art of War in the Skies.$ 24.00 (xlent Microprose WWI strategy/sim)
Night Shift.....................$ 19.00 (cute fun Lucasfilm platform/action)
Hard Drivin.....................$ 11.00 (no docs)
Zork III........................$ 10.00
Firezone........................$ 9.00
Sherman M4......................$ 9.00
TV Sports Football..............$ 6.00

Michtron BBS....................$ 2.00 (classic bbs software, no box&docs)

=====================================================================
MAGAZINES
=====================================================================

STart magazine:
winter 86, summer 88 (no disk for either)
10/88 (v3.3) - 7/89 (v3.12)
9/89 (v4.2) - 11/89 (v4.4)
1/90 (v4.6) - 6/90 (v4.11)
the above series has disk w/each mag
*** An excellent resource for a beginner/novice! ***
--- 21 issues total + 21 disks.....$23 + shipping

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will
give first priority to those offering my asking prices. If you are
interested in any of the items, please reply via e-mail as soon as
possible. Questions are welcome. All prices are in US dollars.
Buyer pays shipping. Shipping costs are non-negotiable. Volume
discounts available.

--
<Trevor_Cordes@umanitoba.ca> $ Atari TT030 4+4MB/135 $ cds,tapes,comics,rpg,
3rd Year CompSci Honours $ SyQuest 88 & ZyXEL $ software,midi,videos,
University Of Manitoba, Canada $ *Still The Best* $ 4 SALE - E-Mail me...
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
```

3396. Re: Neodesk4/Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 07:30:01 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <34jq5p$30e@golem.wcc.govt.nz>
Source record: 181039

```
] > That's in executing order. It _will_ read floppies to a certain degree,
] > complains big-time all over the disk! It even does this after exiting to
] > normal-GEM-desk! It's not a Geneva problem (Which is an _amazing_ progra
] > I've yet to find any problems with other than the fact I need a better
] > machine so I can run more programs without running out of memory :)
]
] You have the wrong "drive seek" rate set in the NeoDesk Control Panel.
] Click on the floppy icon to change it. Maybe something got garbled during
] the .INF file translation.

I'm not sure about that (Hmmm... let's see....)

Nope, it wasn't that, all it does is generate the different noises due to
seek speed.

Someone recommended I stick NeoLoad.PRG to the end of the AUTO folder
(i.e. last to execute), and after doing this - the problem went away, so
I presume this is what fixed it! I'm not sure why v3.xx and the
combination of v4.xx and the v3.xx control panel didn't cause any
problems though, but using the 4.xx booter, desktop, and control panel
when the NEOLOAD.PRG booter is the last file in the AUTO folder seems
to work fine!

You want bugs!? Here's what I've found so far :)

Bugs:

VERY quickly returning to the main-menu bar after selecting say, the
"Install Application" function from the "Options" menu will cause the
menu-item list to overwrite the dialog box either merging itself
in-front of & behind (at the same time) of any windows behind it, or
overwriting the dialog whilst it's being drawn causing the dialog to
have a chunk of the menu stuck in it which moves around with the dialog.
It's a lot easier to do this with NVDI loaded due to the dialogs drawing
faster!

In the "Program Information File" "Parameters" dialog, the last line of text
overflows the dialog.

Saving preferences does not save the current file-sorting mode in windows.
(e.g. If saved as "Sort by size" after re-booting it will return to
"Sort by name".)

If a group-window is open & preferences are saved, then re-booting will
cause the group-window to be replaced with the window of the directory
where the .GRP file for the appropriate group is located.
```

If the icons in a group-window are "snapped" then any icons that aren't over-written by the re-ordered icons will not be un-drawn whether or not that icon has been shifted (e.g. PFX-Pack is an icon, it's snapped and is shifted from the middle of the window to the top left. The original icon stays in the middle but it also appears in the top left. The top-left (snapped) icon is the real one, and the original is just an on-screen graphic that is unselectable etc. This is best seen with a lot of icons on the screen. It can also do this on the normal desktop when there are 10+ icons all over the place.

After formatting a disk the info' dialog usually appears, but if after entering the volume-label another disk is formatted the info' dialog doesn't appear afterwards. (Does for the 1st disk but not the 2nd disk etc.) For this to happen the 2nd disk must be formatted without exiting the "Format Disk" dialog and selecting format again.

(Tested in ST-Medium with NVDI v2.50 on a 2meg STE (non-enhanced)).

None of them effect operation too much, mainly just cosmetic, but there you are!

Apart from small glitches which will no doubt be eradicated soon enough, it's a great program!

3397. Re: WANTED: ELITE II Bug Fix and PhotoCopied DOCs!

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 08:09:30 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <34jsfq$3e2@golem.wcc.govt.nz>
Source record: 181040

] I no longer have my manual for Frontier Elite II, it wore out quickly. You
] would think when you pay $50 for a brand new, complete set copy of a Great
] game like Elite II, they would make a maual that lasts. Anyhows, the manual
] is hopeless, so could someone send me a photocopy set of the manual? I
] need it to play the game. Also, does someone have the Bug Fix or Bug Fixes
] for Elite II. Please let me know, I'd like to get it.

!? The manual looked just as solid as any other I've seen, and I've
Never heard of one "wearing out".... What bug-fix anyway? AFAIK
there isn't one!

How about posting something from the disk-label such as serial number!?

3398. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 08:55:46 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.778928146@acp5>
Source record: 181041

larry@pitbox1.hb.north.de (Lars Michael) writes:

>Even the old Sun 3/50 used 68020 processors.

Yes, that's true but these machines also had a PMMU board.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

3399. Re: Wanted: text editor as an ACC

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 09:40:28 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Sep7114028@issan.informatik.uni-dortmund.de>
Source record: 180902

In article <34gn2c$smh@mailer.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
|> Fortunately, vi exists for every machine known to man (hmmm, rather
|> suspicious, kind of like an editor virus... :-).

Btw, GNU Emacs is known to be the most widely ported program ever,
according to an article i read last week (sorry, i don't remember
where, probably gnu.misc.discuss).
--
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

3400. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 09:51:22 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Sep7115122@issan.informatik.uni-dortmund.de>
Source record: 180904

In article <34itrr$rda@ugle.unit.no>, erlingh@nova.pvv.unit.no (Erling Henanger) writes:

|> Larry@pitbox1.Hb.North.De,
|> In a message on 5 September, wrote :

|lU> In <34dhaa$lj5@jadzia.CSOS.ORST.EDU>, John Thaanum writes:
|lU> >I keep hearing about how Unix needs a PMMU, and good memory protection,
|lU> >But back when I started college (1987) the university had a number of
|lU> >Tektronics workstations that were based on an '020, and they ran just fi
|lU> >unless too many users tried to run Smalltalk simultaneously. Are there
|lU> >other ways to implement the environment required for Unix that might be
|lU> >overlooked?
|lU>
|lU> Even the old Sun 3/50 used 68020 processors.

|> But they also had a MMU. I am not sure if it was motorola's 68851 or if it
|> was a MMU specially designed by SUN, but anyway the 68851 is the chip
|> that got some of its functionality built into the 68030 (not all).

Wasn't there also the Sun2 which had an 68010 in it? And then, what a
cpu had the Sun1 (if it existed at all)?

--
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

3401. HP 520 Ink Printer

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 09:54:09 UTC
From: stud22@sun1000.ci.pwr.wroc.pl
Message-ID: <34k2k1$c96@sun1000.ci.pwr.wroc.pl>
Source record: 180903

Can I connect HP 520 to my Mega ST ? Need I drivers ? Are there any drivers
(GDOS, Calamus ...) for HP 520 ?

3402. Spectre & MacTCP/PPP

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 10:11:54 UTC
From: arch@insane.apana.org.au
Message-ID: <arch.778932714@insane.apana.org.au>
Source record: 181043

Hi.

Is anyone out there running MacTCP in Spectre mode?

If so, *please* let me know how it was accomplished.

I'd be interested to hear from any Spectre users, especially anyone
running the Mac emulator on a TT.

I have a 4 meg STFM, TOS 1.2 and Megafile 44.

Cheers,
--
Arturo Larizza |Nothing exists, save for atoms and the void.
arch@insane.apana.org.au |_Democritus_

3403. SLIP/PPP and Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 10:23:45 UTC
From: arch@insane.apana.org.au
Message-ID: <arch.778933425@insane.apana.org.au>
Source record: 181044

My internet provider offer slip/ppp access and I am *very* interested in
any info which will allow me to take advantage of this.

STFM 4 meg, TOS 1.2

I asked my system administrator and apparently, ka9q won't do.

Please help.
--
Arturo Larizza |Nothing exists, save for atoms and the void.
arch@insane.apana.org.au |_Democritus_

3404. Screensaver that works with Cbase Audio on Falcon Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 10:25:22 UTC
From: davecook@cougar.multiline.com.au
Message-ID: <34k4ei$daq@cougar.multiline.com.au>
Source record: 181045

Hi all

I have been asked to try and find a screensaver that works with Cubase Audio on the Falcon. As far as I know no screen enhancers (NVDI or ScreenBlaster/BlowUp) are being used.

Can anyone suggest one and tell me where I can find it on the net??

Thanks in advance,
Dave

--
+---+
| Dave Cook Perth, Western Australia |
| Internet: davecook@cougar.multiline.com.au |
| Fidonet: 3:690/254.0 |
+---+

3405. Re: M-GUCK..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 11:09:03 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <34k70f$nua@msuinfo.cl.msu.edu>
Source record: 181046

In article <34hk1t$ij9@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>There are 2 programs in the archive, one looks like a patch program
>for version GUCK18b, but I have never seen this version of GUCK..
>
>The other program is M-GUCK.PRG, this looks like it could be a TSR,
>so can any one help with this Patch...??

Roger,
I don't know exactly what files you have, but I tried Guck out once, and what I found was that the second program in the archive was an installer. You simply put Guck and the installer in whatever directory you want and then run the installer. This installs Guck as the default document (*.*) displayer in your DESKTOP.INF (or NEWDESK.INF, and I think it worked with Neodesk and Gemini too). Perhaps the second program you have is this installer?

Regards,
Tom
hopper_t@msupa.pa.msu.edu

3406. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 11:24:16 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Sep7132416@issan.informatik.uni-dortmund.de>
Source record: 181047

In article <Cvpwxx.HKv@world.std.com>, azog@world.std.com (azog) writes:

|> steve@earth.ox.ac.uk (Stephen Usher) writes:
|>> In article <CvKvwu.zt@world.std.com>, azog <azog@world.std.com> wrote:
|>>> tober@alkinoos.sdf.luth.se (Mats Sandstrom) writes:

|> [... stuff ...]

|>> For 0.9pl2 you need the 0.9 atari bootstrap program else the thing won't
|>> boot ever. Also the binary of the kernel available doen't work on the
|>> Atari's, it merely locks up the machine. You have to build a version using
|>> the sources then it'll run.

|> Ok, this clears up some loose ends I didnt know what to do
|> with. Where can I get the 0.9 bootstrap? I assume that is also
|> somewhere in source form.

It's included in the linux source tree under tools/atari, under the
name bootstrap.c. You should be able to compile it from the toplevel
Makefile by saying `make atari_bootstrap'.

|> I need to finish gather some essentials, like gcc, which I assume
|> resides in the bin tree under 680x0 in tsx-11. I can compile the
|> 0.9pl2 kernel under what I have now, rather than trying to compile
|> it under MTOS (I tried previously with an even older kernel, 0.2? and
|> it was a whore)

|> btw: to all interested in atari linux, Ive gotten a pretty stable
|> system running on my machine now. I am using the 0.3 bootstrap and
|> kernel, but have gotten the latest filesystem stuff: root and usr.
|> The kernel in the root image reports 0.8? Anyways, Ive put together
|> a document describing the steps I took, would there be any interest
|> in this file?

There is also a complete cross compiler for linux to be run under MiNT
available as
ftp.germany.eu.net:pub/comp/atari-st/gnu/linux-gcc-cross.tar.gz
ftp.germany.eu.net:pub/comp/atari-st/gnu/linux-gcc-cross.readme
--
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

3407. Re: WANTED: ELITE II Bug Fix and PhotoCopied DOCs!

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 11:55:45 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <34k9o1$57t@golem.wcc.govt.nz>
Source record: 181048

In article <34h91n$nda@linda.teleport.com>, bensmith@teleport.com (Benjamin Smith) writes:
>I no longer have my manual for Frontier Elite II, it wore out quickly. You
>would think when you pay $50 for a brand new, complete set copy of a Great
>game like Elite II, they would make a maual that lasts. Anyhows, the manual
>is hopeless, so could someone send me a photocopy set of the manual? I
>need it to play the game. Also, does someone have the Bug Fix or Bug Fixes
>for Elite II. Please let me know, I'd like to get it.
>
>Please reply in E-Mail because I don't read the Newsgroups regularly. My
>InterNet Address is: bensmith@teleport.com or call Ben voice anytime at
>(503)256-9974.
>
>--Thanks--
>---Ben---
>--

Please tell me that you have the real thing and not just a copy of
Elite II...??

If one finds that your Pagers are getting worn, you just go get a copy of those
pages, they only the copy gets warn...!!!!

There are no patches of fixes for Elite II...

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3408. Re: Patches for the TT

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 11:58:56 UTC
From: ianm@lsupoz.apana.org.au
Message-ID: <34k9u0$jep@lsupoz.apana.org.au>
Source record: 180991

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: I'm after a few of utilities for my 'new' TT. Anybody know where I can get
: these from?

: 1) Screensaver that works in TT-Hi

A little program called TT-Artist, available on atari.archive.umich.edu
in the "Tt" section.

: 2) .CPX which allows inverting of screen in TT-Hi

Pass.

: 3) A 'no click' program for the AUTO folder which turns the keyclick off.

Just use the "General Setup" CPX and turn keyclick off there, then save
the configuration.

: Roland.

--
Ian Mackereth | His .sig bore this strange device:
ianm@lsupoz.apana.org.au |
or Fido 3:712/520 | "Excelsior!"

3409. Re: VT100 & FLASH 1.6..

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 12:34:55 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <pY+RONv.lmcclure@delphi.com>
Source record: 181049

In a message dated 9-4-94, Roger Sheppard said:

"Some times when I log off, FLASH 1.6 gets its self locked
in the VT100 graphics or extended character mode, is there
a easy way to get out of this, with out having to re-run
FLASH..??"

I suggest reissuing the "MOde" command, switching to another terminal mode, and then back to the one you were using. I have never had this problem myself with Flash 1.6, however, so I make no guarantees this will solve the problem.

3410. Re: HP 520 Ink Printer

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 12:52:43 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <34kd2r$dik@ra.ibr.cs.tu-bs.de>
Source record: 180951

laboratorium dydaktyczne (stud22@sun1000.ci.pwr.wroc.pl) wrote:
: Can I connect HP 520 to my Mega ST ? Need I drivers ? Are there any drivers
: (GDOS, Calamus ...) for HP 520 ?

1: Yes, it's easy.
2: Yes, unless you only want to print ASCII text
(Even then you have to convert Atari-ASCII to PC or HP-Roman 8)
3: Yes, every driver designed for a Laserjet or Deskjet will
work. It's called compatibility:-)
No, these drivers wont support 600*300 DPI. This is only for
internal fonts.
3a. There is a very good DVI-driver called DVI 2.20.

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

3411. Re: GCC and the STe...

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 13:00:24 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.G69XoUG0Z1g@semprini.waterloo-rdp.on.ca>
Source record: 180953

In <34cro7$l1b@cville-srv.wam.umd.edu>, He whose name must not be spoken... writes:
> I have recently been trying to get GCC installed on my Atari STe, and
> have not had much success. I am using v2.5.8, and seem to recall reading
> a while ago that some recent versions of gcc will only run on a 68030 or
> higher. Does anyone know if this is the case? If so, what version should
> I be running on my 68000, and where can I find it (wuarchive seemed to only
> have 2.5.8). Thanks!

2.5.8 was the ONLY version of 2.5.x to produce usable 68000 code, so
you're home-free!

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3412. Re: Neodesk4/Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 13:15:48 UTC
From: rflashma@mtholyoke.edu
Message-ID: <34kee4$oj4@mudraker.mtholyoke.edu>
Source record: 180956

Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
> Rick Flashman (rflashma@mtholyoke.edu) wrote:
> >
> > There is a brief delay after loading to uncompress the NeoDesk executable
> > code. This was actually introduced in NeoDesk 3. This makes the
> > NEODESK.EXE file substancially smaller and actually speeds up loading on
> > floppy based systems (were uncompressing is faster than loading). NeoDesk
> > 4, however, does have a slightly more efficient compression routine which
> > takes a little longer than NeoDesk 3 did.

> Hey, how about making this an option? I have hard drive space to burn,
> and time is money :-). Seriously, I think this would be a good option in
> the install program (i.e. to answer the question "Do you want max space
> efficiency or fastest harddrive load time", thus allowing floppy and hard
> drive users a choice). Alternately, you might consider releasing a "patch"
> that uncompresses the .exe file and replaces the loader with one that just
> loads. Zoom a zoom zoom.

As you said "time is money". It is not as simple as "decompressing the
exe". The method we used (optimized for both speed and the fact that
multiple accesses are made to the exe file for a number of different
purposes, including the Geneve-emulation code and the Icon Editor) is
rather complex and would require substancial additional development to
change (and then keep compatible, imagine trying to support two
versions). We made what we felt was the best choice from what we had to
work with and with the limited development time we had.

> BTW, while I'm making suggestions, I would really like to seen an option to
> check for sufficient space before initiating a copy/move operation (all the
> code is there via the "show information" functions, and it could be turned
> off via "set preferences"). I don't remember seeing this on the 4.x "new
> features" list. This would be really handy when doing a lot of floppy work.

This wasn't added due to speed considerations (it is REALLY slow on an
Atari). But we do have the ability to automatically keep in memory the
files that were part of such a copy/move operations (they are placed in
the File Clipboard). This gives you a greater functionality to deal with
this type of problem.

> Oh, what the hell. How about caching the floppy FATs to speed up floppy
> operations? I really wish ICD would include this with their hard drive
> caching routines, as that would be a more logical place. Just enough write
> through cache for the current floppy FATs would make a big difference (and
> would probably speed up the ability to calculate free space on a floppy,
> which would have impact on suggestion 2...).

That type of feature isn't in there so that you CAN run external programs
like you describe. ;-)

> Hmmm, live video in a corner window would also be quite....ah, never mind :-).

Actually, with all the hooks into Geneva and NeoDesk 4, someone who write
that would not have to worry about all the windowing code...;-)

> Hey, as far as I'm concerned, anything y'all do to improve upon Neo 3.x
> is frosting on a rather large and tasty cake. That is one fine product
> there, folks. I suspect I'll find 4.x to be great as well.

Thanks, we appreciate it!

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

3413. Re: Neodesk4/Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 13:20:29 UTC
From: rflashma@mtholyoke.edu
Message-ID: <34kemt$oj4@mudraker.mtholyoke.edu>
Source record: 180957

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
>] > That's in executing order. It _will_ read floppies to a certain degree,
>] > complains big-time all over the disk! It even does this after exiting to
>] > normal-GEM-desk! It's not a Geneva problem (Which is an _amazing_ progra
>] > I've yet to find any problems with other than the fact I need a better
>] > machine so I can run more programs without running out of memory :)
>]
>] You have the wrong "drive seek" rate set in the NeoDesk Control Panel.
>] Click on the floppy icon to change it. Maybe something got garbled during
>] the .INF file translation.

> I'm not sure about that (Hmmm... let's see....)

> Nope, it wasn't that, all it does is generate the different noises due to
> seek speed.

> Someone recommended I stick NeoLoad.PRG to the end of the AUTO folder
> (i.e. last to execute), and after doing this - the problem went away, so
> I presume this is what fixed it! I'm not sure why v3.xx and the
> combination of v4.xx and the v3.xx control panel didn't cause any
> problems though, but using the 4.xx booter, desktop, and control panel
> when the NEOLOAD.PRG booter is the last file in the AUTO folder seems
> to work fine!

There's no special code in the NeoDesk control panel. However it does set
the seek speed. I was able to duplicate your problem (in either NeoDesk 3
or 4) by setting the wrong seek speed. Other than that, we haven't had
any reports of this nature.

> You want bugs!? Here's what I've found so far :)

Just to make myself perfectly clear. I don't want bugs. ;-)

> Bugs:

I'll reply to these in a separate message. I want to talk with the office
and see what we have on these.

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

3414. Re: Spectre 3.1 ?

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 13:55:23 UTC
From: avg@cwi.nl
Message-ID: <CvrIoC.3n@cwi.nl>
Source record: 180960

jthomas@mitre.org (Joe Thomas) writes:

>Gadgets by Small's official customer-service hangout has traditionally been
>GEnie. In March or April, Dave Small posted a message there saying that 3.1
>was done, code-frozen, finished, just-waiting-for-the-manual-to-be-printed.
>It was the first time he'd posted in about a year. There's been no word from
>him since, although several people have asked about the status of 3.1 since
>then.

>The Gadgets area on GEnie still has a welcome message asking people to pardon
>their mess while they prepare for an exciting 1993. It's not an encouraging
>picture.

This is probably because the market has reversed. It has now become
much more interesting to build an Atari emulator for the (power)
macintoshes than the other way round. That is, IMROFHO. There
aren't many TTs around and who wants to use his old ST to run a very
old version of the Mac system at at very low performance? A Mac at
Falcon price, I expect, would be much quicker.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

3415. Re: Small requests to S/W devellopers

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 14:41:06 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9409071352.AA03983@ilmen.lanl.gov>
Source record: 180918

In article 23946MOETIXIGIVHBIJ@ars.ath.forthnet.gr, biofotos@ars.ath.forthnet.gr () writes:

>I wonder why isn't there a strong general purpose database [...]

>there is nothing similar to EXCEL in the ATARI platform. [...]

>[...] I want some cheap and good software.

>the ATARI wordprocessor [...] is overpriced. [...]

>I have many programs legal and some pirated (cause I can't find them in
>anyother way here in Greece) [...] ^^^^^^^

>I have cocluded is that in ATARI market we have many - many just good
>programs but little VERY GOOD ones. I just wonder why ....

I think maybe you have answered your own question, Spiros. ;-)

Even in Greece, I'm sure you can still purchase software via mailorder. It may not be as -easy- as stealing, but it's still available. Rampant piracy is not the primary reason for Atari's woes, but it didn't help.

>I don't want to attack or insult anything or anyone.

Then kindly avoid making references to your pirated software, OK? A lot of developers read this newsgroup too, and while we are obviously aware that many users pirate software, we still don't like to read about it.

>I just want things to change a little for the best of all.

Ah... but don't we all?

Cheers,

-Hutch- @ Fair Dinkum Tech

3416. Re: Calamus font HEAVEN (

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 14:47:43 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9409071359.AA03988@ilmen.lanl.gov>
Source record: 180961

THANK YOU to those who have made logical (and polite) requests for readers of this newsgroup to follow the rules and not post huge uuencoded files here.

Doing so -is- improper and discourteous to others, especially those who must pay for their Usenet access.

If you have such a file you would like to make available to others, then just post a notice here and upload it to the .binaries or .sources groups, or else simply email it to those that request it.

A little courtesy and cooperation goes a long way...

Cheers,

-Hutch- @ Fair Dinkum Tech

3417. Re: Calamus font HEAVEN (or do I need this many to do a flyer)

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 15:04:01 UTC
From: s9205525@otto
Message-ID: <34kkp1$f1i@aggedor.rmit.EDU.AU>
Source record: 180962

: > : : Please don't post 100k of Calamus fonts here. I do not use Calamus, yet
: > : : had to pay for the on-line time to get your font.
: > : :
: > : : How long does it take your site to uudecode a file Ofir????
: > : : Keep sending them up Frederick (no matter how big the file) It only
: > : : took 3 - 4 minutes for it to be inside my hard drive. And BTW thanks
: > : : for Postcrypt its a great fun font 8-)8-)8-)
: >
: > Your lucky. I've gotten 2 pieces of mail from this WHINER and answered
: > both. Even tho his attitude is less than pleasant mine has been in the
: > most chivalrous air. Until now.

: I don't follow the reference to uudecoding speed (why would that make a
: difference?), but uploading large hunks of nonreadable data to textual

: If you read his (gal's) message, he states that he is paying for online
: time NOT by the byte, so if he is uudecoding, then that takes time
: (even if it takes sweet bugger all time).

: newsgroups is simply not cool, because some folks have to pay for each byte
: (whether is it useful readable information, or not).

: Well he should know how long the text is going to be, by looking at his
: news reader, it will tell him how many lines there are. I will stand up
: for Frederick in this instance, because it is clearly stated that it
: is a CALAMUS FONT, and if Gal does not use calamus as he state's, then
: what is the point of having the fonts???? They cant be used on any other
: DTP program. I think Ofir Gal is just having a winge for the sake of it.

: I am not in that
: situation, but I could see being rather pissed if I were. That is one
: reason why there are binary groups.

: This and other proper net behavior is
: laid out quite clearly in the net.etiquette documents that most sysadmins
: ask their newbie users to read before blundering out onto Usenet and making
: asses of themselves.

: We learn by our mistakes 8-)

: solution: If you email me uuencoded versions of Atari related files, with
: a small description, I'll put them on atari.archive.umich.edu for everyone
: to get via ftp/email. That is an open invitation to all, BTW.

: Trying to get into Umich is a bit of a joke dont you think???
: And as for ftp'ing via a mirror, it can be so sssslllloooowwwwww (and I'm
: running at 9600!!!) Alt.binaries would be so much quicker 8-)

: .....John Moon s9205525@otto.bf.rmit.edu.au

3418. Re: MicroSoft Word Capatibility

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 15:07:34 UTC
From: roymcp@freeport.uwasa.fi
Message-ID: <34kkvm$6ub@zippo.uwasa.fi>
Source record: 180963

In a previous article, cf580@city.ac.uk (WRIGHT T J) says:

[..lots of posts about RTF and Word Processors..]

>Ho hum. This isn't exactly on topic, but it's close enough. My current
>SO is looking at buying a cheap word processing system, and I figured
>that an ST would possibly fit the bill.
>
>The problem is that (a) she'll have to print out from a PC running
>Wordperfect, which necessitates transfering text, and secondly she
>has to be able to type in french.
>
>Now, I ran a quick check in first word plus, and converting french
>characters using the utility 1WP2RTF.TTP converted the text into
>RTF quite nicely. The problem is that occasionally this utility
>has lost text when I tried to use it (or potentially the brain
>dead PC at the other end lost it instead) and secondly, entering
>french text into 1WP isn't exactly quick, especially on a medium
>res screen. So, could someone recommend a good, cheap (or cheap
>to register shareware) word processor which works okay with french
>text, and which can talk to PC's without losing the accent information?
>
>Thanks. :)
>--
>Tim Wright - T.J.Wright@city.ac.uk

Again, I'd say try out Marcel before before buying a commercial package. I've heard it's really easy to access international characters with this program, though I've personally only briefly looked at it. (I didn't like its looks, but it seemed a very capable shareware package. I'm just too fond of WordWriter :)

All the best

Roy
--
I . __ : roymcp@freeport.uwasa.fi : Roy McPartland - From Liverpool I
I <;\/// : ag948@freenet.hsc.colorado.edu : Life's what happens to you when I
I ___\ : roymcp@freenet.fsu.edu : you're busy making plans. I
I___/ ___: ag891@freenet.carleton.ca : +----------------- John Lennon I

3419. America On Line. It works with Spectre GCR!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 15:44:14 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <1702A7AE7S86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 180964

Thanks to everyone who were helped me with my questions about getting Spectre GCR to drive my Atari modem on a Mega STe. I got the America On Line (or more specifically, Mercury Center) software to work on my Mega STe in the Mac mode using Spectre GCR 3.0. I have my modem hooked up to the MODEM port on my computer, and to my surprise, when I logged on to America On Line, it worked like a champ. BTW, I understand regular ST and STe computers do not have a MODEM port, only a SERIAL port, and I'm told this also works well using Spectre GCR. After I got logged onto Mercury Center (and AOL), I immediately cancelled my subscription to GEnie - the "official" Atari service. I found GEnie to be very confusing to use, and not useful. And their Atari support is getting less and less, for obvious reasons. As much as I hate to admit it, Dave Small's Spectre GCR has really extended the useful life of my Atari, because AOL won't work on an Atari. I grudgingly compliment Small because his customer support is non-existent, and his bulletin board on GEnie is so out of date it's not even worth reading. --Mark van Wyk

3420. Re: These cheap 32Mhz 68030 upgrades for Falco

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 15:54:18 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <34knna$jld@vishnu.jussieu.fr>
Source record: 180965

Here in France, you can buy some accelerators for the Falcon. I just saw
the price of two of them yesterday. One is 980 FF, which is nearly 200$, but taken into
account the ratio between US prices and their equivalent in France, it would be 100$....
For this price, you get a 40MHz 030, and, but I'm not 100% sure, a 18MHz bus (instead of
16MHz), and many switch allowing to change the speed from the normal one to the fastest.
These accelerators are made in Germany. The retailer told it was very hard to install
(instal-
ling price not included !)

MB.

3421. Re: Turbo GIF freezing???

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 16:18:52 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EIHQBHUQUp@dksoft.ping.dk>
Source record: 181000

In <778731874.1@mettav.exnet> Graham Irvine wrote :

>It was none other than Stuart David that wrote on 31 Aug 94 that ,
> SD> Does anyone else have this problem??? I'm running a falcon with tos
> SD> 4.04 (and a VGA monitor- well actually, a multisync).
>
>Problem I have with T_GIF is that when I drop a file on it (Or DClick a GIF
>after installing it) it does nothing at all . Straight back to the desktop.
>

Try install it as an application on the desktop. I have it running like that
and everytime i doubbleclick on a gif file, T_GIF loads and show the file
very fast.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

3422. Fax program for ST/STe

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 16:38:55 UTC
From: kevinl@mv.mv.com
Message-ID: <Cvrq8w.H6B@mv.mv.com>
Source record: 180982

HI!

I am in need of a decent FAX program for my Atari STe (4megs ram),
I have a ZOOM 14.4 fax-modem. I have found a couple of fax programs
out there on the net, but most are in German and not much help for me.

So if someone can tell me where I can find a good English fax-modem program
for the ST or the file name it should be, I would really apprecaite it.
Something in the shareware/freeware catagory I would prefer, but I am
prepared to purchase somethign if it is highly recommened as well
Thanks for your help!

Please EMail responses as I cant usually keep up with net news!

Kev

kevinl@mv.mv.com

3423. What's with BOOM demo for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 16:40:33 UTC
From: sccoe@ucscb.UCSC.EDU
Message-ID: <34kqe1$jdg@darkstar.UCSC.EDU>
Source record: 180966

I tried installing this game (boomprev.zip or something), and it sounds pretty cool, but when I try to run it, even with NOTHING installed, it says "Not enough memory". This is with 3.5 megs available or something. Do you really need a 14meg machine to run it?

3424. Falcon Hard Disk Recording

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 16:47:20 UTC
From: pl4266@u.cc.utah.edu
Message-ID: <34kqqo$hr3@u.cc.utah.edu>
Source record: 180967

Hello!
First I would like to thank everyone who outlined the Falcon specs for me, I really found it extremely valuable. I want to do HD recording with the Falcon. I found one I can buy, after all the advice. I still have one problem. I went to look at the falcon expecting to see two sets of RCA jacks for stereo audio in and stereo out. I saw instead a 1/8" mini-jack that had a microphone symbol. Another with a headphone symbol and a "DSP" port. I went to our local music dealer to see if he had Cubase audio available for Atari. The man jumped up and down in circles screaming and waving his hands clearing atleast 3 feet and shouted a mocking song and dance about Atari fans who think they can do multi-track disk recording and sequencing without special sampling hardware (Yamaha CBX) on their Falcon. He swore to God and back that the Atari would be the wrong tool for the job and insisted I buy an A/V (or Power) Mac or a PC and also buy a $3000 DSP I/O processor (Yamaha CBX). So, I'm asking soberly for help in my final decision...
- Is the falcon's audio input MONO?
- What is the Impedence of the audio ports?
- What do I plug into the DSP port?
- How many Tracks can I hear at once with CUBASE AUDIO?
- Do I really need to buy a $3000 DSP/ SCSI processor to do professional quality recording with a FALCON ?
- Is the 68030 processor dast enough to handle 16 bit stereo Playback and Stereo Recording ?

I know many Atari users swear by the viability of the computer as a legitimate platform, this is your chance to prove to me that this computer means business! It is time to prove that the Atari really is a powerful professional recording tool or that the HD Recording claim is just a buzword and about as useful as a dictaphone. I am as loyal as this computer proves it can meet my needs. I'm not trying to attack Atari as a platform, actually I'd really like to believe it is as good as it sounds, if it is for real.
Thanks Again,
Paul Luscher

P.S. Where can I get CUBASE AUDIO...Address? Phone number?

Paul.Luscher@m.cc.utah.edu

3425. Re: Spectre & MacTCP/PPP

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 16:49:43 UTC
From: troyc@bnr.ca
Message-ID: <34kqv7$c28@bmerha64.bnr.ca>
Source record: 180981

In article <arch.778932714@insane.apana.org.au>,
Arturo Larizza <arch@insane.apana.org.au> wrote:
>Hi.
>
>Is anyone out there running MacTCP in Spectre mode?
>
>If so, *please* let me know how it was accomplished.
>
>I'd be interested to hear from any Spectre users, especially anyone
>running the Mac emulator on a TT.
>
>I have a 4 meg STFM, TOS 1.2 and Megafile 44.

Well, I used to run MacTCP with SLIP. The most important thing I remember is
that you must set the emulator to a Mac 512K. It will not work as a Mac Plus.

Other than that, I don't remember much. It was over a year ago that I set
this up, with lots of help from a Mac guru.

I did try PPP with MacTCP, but I have not gotten that to work yet. It might
possibly be a system 7 only MacTCP module.

Troy Carpenter
Bell-Northern Research
Atlanta, Georgia
troyc@bnr.ca

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

3426. Re: Spectre 3.1 ?

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 17:50:23 UTC
From: paul@vega.ame.arizona.edu
Message-ID: <34kugv$gct@news.CCIT.Arizona.EDU>
Source record: 180968

In article 3n@cwi.nl, avg@cwi.nl (Annius Groenink) writes:
> jthomas@mitre.org (Joe Thomas) writes:
>
> >Gadgets by Small's official customer-service hangout has traditionally been
> >GEnie. In March or April, Dave Small posted a message there saying that 3.1
> >was done, code-frozen, finished, just-waiting-for-the-manual-to-be-printed.
> >It was the first time he'd posted in about a year. There's been no word from
> >him since, although several people have asked about the status of 3.1 since
> >then.
>
> This is probably because the market has reversed. It has now become
> much more interesting to build an Atari emulator for the (power)
> macintoshes than the other way round. That is, IMROFHO. There
> aren't many TTs around and who wants to use his old ST to run a very

Well, I, for one, have a TT and have been running Spectre on it for
nearly 3 years now, and I'm getting tired of waiting for the features
(SCSI, TT-RAM support) that were promised when I bought it....

-Paul Harris @ @
paul@vega.ame.arizona.edu ___/

3427. Re: Wanted: text editor as an ACC

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 18:15:37 UTC
From: incp@sun.rz.tu-clausthal.de
Message-ID: <1994Sep7.181537.362@gomorra.rz.tu-clausthal.de>
Source record: 180969

```
dowdle@delphi.com wrote:
: Hello,
:
: > And both look pretty silly compared to Edith (latest version).
:
QED also runs as an ACC. Its latest version is 3.10 (AFAIK)

bye,
Chris
--
+----------------------------------+--------------------------------------+
| Christian Perle | So, if you feel a little glum |
| Schulstr. 13 | to Hergest Ridge you should come |
| 38678 Clausthal-Zellerfeld +----------------------Mike-Oldfield----+
| Germany | ComputerGuitarKitesBicyclesBeerPizza |
+----------------------------------+--------------------------------------+
```

3428. Re: Upgrading 520ST memory

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 18:23:26 UTC
From: eesrmtw@brunel.ac.uk
Message-ID: <Cvrv33.lr3@brunel.ac.uk>
Source record: 180909

In article t5m@mailer.fsu.edu, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
> I have a 520STFM that I would like to upgrade to at least 1mb. It has a
> rev. D motherboard. There is one row of 16 chips on the bottom edge of the
> board, with another 16 places for chips above them. These have solder
> filling the holes, but appear to have traces and such going to them.
>
> I found some instructions on a.a.u.e that tell how to upgrade such a
> machine to 2.5mb using 2 1mb SIPPs and some serious (to me, at least) work.
> I would be willing to live with just 1mb if it were easier.
>
> So, can I just fill those empty 16 places with chips?
>
Yes. You may also have to add a few resistors, depending on exactly when your
ST was made (sometimes they were fitted, sometimes not). You should be able to
identify these fairly easily, as there will be an identical set connected to the
existing chips.

> Is it feasible to suck the solder out of those holes and put chips in there?
> I'm not an experienced solder person, but I'm willing to try if it is a
> task that one might hope to be successful at :-).
>
I assume from your description that you have a motherboard designed for through
hole RAM chips, in which case there should be no problem. I recommend that you use
desoldering braid, rather than a solder sucker - my experience with solder suckers
is that they tend to suck up the PCB track as well as the solder. Place the end of
the braid on the hole, place the soldering iron tip on top, allow to heat up for a
few seconds, gently rotate the braid under the tip (don't apply too much pressure
on the soldering iron, otherwise you may damage the PCB track), and the hole should
clear. You may need to do this from both sides of the board. The main thing is to
take your time, but never spend too long on one hole - the tracks will lift up from
the PCB if you get them too hot. If you can find an old circuit board to practise
on first, so much the better.

An alternative, and quicker, solution is to get a 512k x 8 SIMM and wire this to
the PCB (using short wires). You can then stick the SIMM to the PCB using double
sided sticky tape, glue, or whatever else you like.

If your motherboard is designed for surface mount components then forget fitting
individual chips - the SIMM option is the one to go for.

> Are there any other steps, or will the machine recognize the additional
> 512k automagically if I do this?
>
That's it. If you have any more queries, please feel free to mail me.

Martin

P.S. Try to borrow a temperature controlled soldering iron with a reasonably fine tip - it will greatly increase the chances of success!

3429. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 18:30:18 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <34l0rq$qod@ugle.unit.no>
Source record: 180908

Schwab@ls5.Informatik.Uni,
In a message on 7 September, wrote :

sU> Wasn't there also the Sun2 which had an 68010 in it? And then, what a
sU> cpu had the Sun1 (if it existed at all)?

I am not sure about the Sun1 (if it existed), but I remember reading about
a 68000 system which used 2 68000 running in parallell in order to do
virtual memory. When the "real" processor bus-error'ed, they used the other
one to get the necessary status information in order to restart the 1st one
after doing the appropriate swapping :)

Erling

3430. Re: Postscript Previewer?

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 19:06:55 UTC
From: jwatkins@cix.compulink.co.uk
Message-ID: <Cvrx3J.MKt@cix.compulink.co.uk>
Source record: 180970

>>
>>I don't know much about Composcript, I think it's quite expensive (but
>>it's also apparently quite good).
>
>That is primarily because there are 35 licensed (high quality) Type 1
>fonts in the package. Quality fonts will always be expensive, alas.
>
What about an old version of Adobe Type Manager (for the PC). Won't that
have the full set of PS fonts? I'm sure that second-hand or bin-ends can
be got for little, especially given the extensive bundling of ATM with
many packages.

John.

3431. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 19:23:46 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.94Sep7122346@hpbbrn.bbn.hp.com>
Source record: 180929

>Linux won't ever run on a normal ST because like every Unix it needs a
>processor with PMMU, i. e. it needs a 68030 at least.

John> I keep hearing about how Unix needs a PMMU, and good memory protection, etc.
John> But back when I started college (1987) the university had a number of
John> Tektronics workstations that were based on an '020, and they ran just fine
John> unless too many users tried to run Smalltalk simultaneously. Are there
John> other ways to implement the environment required for Unix that might be
John> overlooked?

Virtual memory doesn't require a MMU. It does require the ability to trap
an illegal memory access and to restart the processor *in the same state* as
before the trap. The 68000 doesn't have that ability; the 68010 and all latter
680x0s have it.

Greetings,

Jens.
--
Internet: jensk@hpbbn.bbn.hp.com | Phone: (0|+49)7031-14-4785 (TELNET 778-4785)
MausNet: Jens Kilian @ BB | Fax : (0|+49)7031-14-2049
---------------------------------+---
As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

3432. info: 2nd AKA Atari Show in Freiburg (D), 23./24. Sept. '94

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 20:26:58 UTC
From: Alexander_Bochmann@traveller.fido.de
Message-ID: <2e6e30af@p1.f20.n2000.z242.fidonet.org>
Source record: 180930

Translation is a bit chaotic, but anyway:

```
**************************************************
* *
* INTERNATIONAL ATARI POWERSHOW *
* *
* 23. to 24. September 1994 *
* *
* 10 - 18 o'clock *
* Fachhochschule fuer Sozialwesen *
* Bugginger Str. (Haltestelle Linie 5 *
* (BAB-Zubringer Mitte, Abf.Weingarten) *
* D- 7 9 1 1 4 F R E I B U R G *
* *
* Kontakt: Werner Laass Neumattenstr. 12 *
* D-79102 Freiburg *
* Phone/Fax: (49) 761-34483 *
* and only only only please: *
* Only the days of the show: (49) 761-4781243 *
* *
**************************************************
```

List of exhibitors Date 03.09.94
(next week more)

---> who has been invited yet?

Date: 03.09.94

"!" = WILL COME,

">" = will send stuff,
"?" not shure yet, but want to do something,
" " = no reaction received (-> Holidays !)

Germany:
! Cameron with the newest version of their A4-Scanner, 16 Mio colors
and with super controling-software, demonstrated
on a complete station: Scanner - Highspeed-Atari! -
Colorprinter (Fargo?)
> Cannon - Product, presented by Cameron: Cannon-Still-Video,
the professional version!
> GE-Soft with the EAGLE (new construction, TT-compatible)
(they already promised that one to us last year, but
somehow it didn't work... We hope they do it this year)
EAGLE EAGLE EAGLE: they promised us the first real

High Power-Low-Cost-TT-Clone this year !!!!!
> DMC Calamus (what else???), we hope for the new Update
with FM-Raster, Bridge-Modul . . . (and see Crazy-
bits with Calamus on Fargo-Primera, Photorealistic)
? DIGITAL ARTS DAs picture / DAs vector pro / DAs Layout/
(pro screening , movie)
! HARD & SOFT Speed resolution card, the low-cost-super-tuning
for Falcon, CD-TOOLs and other news round Falcon (and
a lot of products for ST/STE/TT too, like LINK II)
! ICS innovative computer systeme Schoenaich
! vhf Janus, the real TOS-Board for PC (with 68000 and
parallel-processing with the intel, 68030 is
promised!)
! R&H Studiosound Notator ++/
with Emagic and all around Falcon + studio
! W & M PARC, the profesional picture-database with options
for CHILI-user (direct-digitizing and others) !!!
VIDEOTEXT, a comfortable way to select,collect and
read informations from Videotext.
! Crazy Bits with color-sublimation-printer less than
3000,- DM, incl. Calamus-driver!!!
! Galactic with sound total, DIGIT and more
> Jobis BSS-Softw., high-class-falcon-tower
and PAMs FlexLink, a very interesting network!!!
? Eickmann Tower, EAN-C9ode, Kassenbuch
! LIGHTHOUSE low-cost easy-handle desktops and towers
desktopper for Falcon
! Compo/Overscan afterburner for Falcon (68040)? and more
> A & O Software Bibel ST / Bibel ST Mini und weitere Uebersetzungen
Matrix screen eye plus
> INSHAPE professional raytracer, 3D modeler, Shader
Fischer-Technik
> ASH Phoenix and more
* Computerinsel Nova graphics-cards for Mega ST, Mega STe and TT
! LSK Kiel analysis with fast fourier
> rhotron falcon in science, medicine, indutrie and developing
* Kontrast Karma
> Kaktus Kobold
! Blow up Acher Eberl Seibert TAsS, digital phone-answering on Falcon
PSI poket S/PDIF digit.Interface Falcon
> Heyer & Neumann Lap-Link, Multiboard Falcon-Wings
> TKR Fax Office, DFUe

! Atari inside the new ATARI-Magazine
CCD
ROM Logicware
> Sound Pool
> Wohlfahrstaetter CD und PD
> Columbus-Soft Ergo
? Heim-Verlag books, magazines (like the old TOS-numbers)

! MAUS Boeblingen demonstrating MAUS-NET
! PAC Pro Atari Computer Club: with a lot of professional
Atari-Users, demonstrating their hardware-software-
-service-know how. This "Club" is more than a regional
club; it is nationwide organisation with worldwide
contacts
plus a bunch of professional users and developers who show their
favourite applications.
! PHOTO DESIGN electron. Picturedesign EBV
! ARTI plus spezial colour DTP
!/> InLi-Soft DFUe - Softw.Starcall
!/> CATCH- Computer TT-Fastram usw
? Omicron
2001-PD
> RICHTER Distributor Basic 400 ???/ ...

France:
! LEXICOR FRANCE all about Atari & VIDEO (??? OK?)
CHILI Videodesktop Phase IV:Animation D3
Speed Resolution Card H & S
! TECHNO SERVICE Photoshow pro, Hardware-Memory
! OXO SUISSE / France Genlock Falcon, Shangai, Handbook
! TOKI France Toki Line Test /prof. Cartoon-Animation
! CERIANE STK Spectral Tool Kit
! MARC ABRAMSON Karaoke
! PARX D2M/Generique/D-Form/Ultimedia Multi-Briques/
! INFONIX VIDI ST (video digitizer)
! TURTLE BAY *** TT 040 Hardware-card *** and scanners
! ST-MAGAZINE
! START MICRO
! RSC Association & DP software

Italy:
Voci di Corridoio

Switzerland:
! OXO SUISSE see France
? cd-mailing VIDEO-cutting on Atari
> BREUER CHILI-Videoboard

---> Oberon on Atari (projected)
see: WORKSHOP

USA:
! Lexicor by Lexicor France
---->>>>> ICD ???

*** USA / NL Help by a known company ***
NL
---> see workshops :STj OBERON

Canada
Cybercube CaTTamaran (promised)

GB, NL, USA, Austria, rest of the world:
we are waiting for answers!!! Need more contacts!

****
* WORKSHOP WORKSHOP WORKSHOP *
****

* LINUX by Bjoern Brauel
* OBERON 2 material send by Stephan Junker NL,
...waiting for experts
* a PHOTO-STUDIO on ATARI: K-U.Schneider
* AUDIO STUDIO R & H / Ingo Rauh
* VIDEO Studio with CHILI-Videoboard from Breuer, CH
and Screen Eye, if Matrix wants to sell some
this year :-))
* Packet Radio ******* several experts :
. . . and waiting for more . . .

PLUS a little show with products from ATARI'S past, present
(and future ?).
PLUS Jaguar, perhaps as the output-module of the
newest ATARI-Computer? :-]

---> what can we expect?

Our main objective is to show what's possible with Atari computers
these days and in future. We want to provide informations to users,
developers and dealers in order to help them in their decision to
keep up their support for and use of Atari computers.

We want to offer a crossing border - chance for the "Atari-world"
to meet, get new contacts, test, sell, and buy products, spread
the latest gossip and so on.

Visitors will have the chance to buy and/or order stuff on the show
(depending on the attending companies).

This worked quite well last year - this year we have about
1000 squaremeters in a Fachhochschule (something like a little
university) and hopefully a bit more publicity.

---> who's doing it?

A K A (Anwender Kreis Atari) Freiburg

The AKA is a collection of professional (most of them) Atari users
who meet on a regular basis since 1985, now included Atari-System-
Dealer and Atari-System-Service we trust in !

We don't want to earn money with this. We would be very happy to get
our expenses in, though :-)

Please remember we're doing this cause Atari-User needs competend
partners and a secure base

---> responsibility?

Werner Laass
Neumattenstr. 12 D-79102 Freiburg
Tel + Fax: +49-761-34483
email: werner_laass@traveller.fido.de

* We show products, absolute new , like last year.

* Like last year, we show nearly the whole range of uses of
ATARI Computers, scienze, industry, business and hobby too.

* Professional users, most of them do their job on ATARI, have
invited soft- and hardwarehouses they trust in!

PRESS from different countries is present, like ATARI-Magazine France,
ATARI inside Germany, START MICRO France, Voci di Corridoio Italy,
RSC France and others . . .

Do you want to know about our success last year?
Look ATARI Magazine France, Jan 1994, a five-pages-report!

By the show 1993, the AKA Freiburg becomes a mediator for developers
and users cross over the borders.
This bonus we want to offer to the future of ATARI.

*** And ATARI will have a future, come and see ! ***

. . . or contact:

****
* AKA Werner Laass Neumattenstr. 12 D-79102 Freiburg *
* *
* Tel. (49) 0761-3 4 4 8 3 *
* Fax 0761-3 4 4 8 3 *
* and only on the show-days 23.-24.9.94 : Phone (49) 0761-4781243 *
****

WE HAVE COLLECTED THE BIGGEST PART OF THE ATARI-WORLD
FOR YOU
AND YOU
HAVE THE CHANCE TO COME CAUSE ATARI NEEDS YOU
last minute:

WANTED FOR THE SHOW WANTED FOR THE SHOW WANTED FOR THE SHOW

sorry , in german language, not yet translated :
Entwickler von Hard- und Software fuer programmierbare digitale Bausteine
wie GAL, PLD, EPROM etc. (ROSIN-DATENTECHNIK als Beispiel). Es sollten
unbedingt Leute gesucht werden, welche bereit sind hier Innovationsarbeit
im ATARI-Bereich zu leisten. Auch was die Programmierung von PICs und BASIC-
Stamps betrifft. Wenn nicht bald etwas geschieht, ist man je laenger je mehr
gezwungen auf PCs auszuweichen. Dort gibt's naemlich ein sehr grosses

Angebot. (Nachricht zur Messe, kopiert aus Mail von ETH Zuerich, Schaerer)

INTERNATIONAL IN THE DREILAENDERECK F / D / CH

3433. Re: Neodesk4/Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 20:29:15 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <34l7qr$5li@mailer.fsu.edu>
Source record: 180926

Rick Flashman (rflashma@mtholyoke.edu) wrote:
> > BTW, while I'm making suggestions, I would really like to seen an option to
> > check for sufficient space before initiating a copy/move operation (all the
> > code is there via the "show information" functions, and it could be turned
> > off via "set preferences"). I don't remember seeing this on the 4.x "new
> > features" list. This would be really handy when doing a lot of floppy work.
>
> This wasn't added due to speed considerations (it is REALLY slow on an
> Atari). But we do have the ability to automatically keep in memory the
> files that were part of such a copy/move operations (they are placed in
> the File Clipboard). This gives you a greater functionality to deal with
> this type of problem.

While I agree that the "default" way of ascertaining free space on secondary storage is quite slow on STs (what is this, a GEMDOS call or something?), I have seen several programs that can do it extremely quickly (the "Free Space" PD CPX module is one, for example). However, I would even be willing to wait for the "default" method in many cases (for example, when copying lots of files to lots of floppies, where they are just being used to carry the stuff somewhere). Making it a selectable option would do the trick, IMHO, with the default being "off". It would seem to me that this feature would be quite trivial to add, given the current selection of Neodesk routines.

> > Oh, what the hell. How about caching the floppy FATs to speed up floppy
> > operations? I really wish ICD would include this with their hard drive
> > caching routines, as that would be a more logical place. Just enough write
> > through cache for the current floppy FATs would make a big difference (and
> > would probably speed up the ability to calculate free space on a floppy,
> > which would have impact on suggestion 2...).
>
> That type of feature isn't in there so that you CAN run external programs
> like you describe. ;-)

This one flew over my head. What does write-through caching of the floppy FATs have to do with external program execution? I meant only when using Neodesk's file processing functions, not system-wide caching, BTW. Do you mean other floppy caching software? Even if another caching program was used, it would just double-cache the stuff, which would be a bit silly but not affect performance adversely (it might make it worse in the "few milisecond" range, but who cares?). Also, making it selectable via "set preferences" would cure this.

> > Hey, as far as I'm concerned, anything y'all do to improve upon Neo 3.x
> > is frosting on a rather large and tasty cake. That is one fine product
> > there, folks. I suspect I'll find 4.x to be great as well.

>
> Thanks, we appreciate it!

Write a Neodesk lookalike that replaces Microsoft Program/File Mangler
and the world would be a happier place. Heck, Chicago looks like it won't
be here until '96, and they'll probably screw it up too. Norton Desktop
is making a killing, it is far from Neodesk in terms of "sensible GUI" IMHO.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3434. Bombs In My Computer

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 20:30:10 UTC
From: Program@sterbbs.nl
Message-ID: <024302WJEUCBHBOWLBDE@sterbbs.nl>
Source record: 180905

Frits van den Akker (now program :-) wrote:

F > HELP! I can't work with my ST anymore! Every time I work with
F > it too long (that is two minutes) two or three bombs show up.
F > I have a 1040 STf with TOS 1.2 and 2.6, 1 Meg memory, color
F > monitor SC 1224, Megafile 20 (with 20 000 bad sectors
F > [unmarked] <- could that be the problem?), printer and 2400
F > baud modem. The AUTO-Folder-programs I use are: MFP.PRG,
F > DRVIN.PRG, MKM II, MACCEL2, UIS III and fontgdos (The other
F > possible problem?). I have one acc active: XCONTROL.ACC.

dan.dreibel wrote:

da> I have a not-so-funny feeling that it might be FontGDOS - that
da>particular program was always a pig no matter how hard I configured
da>and re-configured it to work with my system. Which is why I went

:-) It actually _was_ Font GDOS. I found it out before your writing,
but thanks foor the info; it'll help me the next time I have
problems. The other thing that could have been wrong was a full Hard
Disk. :-)
Well, the probelms are solved now, so I'm happy again :-)
This week the ST I use now will be gone :-(
Instead there will come an TT-keyboard and a Falcon computer :-)))))

da> Hope this helps.

It'll help the next time :-)

Frits.

* TailMail 2.1 #031 * To downgrade the human mind is bad theology. -
C.K. Chesterton

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

======================== !!! Automated Notice !!! ======================
E-mail replies to this user should have the following on the first line
of message text: TO: Program
==

3435. Newdesk.inf

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 20:37:27 UTC
From: artoj@mits.mdata.fi
Message-ID: <34l8a7$gg7@prime.mdata.fi>
Source record: 180925

If I've understood correctly (my uncomfortable experiences do back this up) TOS has this 4k barrier on NEWDESK.INF file. I experienced computer crashing and odd behaviour as my newdesk file grow over 4k. Is there any patch that could fix this? You really can include far too few stuff in that 4k. I think I would laugh to this if I were a PC-user, at the moment it isn't very funny. I have Falcon with 4 megs of memory.

Greets
Arto J. Jalkanen

3436. Re: Dead ST!

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 20:45:05 UTC
From: lupien@eng.mc.xerox.com
Message-ID: <1994Sep7.204505.5668@news.wrc.xerox.com>
Source record: 180987

Could also be the sound chip. Floppy is driven through the sound chip and the ST does queer things when it goes. I *JUST* replaced mine and the ST works again (I socketed it too just so I could change it later...)

- Gordon

3437. Re: Newdesk.inf

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 21:13:31 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <34ladr$opf@msuinfo.cl.msu.edu>
Source record: 180972

In article <34l8a7$gg7@prime.mdata.fi>, artoj@mits.mdata.fi (Arto Jalkanen) writes:
>If I've understood correctly (my uncomfortable experiences do back this >up) TOS has this 4k barrier on NEWDESK.INF file. I experienced computer >crashing and odd behaviour as my newdesk file grow over 4k. Is there any >patch that could fix this? You really can include far too few stuff in >that 4k. I think I would laugh to this if I were a PC-user, at the moment >it isn't very funny. I have Falcon with 4 megs of memory.

I saw an AUTO folder program that fixes it, but you must be running WINX. I don't remember the name, but it should be in umich under tosfixes or tos206 (sorry, I don't remember the actual directory names either :-). If you find a fix that works without WINX, let me know; I'd like to have something like that too.

Regards,
Tom
hopper_t@msupa.pa.msu.edu

3438. Chinese

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 21:40:32 UTC
From: Max.Denebian@f318.n105.z1.fidonet.org
Message-ID: <778984235.AA00912@jina.rain.com>
Source record: 180973

I'm wondering if a text processor exists which uses chinese? I think not, but am just wondering...

3439. Atari 520ST w/4 Megs Mono Monitor 1.4 TOS 720K DSDD

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 22:07:05 UTC
From: jimm18953@aol.com
Message-ID: <34ldi9$fid@search01.news.aol.com>
Source record: 180974

This complete Atari System for sale $250

System Includes:
SC124 Mono Monitor
520 ST Upgraded to 4 Megs RAM
Panasonic 1091i Printer
720K DSDD Floppy Drive

If you would like to purchase this system for your very own please call
Justin @(408)459-6887

This system is priced low for a quick sale. This system is perfect for
the student on a budget.

3440. Re: Upgrading 520ST memory

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 22:36:19 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cvs6sJ.F4z@cix.compulink.co.uk>
Source record: 180975
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>>What is the "piggyback" memory upgrade that I have heard mentioned previousl

A piggyback memory upgrade was popular on original ST and STM machines
(before STFMs came out). It involves piggybacking the second 16 chips on
top of the first 16! Most of the pins are just soldered together, but some
of the address ones are bent out and snipped. Onto the end of these pins
are soldered lengths of wire that then go back to the mother board.

Definately not for the faint hearted, and not to be advised nowadays.

:-)

Roland.

3441. Printer & ST Problems! Help! Anybody use an OKI Microline printer with an ST?

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 23:05:25 UTC
From: s.bennett@uea.ac.uk
Message-ID: <s.bennett.92.037A61AD@uea.ac.uk>
Source record: 180976

I just got an OKI Microline 193 printer and am having some problems setting it up for my ST. I have the drivers & the printer worked on an IBMPC. No amount of fiddling with the dipswitches seems to help. I haven't used a printer on my ST before, so could that be the problem?
Any advice would be helpful

********* Who wants to die in credit anyhow? **********

Stephen Bennett
School of Environmental Sciences
University Of east Anglia
NORWICH
UK
NR4 7TJ
(UK) 0603 504461 Home (UK)0603 592550 (work)

3442. Atari 1040ST for sale MINT

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 23:22:41 UTC
From: marsalon@news.delphi.com
Message-ID: <34li01$pqo@news.delphi.com>
Source record: 180977

```
For Sale:
==============
=Atari 1040ST=
==============

.Mint condition
.Original Box
.All disks and Manuals

Price: $98.00 obo
```

3443. GEM SPOOL(er) 3.2?

Newsgroup: comp.sys.atari.st
Date: 1994-09-07 23:28:39 UTC
From: Program@sterbbs.nl
Message-ID: <013593BKNCGJAWPPNDPN@sterbbs.nl>
Source record: 180978

To all looking for GEM SPOOL 3.2:

I found out there are two? programs:
One is called GEM SPOOL, is shareware and at version 2.2.
The other is called GEM Spooler. This one is commercialand at
version 3.1 (or 3.2?).

I suppose they are different programs.

Hope thissolves the problem,

Greetings,

Frits. MMMMM
O O
Frits van den Akker = program@sterbbs.nl = program@STR ^
JFA Software = Internet = Majornet _/

* TailMail 2.1 #031 * Those who do not understand Unix are condemned
to reinvent it,poorly-H.Spencer, Un.Toronto Unix hack

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

======================== !!! Automated Notice !!! ======================
E-mail replies to this user should have the following on the first line
of message text: TO: Program
==

3444. Re: HELP ME!!! (Please!!!)

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 00:00:26 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CvsAor.JIG@cix.compulink.co.uk>
Source record: 180979

>I did state that you strip the keyboard down, I have been fixing
>Electronic stuff for some 40 years, and sill doing it...

Yes - but people who might follow you advice have been doing it for considerbly less - or not at all, and their interpretation of 'stripping' the keyboard, may not be quite what you meant.

:-)

Roland.

@CiX

3445. megafile30 problem/question

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 00:04:27 UTC
From: nicole@seas.smu.edu
Message-ID: <1994Sep8.000427.5538@seas.smu.edu>
Source record: 180931

When I first boot up, all seems fine, but shortly thereafter:
"Data on the disk in Drive C: may be damaged. Cancel Retry"

I recently purchased this used megafile 30, my first harddrive, so
I'm a real novice at hard drive problems. (Recently actually means
over a month ago, with no problem until now.

Many thanks for your suggestions as to how to diagnose this
aggravation.

John Trimble
nicole@seas.smu.edu

P.S.
I'm pretty handy with a soldering iron and multimeter,
so if you think it's a hardware problem like a power supply diode or
such, don't be afraid to say so. I fixed the power supply on my
monitor already, so I'm not afraid to open cases and test there. I
just wanted wise opinions first.

3446. NEC CD-ROM drives ...

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 00:07:05 UTC
From: mbaffoni@skat.usc.edu
Message-ID: <34lkj9$ec5@skat.usc.edu>
Source record: 180980

I am in the market to buy a CD-ROM drive and I was wondering if anyone has experienced any trouble using the NEC 2x or the newer 3x (4x?) drives with the atari. I have a TT with MTOS 1.11. I assume I should use the CDROM.xfs.

-MikeB

3447. 4SALE: hard drives

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 00:17:17 UTC
From: dtiberio@ic.sunysb.edu
Message-ID: <34ll6d$agl@adam.cc.sunysb.edu>
Source record: 180932

I have some hard drives for sale, new and unused.

420meg IDE for $235

530meg IDE for $335 OBO

530meg SCSI for $335 OBO

810meg IDE for $425 OBO

--

dtiberio@libserv1.ic.sunysb.edu - Amiga Report Contributing Writer
(800) 730-0082, (516) 476-1615 FAX - Long Island, New York

3448. Re: Newdesk.inf

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 01:41:33 UTC
From: rrice@netnews.upenn.edu
Message-ID: <34lq4d$672@netnews.upenn.edu>
Source record: 180986

Arto Jalkanen (artoj@mits.mdata.fi) wrote:
: If I've understood correctly (my uncomfortable experiences do back this
: up) TOS has this 4k barrier on NEWDESK.INF file. I experienced computer
: crashing and odd behaviour as my newdesk file grow over 4k. Is there any
: patch that could fix this? You really can include far too few stuff in
: that 4k. I think I would laugh to this if I were a PC-user, at the moment
: it isn't very funny. I have Falcon with 4 megs of memory.

: Greets
: Arto J. Jalkanen

Get out a 1st class text editor (STeno works flawlessly) and edit
out every bit of redundant information that you can--taking the whole
line that installed programs since removed, or moved, or changed, icons,
etc. If done carefully (keep a backup!) you should solve your problem
handily--reworking your desktop never dletes information from this file,
it just makes it bigger.

Good luck!

Rob S. Rice
rrice@ccat.sas.upenn.edu

3449. Re: Newdesk.inf and GEMRAM

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 02:05:54 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <Up-EIICFDUQ@warpcon.ersys.edmonton.ab.ca>
Source record: 180912

In <34ladr$opf@msuinfo.cl.msu.edu> hopper_t@msupa.pa.msu.edu wrote :

>In article <34l8a7$gg7@prime.mdata.fi>, artoj@mits.mdata.fi (Arto Jalkanen)
>writes:
>>If I've understood correctly (my uncomfortable experiences do back this
>>up) TOS has this 4k barrier on NEWDESK.INF file. I experienced computer
>>crashing and odd behaviour as my newdesk file grow over 4k. Is there any
>>patch that could fix this? You really can include far too few stuff in
>>that 4k. I think I would laugh to this if I were a PC-user, at the moment
>>it isn't very funny. I have Falcon with 4 megs of memory.
>
>I saw an AUTO folder program that fixes it, but you must be running WINX.
>I don't remember the name, but it should be in umich under tosfixes or
>tos206 (sorry, I don't remember the actual directory names either :-). If
>you find a fix that works without WINX, let me know; I'd like to have
>something like that too.
>
>Regards,
>Tom
>hopper_t@msupa.pa.msu.edu
>
Actually, the program you're looking for is called GEMRAM (VRAM or
ROMSPEED are alternatives to GEMRAM, but GEMRAM is both PD and very
reliable). Any of those programs will copy GEM into RAM so that
you can apply patches to it (GEM, that is). Once that is loaded
(put it in the /AUTO/ folder first, obviously), you have ARROWFIX
(fixes and enhances GEM window scrolling for TOSes 1.04 and up),
WINX (cleans up and optimises many GEM window functions, allows up
to 40 windows to be open simultaneously, and more), and SHBUF (the
program you're after) (fixes the NEWDESK.INF buffer that TOS sets
to a fixed 4kb, which, since TOS 3.0, is not enough - this results
in weird computer behaviour as NEWDESK overwrites essential TOS
variables. SHBUF enlarges the NEWDESK buffer to 32kb.)

Unfortunately, this takes memory (unless you're willing to run the
above programs, save an IMG of GEM, and have new ROMs blown, which
as far as I know is illegal).
--

-- --
UPoint News-Signature
-- --

3450. Falcon030/4/84 and Misc ST Stuff For Sale:

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 02:08:01 UTC
From: jschwart@soda.CSUA.Berkeley.EDU
Message-ID: <34lrm1$eo0@agate.berkeley.edu>
Source record: 180920

For Sale:

Atari Falcon030: 4 MB Ram, 85 Mb HD ..... $900 or best reasonable
(Hardly used, excelent condition.) offer.

With the falcon I will include ALL my software which will run on a falcon.
GFA Basic, Pascal, Print Master +, Multi-Tos, Misc. Games, and much more.

Also for sale:

SSDD Drive Mech $05
Magic Sac + (MAC Emulator/Cart. Clock) $20

9 Pin Dot-Matrix Printers:

IBM ProPrinter II ..... $ 80
Panasonic 1091i $120

Atari ST Software:

Timeworks DTPer $20
Amberstar $15
Civilization $15
TNT (Dragon Spirit, Xybots, Hard
Drivin', Toobin) $20
CardFile 4 ..... $15

$10 or BO on all items below:

Dungeon Master, Ultima III, Zak McKracken, The Games (Winter),
Print Master +, and Pang.

If you see somthing you like, make me an offer.
Buyer also pays shipping charges.

-Jonah Schwartz
jschwart@soda.CSUA.Berkeley.EDU
Berkeley, CA USA

3451. NVDI PROBLEMS!

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 02:09:58 UTC
From: amez1@pfs01.cc.monash.edu.au
Message-ID: <amez1.34.2E6E7276@pfs01.cc.monash.edu.au>
Source record: 180996

I have been given a copy of NVDI V2.50 but unfortunately the entire program is in German! even the manual. So could someone please tell me how to install NVDI.

I read a review of NVDI V2.50 in an older issue of ST Review and it said that installing the program was easy. All that is required is to load up an installation program which then asks you for the disk serial number, your address and the drive you want to boot NVDI from and that's it! What does it mean by DISK SERIAL NUMBER and ADDRESS??

If you can help me install NVDI V2.50 then P-Mail me on:

****
Anthony
amez1@pfs01.cc.monash.edu.au
****

3452. Re: ST User - gone! (was: Re: ST Review - gone!)

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 02:13:58 UTC
From: Spencer.Davies@mettav.exnet.com
Message-ID: <779077918.0@mettav.exnet>
Source record: 180988

On 5 Sep 94 at 08:04:52, "David did truly state.....

"S> Indeed, it was Frank that started the "ST Review gone"
"S> misinformation. I wonder if it was deliberate?
We may never know!

Spencer

PS I am surprised Mr Sinclair hasn't popped his head in here lately, probably
to busy telling those Archimedes owners that they should get a real computer
;->

* Origin: The Net is Yours,USE IT!Don't Abuse IT! (Turbonet 100:1011/0.2)

3453. Re: What's with BOOM demo for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 02:30:58 UTC
From: sammcgee@crl.com
Message-ID: <34lt12$h4g@crl4.crl.com>
Source record: 180993

Rowland Baker (sccoe@ucscb.UCSC.EDU) wrote:

: I tried installing this game (boomprev.zip or something), and it sounds
: pretty cool, but when I try to run it, even with NOTHING installed, it
: says "Not enough memory". This is with 3.5 megs available or something.
: Do you really need a 14meg machine to run it?

It runs on my 14M Falcon. Too bad, it's a pretty neat demo.

Sam

3454. Re: Falcon Hard Disk Recording

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 02:36:38 UTC
From: sammcgee@crl.com
Message-ID: <34ltbm$h8r@crl4.crl.com>
Source record: 180994

Paul Luscher (pl4266@u.cc.utah.edu) wrote:

: Hello!
: First I would like to thank everyone who outlined the Falcon specs
: for me, I really found it extremely valuable. I want to do HD recording
: with the Falcon. I found one I can buy, after all the advice. I still

I'm not into the Falcon audio side but I think with additional hardware
that plugs into the DSP port you can have 16 tracks of direct-to-disk
recording with Cubase Audio. The built-in mic and headphone jacks are for
playing with, not serious D2D recording.

Sam

3455. Re: Newdesk.inf

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 02:40:24 UTC
From: sammcgee@crl.com
Message-ID: <34ltio$hc6@crl4.crl.com>
Source record: 180997

hopper_t@msupa.pa.msu.edu wrote:
: In article <34l8a7$gg7@prime.mdata.fi>, artoj@mits.mdata.fi (Arto Jalkanen)
: writes:
: >If I've understood correctly (my uncomfortable experiences do back this
: >up) TOS has this 4k barrier on NEWDESK.INF file. I experienced computer
: >crashing and odd behaviour as my newdesk file grow over 4k. Is there any
: >patch that could fix this? You really can include far too few stuff in
: >that 4k. I think I would laugh to this if I were a PC-user, at the moment
: >it isn't very funny. I have Falcon with 4 megs of memory.

: I saw an AUTO folder program that fixes it, but you must be running WINX.
: I don't remember the name, but it should be in umich under tosfixes or
: tos206 (sorry, I don't remember the actual directory names either :-). If
: you find a fix that works without WINX, let me know; I'd like to have
: something like that too.

The program is SHBUFxx.PRG where xx is the amount of RAM reserved. (in
Kilobytes) You don't need WINX you need GEMRAM to run before it in the
AUTO folder.

Sam

3456. Re: Dead ST!

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 02:41:58 UTC
From: Colin.Campbell@mettav.exnet.com
Message-ID: <779164730.0@mettav.exnet>
Source record: 180989

Volker bibbled on 5 Sep 94 to All...

|>> My STFM died the other day. I was mailing as usual and everything
|>> just froze so I rebooted and got nothing but a white screen. Even the
|>> "quick blink" on the floppy drive didn't occur.
|>> Any help would be appreciated....
|>> Col.
>
> Hmm, white screen seems to indicate that the processor at least clears
> the videoram after turning the power on (one of the very first things
> it does after a reboot/startup), so the CPU should be ok. (Or am I
> wrong here?)

Does anybody have a list of the procedures that a ST/E goes through when the power is turned on? I suspect that list might help a few people track down their problems easier.

> What could be the cause is: one of the three Atari custom chips (Glue,
> MMU and DMA (are the latter two the right names?)) and the ROM's.
> Do you have EPROMS installed? Then you should probably check those.

Actually, when I took the machine to be repaired it turned out to work 100% no problems. Odd. I think maybe the jolting etc in the car may have helped to reseat one of those chips.

Col.

* Origin: ~~ Col's Burblings... ~~ (100:101/12.4)

3457. MPEG movie player for 1040 STe?

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 03:01:36 UTC
From: selick@acs4.bu.edu
Message-ID: <34luqg$i5e@news.bu.edu>
Source record: 180901

Title says it all - I am looking to play a .mpg movie file on my
1040 STe w/ 4 megs ram & color or b&w. Any help would be appreciated.
-Steve
selick@acs.bu.edu

3458. Walls of Illusion

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 03:03:04 UTC
From: Colin.Campbell@mettav.exnet.com
Message-ID: <779164730.1@mettav.exnet>
Source record: 180990

Howdee!

Are any of you playing this excellent RPG? I'm rather stuck ATM. I've discovered quite a few levels and mapped most of them but a few places are still closed to me.

Well worth the DM30.

Col

Gabber system: Col@Bibble.Mettav.exnet.com

* Origin: ~~ Col's Burblings... ~~ (100:101/12.4)

3459. SoundLab

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 03:08:47 UTC
From: clark@ee.ualberta.ca
Message-ID: <34lv7v$e69@quartz.ucs.ualberta.ca>
Source record: 180999

Hey there.
I was wondering, does anybody know the status of SoundLab?
I have a unregistered version of v1.1, and the docs refer to the
fact of the author working on a vastly imporved v2.0. Does anybody
know what is happening? Whats the timeline for development?
Does anybody else have a later version than 1.1?
How many people out there are using this awesome sound
processing program?
-clark

3460. RE: Falcon HD RECORDING

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 03:42:54 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <34m17u$buc@usenet.INS.CWRU.Edu>
Source record: 180906

-- snip, snip . . .
Summary of previous post: What can the Falcon do and with what HW/SW with respect to Hard Disk Recording . . .

I'm sure there are a lot of people in the same boat as I am:

1) I'm a loyal Atari fan
2) Nobody I speak with in my community thinks I am sane when I rave about the capabilities of my 1040 ST. "Atari? The 2600? They make computers, too?"
3) I wanna get into Hard Disk recording, but have so much software for my ST that it would be a shame to change platforms, BUT
4) My Atari platform is greying around the edges . . .

Anyway, for Hard Disk Recording, you could . . .

1) Get an ALESIS ADAT (app. $2400)- 8 digital tracks to Videocassette
2) Get a TASCAM DR4D (app. $2000)- 4 digital tracks to HD
3) Get a Yamaha CBX ($1300)- still need a computer
4) Get a Windows machine + Soundcard + Software (Mega Bucks)
5) Get Digidesign Session 8 for Mac or Windows ($3000-4000?)- 8 Tracks; 10 channel automated mixer included
6) Get Digidesign Pro Tools for Mac ($15,000-30,000) depending on features, 8-16 tracks)

Or, the easiest two options . . .

1) Get a Mac 660AV or 840AV and OSC's Deck 2.0 Software (6 and 8 tracks, respectively); $1500-3000 for Mac and $300 for Software; That's all the computer gear you need.

2) Get A FALCON AND CUBASE AUDIO 16; 16 TRACKS DIGITAL; STEREO; INTEGRATED SEQUENCING SOFTWARE; UNLIMITED GRAPHIC FADERS; NOTATION; etc.); $1300 for Falcon, $700 for Software (or upgrade from Cubase 2.0 for $400)

. . . So, what I did was call SteinBerg Jones at 818-993-4091 (California) and asked them to send me literature on this. This seems to be an unbelievable deal, as the cheapest 16 track digital recording system for any computer other than this is ProTools at $30,000!! Obviously, I have been looking into this . . .

Everything I wrote here is from my head, so forgive any slight misinfo (and correct me . . .)

. . . Perhaps if enough of us Atari users called our local music shops and the big software designers inquiring about the availability of ATARI

products, they may start taking the ATARI community a little more seriously.

3461. Re: M-GUCK..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 04:27:41 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <34m3rt$hsn@golem.wcc.govt.nz>
Source record: 180995

In article <34k70f$nua@msuinfo.cl.msu.edu>, hopper_t@msupa.pa.msu.edu writes:
>In article <34hk1t$ij9@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger
>Sheppard.) writes:
>>There are 2 programs in the archive, one looks like a patch program
>>for version GUCK18b, but I have never seen this version of GUCK..
>>
>>The other program is M-GUCK.PRG, this looks like it could be a TSR,
>>so can any one help with this Patch...??
>
>Roger,
>I don't know exactly what files you have, but I tried Guck out once, and
>what I found was that the second program in the archive was an installer.
>You simply put Guck and the installer in whatever directory you want and
>then run the installer. This installs Guck as the default document (*.*)
worked with
>Neodesk and Gemini too). Perhaps the second program you have is this
>installer?

If you read my post I was on about M-GUCK, not GUCK, I am using GUCK
at the moment, but I was after the info on M-GUCK as its all in GERMAN,
but the Big problem is that I can't find GUCK18b any ware.....

So can some one PLEASE post GUCK18b to the net....???

>Regards,
>Tom
>hopper_t@msupa.pa.msu.edu

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3462. Spectre for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 05:42:00 UTC
From: arch@insane.apana.org.au
Message-ID: <arch.779002920@insane.apana.org.au>
Source record: 180998

I have heard various rumours and horror stories about Dave Small and the Falcon version of Spectre. Is Spectre a dirty word in this group? C'mon, someone out there in Atariland must be using 128 or GCR. I want to hear from you.

I understand Dave is having a few legal hassles at the moment. I for one would be happy to contribute to a fund to assist with legal costs.

Fight, fight, fight (them's fightin' words!).

Power PC is dead. Let us have mac emulation for Falcon, please!

This message was composed on an ST running Spectre and the fab Zterm.

Cheers
--
Arturo Larizza |Nothing exists, save for atoms and the void.
arch@insane.apana.org.au |_Democritus_

3463. Re: Postscript Previewer?

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 08:01:01 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <34mgbt$jdn@percy.cs.bham.ac.uk>
Source record: 180907

jwatkins@cix.compulink.co.uk ("John Watkins") writes:
>>>
>>>I don't know much about Composcript, I think it's quite expensive (but
>>>it's also apparently quite good).
>>
>>That is primarily because there are 35 licensed (high quality) Type 1
>>fonts in the package. Quality fonts will always be expensive, alas.
>>
>What about an old version of Adobe Type Manager (for the PC). Won't that
>have the full set of PS fonts? I'm sure that second-hand or bin-ends can
>be got for little, especially given the extensive bundling of ATM with
>many packages.

Good point. Has anyone tried the ATM font set with ghostscript and
composcript? Bundled ATMs don't tend to have the 'classic' 35 type 1
fonts btw.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3464. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 08:24:03 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994Sep8.082403.28100@euclid.earth.ox.ac.uk>
Source record: 180910

In article <34f8n6$ep5@mailer.fsu.edu>, Mickey Boyd <boyd@math.fsu.edu> wrote:
>> Virtual memory without a PMMU is not possible at all. Linux supports virtual
>> memory and needs the PMMU. BTW, without virtual memory UNIX on an ST would
>> be quite useless because 4 MByte of RAM are not enough for Linux.
>
>I'm sorry, but I just don't see why this is true. The memory manager portion
>of a kernel is just another program, after all. It is true that one cannot
>have _protected_ memory space without some additional hardware, but given that
>one does not run programs that will stomp all over someone else's memory (in
>other words, all programs must request memory via the proper system call,
>which will work in conjunction with the memory manager) there is no reason
>why one could not implement virtual memory on any type of processor, period.

False!

To implement a virtual memory system you need a virtual addressing space, to
do this you need hardware which will map ALL memory accesses from the
virtual address space to the physical address space.

>An MMU allows an architecture to implement virtual memory in a protected
>way, so that a rogue program absolutely cannot overrun or modify space
>outside that which was allocated by the kernel (this assumes no bugs in
>the kernel, which is a pipe dream if I ever heard one). In other words, an
>MMU is simply a hardware "memory cop" that allows one to enforce memory
>restrictions at the process level. Below that level, even the MMU cannot
>prevent screwups.

Memory protection has nothing to do with the ability to implement virtual
memory.

>One sterling example is MINIX. It implements virtual memory on 8086
>processors, and I presume the ST version does the same with the 68000 as well.

The 80x86 version of Minix does not have virtual memory, it has process
swapping (if that). This is available due to the use of the segmented memory
model the 80x86 chips have. This means that all addresses are split into two
parts, the the memory page number and the offset within a page. Several of
the addressing modes of the 80x86 processor use page base register relative
addressing allowing programs to be moved in memory at will, all that needs
to be altered is the page register. In other words you can copy a running
process out to disk then copy it back into memory at another location and
start it running again with ease, it also allows fork() to be implemented
easily. The down side of all this is that ALL memory accesses can only
happen within one page of memory, ie. 64k on the 80x86 (where 0 <= x < 3),
so processes can only have 64k text, 64k stack and 64k data maximum. On the
80386 and later you can set the memory segment size, so the 64k+64k+64k

limit is no longer there. The 80386 and above have protected mode etc, they contain a complete PMMU.

Minix m68k does not have this as the 68000 has a flat memory model. Even fork() has to emulated by repeatedly copying the data and stack segments every context switch! (This is known as shadowing.)

>I shudder to think of how much time I spent in the guts of that memory
>manager, but I can assure you that there is nothing in there that absolutely
>depends on an MMU. All virtual memory operations can be implemented with
>standard C calls (plus a bit of standard assembly, for speed). Can it
>crash due to unauthorized memory accesses? Hell yes! In fact, my MINIX
>machine was named "pain" during this project. Did it work? Again, yes (after
>I got the bugs out of my memory manager modifications, that is...). As
>long as everything follows the rules, there are no problems with virtual
>memory in this fashion.

The "standard C calls" you speak of sound very good.. :-) To manipulate VM stuff you have to twiddle bits in memory (page tables) and handle exception processing.. this means some has to be done in assembler 'cos C just isn't low enough. You may find that those "standard C calls" are actually routines in another part of the kernel which do all the nasty bits for you.

>Note that we are quibbling about a semantic issue (what does "virtual memory"
>imply). I am not trying to advocate any implementation of virtual memory
>without some hardware means of enforcing memory separation. I'm just saying
>that it is certainly possible, there are many examples of such, and it can
>be useful if one is careful with the software being executed.

I'm afraid you are mistaken.. virtual memory needs the hardware to support it, as does memory protection.

>***
>* Mickey Boyd *
>* Systems Administrator *
>* Florida State University Mathematics Department *
>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
>***

Steve

--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

3465. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 08:33:50 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994Sep8.083350.28290@euclid.earth.ox.ac.uk>
Source record: 180911

In article <Cvpwxx.HKv@world.std.com>, azog <azog@world.std.com> wrote:
>steve@earth.ox.ac.uk (Stephen Usher) writes:
>
>>In article <CvKvwu.zt@world.std.com>, azog <azog@world.std.com> wrote:
>>>tober@alkinoos.sdf.luth.se (Mats Sandstrom) writes:
>
>[... stuff ...]
>
>>For 0.9pl2 you need the 0.9 atari bootstrap program else the thing won't
>>boot ever. Also the binary of the kernel available doen't work on the
>>Atari's, it merely locks up the machine. You have to build a version using
>>the sources then it'll run.
>
>Ok, this clears up some loose ends I didnt know what to do
>with. Where can I get the 0.9 bootstrap? I assume that is also
>somewhere in source form.

Yes, it's in the 0.9pl2 source tree.

>I need to finish gather some essentials, like gcc, which I assume
>resides in the bin tree under 680x0 in tsx-11. I can compile the
>0.9pl2 kernel under what I have now, rather than trying to compile
>it under MTOS (I tried previously with an even older kernel, 0.2? and
>it was a whore)

Compiling it under MiNT is fine, you just need a Minix filesystem, gcc, make
and the fileutils from a.a.u.e.

GCC and all the other tools needed are in the usr.tar.gz archive from the
680x0 filesystem directory.

>btw: to all interested in atari linux, Ive gotten a pretty stable
>system running on my machine now. I am using the 0.3 bootstrap and
>kernel, but have gotten the latest filesystem stuff: root and usr.
>The kernel in the root image reports 0.8? Anyways, Ive put together
>a document describing the steps I took, would there be any interest
>in this file?

ata_lnx03 is a hacked version of the Linux/68k 0.8 kernel, it's not really
very stable, especially the SCSI driver.

Best build Linux/68k 0.9pl2 using MiNT.

>--
>Billy D'Augustine azog@world.std.com

Steve

--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

3466. WANTED : HP 520 (300x600 dpi) driver for ATARI

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 08:57:12 UTC
From: stud22@sun1000.ci.pwr.wroc.pl
Message-ID: <34mjl8$o0n@sun1000.ci.pwr.wroc.pl>
Source record: 180916

Do anyone knows where (if) I could get driver for HP 520 DeskJet
printer ? Is it possible to use the high (300x600dpi) density ?

stkocz@asic.ict.pwr.wroc.pl
stud22@ci3ux.ci.pwr.wroc.pl

3467. Re: SoundLab

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 09:23:14 UTC
From: Gordie Meyer <biblinski@delphi.com>
Message-ID: <Zm4zmb6.biblinski@delphi.com>
Source record: 180913

I heard from an associate of Damien's that Soundlab v2.0 is still being worked on, but that due to his 'real' job, Damien couldn't predict when he'd have it ready for release. I mentioned MPEG audio format as a possible new addition, and got a thoughtful nod. (MPEG audio is used exclusively at the Internet Underground Music Archive for audio files. <ftp.iuma.com>)

A PC version may be in the works as well.

--Gordie
biblinski@delphi.com

3468. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 09:26:24 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.779016384@acp5>
Source record: 180914

jensk@hpbbn.bbn.hp.com (Jens Kilian) writes:

>Virtual memory doesn't require a MMU. It does require the ability to trap
>an illegal memory access and to restart the processor *in the same state* as
>before the trap. The 68000 doesn't have that ability; the 68010 and all latter
>680x0s have it.

But how do you remap the physical memory with a 68010 in order to get memory
placed at the logical address which caused the bus error? You need a PMMU
for that because the 68010 can't remap memory pages.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

3469. Re: MPEG movie player for 1040 STe?

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 09:29:37 UTC
From: Gordie Meyer <biblinski@delphi.com>
Message-ID: <Zk5zO5x.biblinski@delphi.com>
Source record: 180915

1STGUIDE will play MPEG animations on an STe. They aren't particularly good in 4 or 16 colors, but they do play. The distribution file I have is called 1STGU794.LZH. I imagine it's available at ftp.uni-kl.de or the umich site.

--Gordie
biblinski@delphi.com

3470. NVDI Registration woes

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 09:58:17 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <34mn7p$ihs@ugle.unit.no>
Source record: 180917

With all the talk about the great NVDI 3.00 coming out, I finally sent in my registration card for NVDI 2.50. However, it bounced back in the mail today - with a stamp on the back saying "Firma erloschen".

The card was sent to BELA Computer GmbH
Postfach 1244
W-6236 Eschborn.

Anyone have a better address - as current postings here suggest that the company is indeed alive and kicking...

Erling

 ATP/Unix 1.40 This is my tagline.

3471. Re: NVDI Registration woes

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 10:25:43 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <34mor7$1kc5@info2.rus.uni-stuttgart.de>
Source record: 180921

In <34mn7p$ihs@ugle.unit.no> erlingh@nova.pvv.unit.no writes:

> With all the talk about the great NVDI 3.00 coming out, I finally sent in
> my registration card for NVDI 2.50. However, it bounced back in the mail
> today - with a stamp on the back saying "Firma erloschen".
>
> The card was sent to BELA Computer GmbH
> Postfach 1244
> W-6236 Eschborn.

NVDI is distributed by the Behne bros.:

Behne & Behne Systemsoftware GbR
Lindenkamp 2
31515 Wunstorf
Germany
Tel./Fax.: +49 5031 8629

BELA Computer GmbH: R.I.P.

(This is an excerpt from the famous GDOS FAQ)

Gerd

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

3472. Ingocom-PacketRadio

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 10:46:58 UTC
From: mmzaanen@cs.vu.nl
Message-ID: <Cvt4MB.18G@cs.vu.nl>
Source record: 180919

Hi,

I'm looking for the documentation of a program called Ingocom.

It's a modem program for a Baycom packet radio modem.

Please mail.

Menno

mmzaanen@cs.vu.nl

3473. Programmimng help needed!

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 11:15:00 UTC
From: jan.sjoberg@p5.secom.ct.se
Message-ID: <2e6f0395@ct.se>
Source record: 180939

Hi!

I would like some help with bit graphic enlargment. Is there any standard algorithms for enlarging/shrinking bit graphics?

My actual problem is enlarging one line of bytes by a factor approx 1.7
But if there is faster methods on 1.6 or 1.8, that's the thing for me since this has to be the fastest possible method!

Could somebody just tell me a algorithm for this simple task (2:1) too, I would be very happy!

01010011 00111001 Original bit graphic line, 2 bytes

00110011 00001111 00001111 11000011 Enlarged 2:1, 4 bytes

And the key word is FASTEST POSSIBLE!

Greets from

Jan Sjoberg, Sweden

3474. Re: NEC CD-ROM drives ...

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 12:09:36 UTC
From: bjgrier@bnr.ca
Message-ID: <34muu0$p1p@nrtphaa9.nt.com>
Source record: 180864

In article <34lkj9$ec5@skat.usc.edu>, mbaffoni@skat.usc.edu (Michael Baffoni) writes:
|> I am in the market to buy a CD-ROM drive and I was wondering if anyone
|> has experienced any trouble using the NEC 2x or the newer 3x (4x?) drives with
|> the atari. I have a TT with MTOS 1.11. I assume I should use the CDROM.xfs.
|>

I've used a NEC-74 off and on for two years now it works fine. I know people
with the 3xi and they love it. As for which CD-Rom driver, ExtenDos works for
a lot of people, Atari's CDROM.xfs works ok, and I have written my own CDROM.xfs
that supports multiple cd drives, including the Pioneer 601 and 604.

I would recommend ExtenDos simple because it works both with and without
MiNT/Multi-Tos, and works on the ST, STe, TT, and Falcon.

I like driver because I can mount my CD drives onto the mountable file system
as U:/NEC and U:/CHINON, and not use up an icon with MiNT 1.07 and greater.
Mine also works on the ST, STe, TT, and Falcon.

|> -MikeB

Brian
Email me if you want a copy. (You will need ICDs HD utilities)

--

Disclaimer: The opinions expressed are mine not those of BNR.

____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an MS-Dos compatible. I
Research Triangle Park, NC	have REAL computing work to do.
____________________________________	_____________________________________

3475. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 12:17:51 UTC
From: azog@world.std.com
Message-ID: <Cvt8tr.7M9@world.std.com>
Source record: 180870

larry@pitbox1.hb.north.de (Lars Michael) writes:

>In <34dhaa$lj5@jadzia.CSOS.ORST.EDU>, John Thaanum writes:
>>I keep hearing about how Unix needs a PMMU, and good memory protection, etc.
>>But back when I started college (1987) the university had a number of
>>Tektronics workstations that were based on an '020, and they ran just fine
>>unless too many users tried to run Smalltalk simultaneously. Are there
>>other ways to implement the environment required for Unix that might be
>>overlooked?

>Even the old Sun 3/50 used 68020 processors.

The AT&T 3b1 aka 7300 used a 68010. The Plexus used a 68000. There were
several machines by a company I forget that used 8086s, I think Altos
and their x86 lines (586, etc)

These are all machines that ran Unix in the early 80s

--
Billy D'Augustine azog@world.std.com

3476. Re: GEM SPOOL

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 12:37:01 UTC
From: wmpeen@urc.tue.nl
Message-ID: <wmpeen.779027821@asterix.urc.tue.nl>
Source record: 180867

sammcgee@crl.com (Sam McGee) writes:

>The October issue of ST Review reviews Gem-Spool 3.2.
>I would also like to know where to find it. If you don't want Roger to
>know please use direct e-mail.

If Roger registers his version, who am I to complain. I bought v 3.1 which was commercial.... V3.2 is shareware(crippleware) again. YOu can get it from the Atari Benelux support BBS
+31 3473 77584

It is easily the best spooler on the Atari platform, though I wish I knew how to tell it my program is done spooling (so that the time-out does not take effecT).

Erlend.

3477. Re: GEM SPOOL

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 12:40:05 UTC
From: wmpeen@urc.tue.nl
Message-ID: <wmpeen.779028005@asterix.urc.tue.nl>
Source record: 180868

Program@sterbbs.nl writes:

>I asked it to the Shareware registration point in Holland. The
>answer I got was that GEMSPOOL was removed in the next list, because
>of it's old version and beeing incompatible with MultiTOS and
>Magi!x.

Version 3.1 was compatible with MultiTOS (even all dialogs in windows, and a much better user interface than version 3.0).
THese version were commercial (sold through the ACN, including manual)

Erlend.

3478. Re: Wanted: text editor as an ACC

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 12:43:19 UTC
From: wmpeen@urc.tue.nl
Message-ID: <wmpeen.779028199@asterix.urc.tue.nl>
Source record: 180869

ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>And both look pretty silly compared to Edith (latest version).

Although I do like STeno, I'd be interested in a similar editor that is also programmable (no Emacs) so I can automate frequently occuring tasks.

Erlend.

3479. GCC sources

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 12:48:14 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <34n16e$oqs@nyheter.chalmers.se>
Source record: 180865

```
Where can I find the original sources to GCC 2.5.8? The patches for atari
is available at atari archive, but where is the rest? Please help...
```

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

3480. Re: Floppy drive light

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 12:56:16 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <RSxRmzw.lmcclure@delphi.com>
Source record: 180863

In a message dated 9-6-94, Brian Barton asked:

"This may sound like a seemingly dumb question to most of you,
but why does the drive light for my floppy stay on when I
don't have a disk in?"

Basically, your STe has not given up on looking for a floppy in the
drive. One solution would be to leave a disk (preferably formatted)
in the drive. Another would be to obtain a program such as DCLITOFF.PRG,
and place that in you AUTO folder.

3481. Re: Spectre for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 13:03:02 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <34n226$dps@mailer.fsu.edu>
Source record: 180866

Arturo Larizza (arch@insane.apana.org.au) wrote:
>
> I understand Dave is having a few legal hassles at the moment. I for one
> would be happy to contribute to a fund to assist with legal costs.

I had not heard this. What is your understanding of the situation?

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3482. Re: GEM SPOOL(er) 3.2?

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 13:10:21 UTC
From: wmpeen@urc.tue.nl
Message-ID: <wmpeen.779029821@asterix.urc.tue.nl>
Source record: 180872

Program@sterbbs.nl writes:

>To all looking for GEM SPOOL 3.2:

>I found out there are two? programs:
>One is called GEM SPOOL, is shareware and at version 2.2.
>The other is called GEM Spooler. This one is commercialand at
>version 3.1 (or 3.2?).

These are the same programs, both by Steven van Rossum (from Belgium)
Version 3.0 and 3.1 are commercial unrestricted versions. Version 3.2 is a slightly updated limited shareware vrsion.

Erlend.
(hey this is the third message I post about GEM Spool, maybe I sould read before I post, and check my spelling ;-)

3483. Re: Chinese

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 13:42:07 UTC
From: nicole@seas.smu.edu
Message-ID: <1994Sep8.134207.21978@seas.smu.edu>
Source record: 180922

There once was some stuff at kth.se (130.237.72.201) in
CJK/atari/CHINDEX.

I linguist/sinologue named Hartmut Bohn posted about it:
(bohn@utrurt.uucp) a couple of years ago.

3484. Re: Neodesk4/Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 13:45:02 UTC
From: rflashma@mtholyoke.edu
Message-ID: <34n4gu$c0@mudraker.mtholyoke.edu>
Source record: 180871

Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
> It would seem to me that this feature would
> be quite trivial to add, given the current selection of Neodesk routines.

That's true. However, there's only so much development time in a day. You might see something like this in a future revision, depending on how many other "trivial to add" features are ahead of it on the development queue. ;-)

> Write a Neodesk lookalike that replaces Microsoft Program/File Mangler
> and the world would be a happier place. Heck, Chicago looks like it won't
> be here until '96, and they'll probably screw it up too. Norton Desktop
> is making a killing, it is far from Neodesk in terms of "sensible GUI" IMHO.

We would, but we don't have the cash for that. Know any investors?

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

3485. Anyone ported AKCL or GCL to mint.....

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 13:48:09 UTC
From: cavanaug@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <34n4mp$jdq@mozo.cc.purdue.edu>
Source record: 180862
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Just wondering if anyone had done this or if there are any
atari.def's for them. Thanks......

John Cavanaugh
cavanaug@ecn.purdue.edu Purdue University

Notice the difference between what happens to a man who says
to himself, "I have failed three times," and what happens
when he says, "I am a failure."
-- S Hayakawa

3486. MEGA STE & More!

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 14:08:09 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Sep8.110809.27229@ac.dal.ca>
Source record: 180924

I have several items for sale.

Mega STE 4meg 2.06 TOS, 1.44 Floppy 170Meg Internal HD $1200 OBO.
Migraph Hand Scanner w/scanning tray, touchup, Scan & Save $300 OBO
SC1435 Color Monitor $300.00
Monitor Master $40.00

Please send E-mail if interested. All prices in Canadian dollars.

3487. Re: Spectre 3.1 ?

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 14:40:32 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9409081352.AA04164@ilmen.lanl.gov>
Source record: 180927

In article 3n@cwi.nl, avg@cwi.nl (Annius Groenink) writes:
>jthomas@mitre.org (Joe Thomas) writes:
>
>>The Gadgets area on GEnie still has a welcome message asking people to pardon
>>their mess while they prepare for an exciting 1993. It's not an encouraging
>>picture.
>
>
>This is probably because the market has reversed. It has now become
>much more interesting to build an Atari emulator for the (power)
>macintoshes than the other way round.

Trouble is, how many ex-Atarians have or will buy a PowerPC? Enough
to make such an Atari emulator a viable product? Doubtful, considering the
expense and time involved to bring such a product to market. Too bad,
though, as it would certainly be cool and the PPC has enough punch to
theoretically make emulation -faster- than the real thing.

>A Mac at Falcon price, I expect, would be much quicker.

That's the other issue... very fast 040 Macs now cost LESS than a Falcon030.

-Hutch- @ Fair Dinkum Tech

3488. Re: Spectre for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 15:03:27 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9409081414.AA04184@ilmen.lanl.gov>
Source record: 180923

In article 779002920@insane.apana.org.au, arch@insane.apana.org.au (Arturo Larizza) writes:
>
>I understand Dave [Small] is having a few legal hassles at the moment.

Really? What legal problems? I haven't talked to Dave for a long time so maybe this is something new? Please elucidate.

>Power PC is dead.

Darn! That's news to me too. And just when I have a new PowerMac 7100/66 on order. Why is it I'm always the last to know? ;-)

>Let us have mac emulation for Falcon, please!

Agreed. It's long overdue for whatever reason.

-Hutch- @ Fair Dinkum Tech

3489. HELP! need HPLASERJET.HEX

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 15:26:07 UTC
From: mluoto@cc.Helsinki.FI
Message-ID: <34naef$k0m@karhu.Helsinki.FI>
Source record: 180875

HELP!
Due to a user failure (common stupidity), I've lost a very
valuable text file -namely the HP_LJET.HEX which was a .HEX
printerdriver for 1stWord text prosessor (these files used to
come along with the maschine) so could someone E_MAIL me this
.HEX file...

Ahh... Ofcourse the file might be with a different name but
it's ment to drive Hewl & Packard Laser Jet II laser printers
and alikes...
so could be like hpljetII.hex hplject11.hex hp.hex ljet.hex
or something,

PLEASE HELP !!!

--
email: Markku.Luoto@Helsinki.Fi # ...Es kann schwierig sein,
(will find me where ever...) # mich zu verstehen, aber...
fax: +358-0-4524015 (manual) # ...underestanding is the
voice: +358-40-5013210 (gsm) 24h/day # beginning of acceptance...

3490. Re: Falcon Hard Disk Recording

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 15:31:54 UTC
From: sccoe@ucscb.UCSC.EDU
Message-ID: <34napa$1g5@darkstar.UCSC.EDU>
Source record: 180928

The microphone is a mini-stereo input, and the headphone jack is of course also in stereo. With only this and Cubase Audio 16 (or even a lesser program) you can edit,mix, and listen to up to 16 channels with full control over each one. You can sample or playback raw digital sound right into or out of memory or your harddrive.
The only problem is outputting the channels independently. For this you need a device such as Analog 8 ($700) that adds a row of 8 outputs (16 channels are possible by "mapping" two channels onto one plug).

You'll find the Falcon is quite a capable musician's tool and you don't need no stinkin' $3000 Yamaha-thingee. The DSP is used internally, the DSP port is for use with things like special DSP-modems and voice-mail stuff, that kind of thing.

cya

3491. Some uploads into a.a.u.e.

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 15:44:39 UTC
From: t150315@proffa.cc.tut.fi
Message-ID: <34nbh7$n9t@proffa.cc.tut.fi>
Source record: 180876

I have just uploaded following files into a.a.u.e:

figlet.lzh
A port of figlet, an ascii font banner program.

figfonts.lzh
Some fancier fonts for figlet (from Scarecrow's ascii archive).

clac_bin.lzh
An acc/prg version of my function calculator for programmers.
Understands all the standard things + complex numbers + functions
with multiple arguments + variables. Because Sozobon still does have
only single precision floats/doubles, some things have quite limited
scope eg. "XIMG (an ascii 'value') tops double's mantissa ;-(. My
command line version has real doubles, though. If you'll need it,
mail me.

nh_bw.lzh
My monochrome versions of Warwick's GEM NetHack 3.1.3d resource and
pictures. GEM NetHack is quite usable in monochrome although some
icons are hard to recognice because of their small size.

- Eero -

3492. Falcon Hard Disk Recordin

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 15:51:00 UTC
From: dan.dreibelbis@balmybeach.tor250.org
Message-ID: <21fa77d1@balmybeach.tor250.org>
Source record: 180941

PL> I went to our local music dealer to see if he had Cubase audio
PL> available for Atari. The man jumped up and down in circles
PL> screaming and waving his hands clearing atleast 3 feet and
PL> shouted a mocking song and dance about Atari fans who think
PL> they can do multi-track disk recording and sequencing without
PL> special sampling hardware (Yamaha CBX) on their Falcon. He
PL> swore to God and back that the Atari would be the wrong tool
PL> for the job and insisted I buy an A/V (or Power) Mac or a PC
PL> and also buy a $3000 DSP I/O processor (Yamaha CBX). So, I'm
PL> asking soberly for help in my final decision...

Paul - I strongly suggest you find a music dealer that will
tell you THE TRUTH regarding the Falcon's abilities - he either has
blinders on or is more interested in selling you an overpriced audio
workstation. The Falcon version of Cubase Audio comes with its own
adaptors which will allow you to record direct to external hard disk
- and WON'T cost $3000 - although there is provision to also use the
Yamaha CBX with it as well - it's the ST/STe version of Audio that
requires the use of the CBX. I would suggest getting in touch with
Manny's Music in New York City, as they seem to be THE most
knowledgeable and supportive of the Atari MIDI community in the US
that I've read about; also try STeve's in California or Toad
Computers for info.

To get it from the horse's mouth - Steinberg/Jones themselves -
you can get in touch with them at 17700 Raymer St., Suite 1001,
Northridge, California, 91325; phone 818-993-4091, FAX 818-701-7452.
And you won't have to worry about support from their end - in the
August 1994 issue of ELECTRONIC MUSICIAN they stated they're with
the Atari users for the long run, in fact they're supposed to be
releasing a 16-track version of Audio that ALSO records direct to
hard disk.

I would also suggest after getting that info to go back to Mr.
Smarty-Pants and confront him with it - watch him squirm :).

... I am Porky of Borg. P-p-p-p-pre-a-pre-p-p-p-p-p. Aw, give up.
___ Mountain Reader II - #00000007

3493. Re: Falcon Hard Disk Recording

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 15:58:13 UTC
From: contacts@mits.mdata.fi
Message-ID: <34ncal$jum@prime.mdata.fi>
Source record: 180874

In article <34kqqo$hr3@u.cc.utah.edu>,
Paul Luscher <pl4266@u.cc.utah.edu> wrote:
>and a "DSP" port. I went to our local music dealer to see if he had Cubase
>audio available for Atari. The man jumped up and down in circles screaming
>and waving his hands clearing atleast 3 feet and shouted a mocking song
>and dance about Atari fans who think they can do multi-track disk
>recording and sequencing without special sampling hardware (Yamaha CBX) on
>their Falcon. He swore to God and back that the Atari would be the wrong
>tool for the job and insisted I buy an A/V (or Power) Mac or a PC and also
>buy a $3000 DSP I/O processor (Yamaha CBX). So, I'm asking soberly for
>help in my final decision...
> - Is the falcon's audio input MONO?
> - What is the Impedence of the audio ports?
> - What do I plug into the DSP port?
> - How many Tracks can I hear at once with CUBASE AUDIO?
> - Do I really need to buy a $3000 DSP/ SCSI processor to do
> professional quality recording with a FALCON ?
> - Is the 68030 processor dast enough to handle 16 bit stereo
> Playback and Stereo Recording ?
>

Here's a copy of an article I wrote to another newsgroup to someone
asking the same questions:

I suppose the best buy these days would be Atari Falcon with 16Mb of
RAM, a big SCSI hard disk, Steinberg's Cubase Audio 2.01 software with
FDI-interface (S/PDIF anal.+optic. in/out). A DAT-recorder would also
be nice. :-)

With this setup you can:

- Play 16 channels of Digital Audio (max. 16bit/48kHz - DAT quality)
without any external hardware. In 16 channel mode audiofiles are
decompressed in realtime with DSP (ratio 1/2) without audible loss
of quality. And there's 128 track of midi running at the same time.
- 8-channel mode works without any compression and has realtime
effects mixers. And 128 miditracks run alongside.
- 8-track mode: Record 2 channels from Falcons internal input or
digitally via FDI while listening 6 others.
In 16 track mode you can record to one mono track mono while
playing back 15 other audio channels.
- Sequence 128 tracks of Midi in perfect sync with audio.
- Edit Midievents (non-destructive) with 5 editors
incl. professional scoring which is currenly much better

than e.g Encore.
- Edit Digital Audio non-destructively: Copy, Move, Truncate, Reverse, Time-strech, Tape Pitch, crossfade, dither, rateconvert, resample with effects. etc. + there are manual and automated conversions for files from 16 track to 8 and vice versa, so it doesn't matter in which mode you start doing your song if you need to change mode later.
- Automate your mix (both midi and audio) using on-screen mixers with vol, pan, effects and EQ.
- Use a Midi keyboard to trigger audio events (with velocity) and record these actions into a sampler track for further editing.
- Make backups of your recorded audio (AIFF-files) from hard-disk to DAT , and retrive them back to disk, with software.
- This systems sound quality is as good as the quality of your DAT!

If this is not enough for your taste, there's more:

If you add Steinberg's Avalon 3 sample-editing software, you can convert audio from any format to AIFF and vice versa, plus you have one of the most (if not the most) comprehensive sample-editing and -creating -program available.

If you add Steinberg's Audio Spector software, you have a DSP-based audio analysing and mastering tool.

If you add FA-8 output expander, (it connects to Falcons DSP-port), you have 8 more outputs for the audio, and Falcons own stereo-outputs can be used as effects returns.

If you add SMPII-interface rack, you have a total SMPTE -synchronizer and 4 midi outs + 2 midi in's more.

If you add Studio/Cue Trax -modules to Cubase (Cubase is a modular program) you have an intelligent Midi Librarian and Graphical tempo editor/calculator for film industry. Cubase has plenty of modules for every situation.

I'm aware that some professionals are wondering is Falcon really suitable for professional work, it looks like an Amiga, has mini-RCA connectors and only one card slot.
Despite of the looks, the Cubase Audio system works perfectly well with it, and if those kind of things really disturb you, you could change mini-RCA:s to real RCA:s (with FDI they are not in use anyway...), put it in a tower case (there are custom tower-cases available with a good separate keyboard), and get a good 17" multisync monitor on your desk. After that, when seeing the system in action, it has the feel and power of a system ten times more expensive.

And the main argument is: it works!

Hope you have something to tell that ignorant dealer the next time you encounter him.

You are welcome anytime to visit me and see this system in heavy
action if you ever happened to visit Finland.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinberg's
CubaseAudio2.01/CubaseScore2/6Gerbils/LotsOfMidistuff/200YearOldBass/
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki!

3494. Re: Neodesk4/Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 16:08:26 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <34nctq$23a@mailer.fsu.edu>
Source record: 180873

Rick Flashman (rflashma@mtholyoke.edu) wrote:
> Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
> > It would seem to me that this feature would
> > be quite trivial to add, given the current selection of Neodesk routines.
>
> That's true. However, there's only so much development time in a day. You
> might see something like this in a future revision, depending on how many
> other "trivial to add" features are ahead of it on the development queue. ;-)

Understood. "Trivial" often turns into "nightmare" :-).

> > Write a Neodesk lookalike that replaces Microsoft Program/File Mangler
> > and the world would be a happier place. Heck, Chicago looks like it won't
> > be here until '96, and they'll probably screw it up too. Norton Desktop
> > is making a killing, it is far from Neodesk in terms of "sensible GUI" IMHO.
>
> We would, but we don't have the cash for that. Know any investors?

Nope, I try to stay away from the suits (their trails mess up the carpet in
my office). However, it occurs to me that you have the ultimate way of
demoing the stuff. Grab a GEMulator, and set up a PC that has Neo running
in a window that fills the screen. Plop it down in front of your average
Windows user (running Windows, incredibly slow MSDOS prompt window on
top, rarely leaves it), and say "Gee, wouldn't this be nice?". You could
even create several hundred fake .INI files in the ST partition being
displayed, just to soften the shock :-).

Hell, make a video tape and send it to Novell or IBM. Given that any of
their staff could recognize a good GUI, they might be interested in funding
you. Either of them would love to have a replacement file/program manager
with something other than Microsoft plastered over it become popular in the
market. You might even try to tap into the "Human Interface" grant money
that seems to be floating around. See if you can find a college Computer
Science department that would like to do some man-machine interface work.

Pipe dream perhaps, but you might get lucky. One never knows...

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3495. Re: What's with BOOM demo for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 16:10:05 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <34nd0t$g4l@vishnu.jussieu.fr>
Source record: 180877

Boot your Falcon with <Control> key down, and then launch it...

MB.

3496. Internet

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 16:43:06 UTC
From: Max.Denebian@p480.f318.n105.z1.fidonet.org
Message-ID: <779077832.AA00931@jina.rain.com>
Source record: 180878

I heard a rumour a month ago that an st clone of 'Mosaic' was being beta'd in Europe? Anyone know if this rumour is true?

3497. Re: What's with BOOM demo for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 17:10:39 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <CvtME8.8Hv@beaver.cs.washington.edu>
Source record: 180934

What does booting the Falcon with the control key do?

-

3498. Enhanced GEM

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 19:07:42 UTC
From: mdg@ukc.ac.uk
Message-ID: <10530@gos.ukc.ac.uk>
Source record: 180937
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm looking for ENHANCED GEM v1.45 (C Gem library)
I would be eternally grateful if someone could direct to me an FTP site
or mail me a uuencoded version.(Please note that I have v1.40)

Cheers
Griff
--

3499. Re: What's with BOOM demo for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 19:54:35 UTC
From: jbaumgar@bronze.coil.com
Message-ID: <34nq5r$c1e@bronze.coil.com>
Source record: 180944

In article <CvtME8.8Hv@beaver.cs.washington.edu>,
Stuart Denman <sdenman@wolf.cs.washington.edu> wrote:
>What does booting the Falcon with the control key do?

Alt key at boot-up = boot from floppy

Control key at boot-up = boot from hard disk w/out AUTO
prg's or .ACC's (boots in ST Low with A/B/C/Trash desktop)

The control key is my new favorite key. (You can play civilization that
way using backwards 2.52 and the disks).

--
Jim Baumgardner (jbaumgar@bronze.coil.com)
"Would you _please_ stop clicking my head?"

3500. Re: Falcon Hard Disk Reco

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 21:00:49 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <34nu21$6up@ugle.unit.no>
Source record: 180948

Pl4266@u.Cc.Utah.Edu,
In a message on 7 September, wrote :

pF> Hello!
pF> First I would like to thank everyone who outlined the Falcon specs
pF> for me, I really found it extremely valuable. I want to do HD recording
pF> with the Falcon. I found one I can buy, after all the advice. I still
pF> have one problem. I went to look at the falcon expecting to see two sets
pF> of RCA jacks for stereo audio in and stereo out. I saw instead a 1/8"
pF> mini-jack that had a microphone symbol. Another with a headphone symbol
pF> and a "DSP" port. I went to our local music dealer to see if he had Cubas
pF> audio available for Atari. The man jumped up and down in circles screamin
pF> and waving his hands clearing atleast 3 feet and shouted a mocking song
pF> and dance about Atari fans who think they can do multi-track disk
pF> recording and sequencing without special sampling hardware (Yamaha CBX) o
pF> their Falcon. He swore to God and back that the Atari would be the wrong
pF> tool for the job and insisted I buy an A/V (or Power) Mac or a PC and als
pF> buy a $3000 DSP I/O processor (Yamaha CBX). So, I'm asking soberly for
pF> help in my final decision...

pF> - Is the falcon's audio input MONO?

No it is stereo mini-jacks.

pF> - What is the Impedence of the audio ports?

Input is intended for microphones, so if you want to do line-level stuff, you
have to add 2 200k resistors (one for each channel), and also add a 1 uF
condensator in order to remove the 9V "phantom power".

The output is for headphones, so this should work fine as output - just
don't try it with the volume turned way up...

pF> - What do I plug into the DSP port?

Lots of things. F.eks digital interfaces, so you can record DAT's/CD's
digitally. Or better AD/DA interfaces.

pF> - How many Tracks can I hear at once with CUBASE AUDIO?

16 Tracks whith the new 2.0 version (which I have here :-)
You can record in 44.1 (CD), 48 (DAT), 33.88, 24.585, 20.770 or 16.490 kHz
All sampling rates can record upto 16 tracks.

pF> - Do I really need to buy a $3000 DSP/ SCSI processor to do
pF> professional quality recording with a FALCON ?

No, but you could do with better AD/DA interfaces. However they don't cost that much, round $300 I would think - but you would have to look into the prices in where you are. Normally though, this stuff is cheaper where you are than in Norway.

If I am not quite mistaken, the Yamaha DSP/SCSI thingy uses the same DSP processor that is built into the falcon, so that would be a waste of money.

pF> - Is the 68030 processor dast enough to handle 16 bit stereo
pF> Playback and Stereo Recording ?

The 68030 does not do anything about the sound Playback/Recording - it just tells the specialized Hardware to start playing or recording. And gets a message back when the playing/recording is done... In the meantime the 68030 is free to do other stuff - So don't worry about that.

The DSP in the Falcon is able to add digital effects to your recordings. With version 2.0 of Cubase comes 4 effects:
- 10 Band Stereo Graphic Equalizer
- an EQ mixer with EQ separate for all channels
- A Digital Reverb mixer
- A Chorus
Only one of these may be used in realtime, but you are able to "burn in" the selected effect on a track. Thus there is nothing stopping you from using the EQ while recording, then later adding Chorus and Reverb.

Also, if you are operating in 16 track mode, the DSP is used for compressing the audio. So no effects there.

pF> I know many Atari users swear by the viability of the computer as
pF> a legitimate platform, this is your chance to prove to me that this
pF> computer means business! It is time to prove that the Atari really is a
pF> powerful professional recording tool or that the HD Recording claim is
pF> just a buzword and about as useful as a dictaphone. I am as loyal as thi
pF> computer proves it can meet my needs. I'm not trying to attack Atari as
pF> platform, actually I'd really like to believe it is as good as it sounds,
pF> if it is for real.

It is.

pF> Thanks Again,
pF> Paul Luscher
pF>
pF> P.S. Where can I get CUBASE AUDIO...Address? Phone number?

I leave that question for you Americans, as I doubt you would want to buy this through my local Norwegian dealer :-)

Erling

• ATP/Unix 1.40 • This is my tagline.

3501. Re: Falcon Hard Disk Recording

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 21:33:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <34nvuc$ktp@prime.mdata.fi>
Source record: 180938

In article <34ltbm$h8r@crl4.crl.com>, Sam McGee <sammcgee@crl.com> wrote:
>
>I'm not into the Falcon audio side but I think with additional hardware
>that plugs into the DSP port you can have 16 tracks of direct-to-disk
>recording with Cubase Audio. The built-in mic and headphone jacks are for
>playing with, not serious D2D recording.
>
>Sam

Wrong! No extra hardware (except a SCSI-drive) is needed to 16 track work!
Built-in connectors can be replaced with 20$ to RCA:s, and if you
really want extreme quality, you could connect Steinbergs
FDI-interface to the DSP-port, and use any external
DA/AD-converters. But FDI is not needed for 16 track work!

Get some real knowledge before talking about the subject! ;-)

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinberg's
CubaseAudio2.01/CubaseScore2/6Gerbils/LotsOfMidistuff/200YearOldBass/
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki!

3502. Re: What's with BOOM demo for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 21:38:35 UTC
From: azog@world.std.com
Message-ID: <CvtysC.1z6@world.std.com>
Source record: 180942

sccoe@ucscb.UCSC.EDU (Rowland Baker) writes:

>I tried installing this game (boomprev.zip or something), and it sounds
>pretty cool, but when I try to run it, even with NOTHING installed, it
>says "Not enough memory". This is with 3.5 megs available or something.
>Do you really need a 14meg machine to run it?

Well, I dunno, as I do have a 14mb machine and it runs fine on
my system, with 6 accessories, and several AUTO programs (before
dawn, GDOS, and some others)

Actually, this is more of a demo demo rather than a game demo, but
I do hope the authors continue work on it and make it into a
game, cause some of the graphics are very cool, and needless to
say the audio track is killer

--
Billy D'Augustine azog@world.std.com

3503. Re: Neodesk4/Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 21:42:45 UTC
From: rflashma@mtholyoke.edu
Message-ID: <34o0gl$19f@mudraker.mtholyoke.edu>
Source record: 180936

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
> VERY quickly returning to the main-menu bar after selecting say, the
> "Install Application" function from the "Options" menu will cause the
> menu-item list to overwrite the dialog box either merging itself
> in-front of & behind (at the same time) of any windows behind it, or
> overwriting the dialog whilst it's being drawn causing the dialog to
> have a chunk of the menu stuck in it which moves around with the dialog.
> It's a lot easier to do this with NVDI loaded due to the dialogs drawing
> faster!

This is hard to duplicate, but we can see where that could happen. We
will probably but some code into the next minor revision (via patch) that
takes care of this.

> In the "Program Information File" "Parameters" dialog, the last line of text
> overflows the dialog.

We don't see that here. Does it only happen some times?

> Saving preferences does not save the current file-sorting mode in windows.
> (e.g. If saved as "Sort by size" after re-booting it will return to
> "Sort by name".)

Yep, that's an oversight. We'll take care of it in the next patch.

> If a group-window is open & preferences are saved, then re-booting will
> cause the group-window to be replaced with the window of the directory
> where the .GRP file for the appropriate group is located.

Yep, actually a side-effect of the previous problem.

> If the icons in a group-window are "snapped" then any icons that aren't
> over-written by the re-ordered icons will not be un-drawn whether or not
> that icon has been shifted (e.g. PFX-Pack is an icon, it's snapped and
> is shifted from the middle of the window to the top left. The original
> icon stays in the middle but it also appears in the top left. The top-
> left (snapped) icon is the real one, and the original is just an on-screen
> graphic that is unselectable etc. This is best seen with a lot of
> icons on the screen. It can also do this on the normal desktop when there
> are 10+ icons all over the place.

This is a little confusing. So far we haven't been able to reproduce it.
Can you explain it a little better or send us a uuenconded picture?

> After formatting a disk the info' dialog usually appears, but if after
> entering the volume-label another disk is formatted the info' dialog
> doesn't appear afterwards. (Does for the 1st disk but not the 2nd disk

> etc.) For this to happen the 2nd disk must be formatted without exiting
> the "Format Disk" dialog and selecting format again.

If I understand was you are saying, this is the way NeoDesk 4 works. Some dialogs cannot have multiple incarnations of themselves (this is one of them). So, if you do not close the first "disk info" dialog, the second one can never appear.

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

3504. IBM Color Plotter/PC Board Designer

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 21:47:38 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <121945@cup.portal.com>
Source record: 180943

Does anybody have a driver for this combination? I've tried setting the baud rate all over the place with the HP7475 driver with no luck. Any tips would be welcome.

3505. Cubase Falcon Only Up to 256M HD Partition?

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 22:04:17 UTC
From: berndfri@microsoft.com
Message-ID: <Cvtzz6.F7r@microsoft.com>
Source record: 180933

I've heard that Cubase Falcon will only record up to a 256M hard drive partition, with out rolling over, or seeing a larger partition. This leaves only room for about 3 minutes of 8 track hard disk recording! Can anyone verify this?

Also, can anyone tell me the Cubase mailing list address.
Thanks, Bernd

3506. Re: Spectre 3.1 ?

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 22:34:45 UTC
From: daryl@piano.adept.ih.att.com
Message-ID: <DARYL.94Sep8173445@piano.adept.ih.att.com>
Source record: 180947

In article <CvrIoC.3n@cwi.nl> avg@cwi.nl (Annius Groenink) writes:

This is probably because the market has reversed. It has now become
much more interesting to build an Atari emulator for the (power)
macintoshes than the other way round.

I would pay real money for an ST emulator for power mac, so long
as it supported MIDI.

Daryl Monge AT&T Bell Labs
EMAIL: daryl@adept.att.com VOICE: 708-713-4696
GEnie: D.MONGE
PAPER: IX Rm 1M-315 2000 N. Naperville Rd. Naperville, Il. 60566

3507. Terminal/comm software for the 1040ST?

Newsgroup: comp.sys.atari.st
Date: 1994-09-08 22:36:00 UTC
From: leininger@vaxmom.scri.fsu.edu
Message-ID: <8SEP199417363869@vaxmom.scri.fsu.edu>
Source record: 180935

OK, here's the situation. My Dad has an Atari 1040ST. I recently got an external modem for it and hooked my folks up to the internet. Small problem: The only communication software he has is the vt52 emulator that comes on the TOS disk. Being limited to a vt52 has its problems in a vt100/vt102 world.... not to mention a slew of neat features like backscrolling, logging, text editing, etc that it'd be nice to be able to do while on-line. I'm an IBM-clone user, and what I really want to find for them is basically a version of Telemate for the Atari ST. Or something similar, but that's the feature set I'm interested in. To further complicate things, if there's a way to do file transfers with the vt52 emulator I wasn't able to figure it out while I was there. So we can't simply FTP comm package after comm package until they find one they like. Does anyone have any suggestions/recommendations of software they should try? (Dumb question) And/or how they should get it? And/or is there a way to download through the vt52 emulator, perhaps using Kermit?

Please e-mail me at leininger@vaxino.scri.fsu.edu, or my father (Wayne) directly at waynlein@hk.super.net; keep in mind he won't have much of an idea what you're talking about as he's rather new to this stuff. Thank you.

Hank Leininger

3508. Atari ST System Components for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 00:21:25 UTC
From: av143@FreeNet.Carleton.CA
Message-ID: <Cvu6Bq.K8q@freenet.carleton.ca>
Source record: 180950

ATARI ST Components For Sale

- Color Monitor Asking: $100 US

- Spectre GCR Mac Emulator with Mac ROMS $150 US

Please respond via email or contact Russell at (613) 831-8475.

R.A. Morris

Kanata, ON, Canada

3509. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 00:31:21 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cvu6s9.6KC@cix.compulink.co.uk>
Source record: 180854

>One does not need an MMU except to guarantee memory protection (it is highly
>desired, but not absolutely necessary). Virtual memory on a machine without
>an MMU is not as safe/guaranteed as on one with (nor as fast, usually), but
>it is certainly doable. The MMU is a relatively recent development, unlike
>virtual memory.

Would you care to explain how either of these features can be achieved
without the use of an MMU? ;-)

Granted, you don't need *much* of an MMU to do protected memory, the ST
has basic protected memory for starters, but for the real world definition,
you need something a bit better.

As for VM AFAICS it is just impossible without an MMU. If a CPU can do it
without an external MMU chip, then it effectively has one built in. If it
can't then, there *must* be an external MMU chip!

The 68000 definitly can't do it without some clever external circuitry,
and a bodged O/S. Apparently the SUN 1 was done like this. For the ST, the
only real hope is a 68030.

:-)

Roland.

@CiX

3510. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 00:31:23 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cvu6sB.6Kx@cix.compulink.co.uk>
Source record: 180855

>one does not run programs that will stomp all over someone else's memory (in
>other words, all programs must request memory via the proper system call,
>which will work in conjunction with the memory manager) there is no reason
>why one could not implement virtual memory on any type of processor, period.

Just because programs ask the OS nicely for memory doesn't allow you to
do VM. It *does* give the impression of protected memory, as long as the
none of the programs crash and start stomping over other programs address
space.

>An MMU allows an architecture to implement virtual memory in a protected
>way, so that a rogue program absolutely cannot overrun or modify space

VM and protected memory are 2 seperate issues. Sure VM almost always has
protected memory, it tends to be a freebie. However you can implement
protected memory and *still* not be able to do VM. The ST for example has
protected memory, but only to stop the user programs writing over system
data. No help protecting programs from each other though.

>One sterling example is MINIX. It implements virtual memory on 8086

It doesn't! All it does it implement *swapping*, and only with the limit
of 64K data and 64K text space. Because Intel processors can work in 64K
pages, each of which are independently addressed, it is possible to have
more programs running than real pages. Programs which are blocked just get
wound out to disk. When they become unblocked they are wound back into free
memory. The great think about this is that is doesn't have to be the *same*
page.

>processors, and I presume the ST version does the same with the 68000 as well

Well you presume wrong! ;-)

ST-MINIX works just like TOS, where the program is patched up on loading.
Once it has started executing it *cannot* be moved unless is moved back
to its original possition before executing recomences. Sure it would be
possible to do a version of ST-MINIX where blocked programs were wound out
to disk. However as they needed to be loaded back into the same address
location, the chances are that *another* program would have to be wound
out of memory to allow the first back in. This just leads to major disk
thrashing.

Even children processes need to run at the *same* address as the parent
program. If a program does a fork() but not an exec() then ST-MINIX is
forever swapping the processes back and forth in memory so that the right
one is at the right address when it comes to execute.

It looks just about possible to repatch the address offsets into a program to allow it to be moved after executing. However the problem with this is that it is impossible to patch address in the program's data segment, as there is no record of where they are kept.

What it all comes down to is the 8086 can work with with relative adresses in hardware, whereas the 68000 can't. Of couse when you get to the 80386 and 68030, they problem goes away as both can do *real* VM no problem.

:-)

Roland.

@CiX

3511. Re: Terminal/comm software for the 1040ST?

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 00:40:04 UTC
From: tdcflcn@infinet.com
Message-ID: <34oat4$s3m@rigel.infinet.com>
Source record: 180940

Hank Leininger (leininger@vaxmom.scri.fsu.edu) wrote:

: OK, here's the situation. My Dad has an Atari 1040ST. I recently got an
: external modem for it and hooked my folks up to the internet. Small problem:
: The only communication software he has is the vt52 emulator that comes on the
: TOS disk. Being limited to a vt52 has its problems in a vt100/vt102 world....
: not to mention a slew of neat features like backscrolling, logging, text
: editing, etc that it'd be nice to be able to do while on-line. I'm an
: IBM-clone user, and what I really want to find for them is basically a version
: of Telemate for the Atari ST. Or something similar, but that's the feature set
: I'm interested in. To further complicate things, if there's a way to do file
: transfers with the vt52 emulator I wasn't able to figure it out while I was
: there. So we can't simply FTP comm package after comm package until they find
: one they like. Does anyone have any suggestions/recommendations of software
: they should try? (Dumb question) And/or how they should get it? And/or is
: there a way to download through the vt52 emulator, perhaps using Kermit?

Hank, If you have Internet access and an IBM-clone with a 3.5 disk drive
you can download comm. programs and put them on 720K 3.5 disk and the
Atari 1040ST will read them fine.

IMHO, STORM is one of the best term programs for the Atari line.
CONNECT's is also very good.

Both should be available in the pub/atari areas of the following sites:

wuarchive.wustl.edu
nic.switch.ch
atari.archive.umich.edu

Good luck.

Thomas (Tom) Chamberlain, tdcflcn@infinet.com
==========
Member of: | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
| P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *
==========
Also a IBM AS/400 RPG/COBOL Programmer/Analyst/Software Consultant

3512. 16-meg upgrade for Falc

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 01:54:45 UTC
From: sccoe@ucscb.UCSC.EDU
Message-ID: <34of95$7q4@darkstar.UCSC.EDU>
Source record: 180852

I'm about to delve into upgrading my Falc030. Tommorrow I plan to order the RAM Gizmo board and four 4-meg SIMMS. So...just checking one last time for any warnings, "don'ts and do's", and if anyone can give me a better deal than $150 per 4-megs.

Also, anyone interested in buying my leftover 4 megs (in 1 meg-simms)?

3513. 1STGUIDE..

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 02:21:02 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <34ogqe$4b2@golem.wcc.govt.nz>
Source record: 180945
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Some one e-mailed me and suguested that I should be using 1STGUIDE
and not GUCK as it was far better...

1. I don't use a TT or a Falcon, so how can it be better..

2. Doc's are very German and very hard to understand..??

3. It has none of the features that GUCK has, scroll with the mouse,
find a text string, display IMG pics, Signum fonts....

So I can't see 1STGUILD being better than GUCK, also 1STGUIDE is a ACC
and takes up memory, GUCK does not do that....

So how come some one can claim that 1STGUIDE is better than GUCK
and a standard ST/STE/MEGA running TOS or Neodesk..??

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3514. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 02:21:59 UTC
From: shendrix@escape.widomaker.com
Message-ID: <1994Sep9.022159.6571@escape.widomaker.com>
Source record: 180851

Andreas Schwab (schwab@ls5.informatik.uni-dortmund.de) wrote:

: Wasn't there also the Sun2 which had an 68010 in it? And then, what a
: cpu had the Sun1 (if it existed at all)?

All of them had some sort of MMU and other hardware support for the
OS. Where I work we have a 3E with an '010 but I've forgotten which
MMU it has.

: --
: Andreas Schwab "And now for something
: schwab@ls5.informatik.uni-dortmund.de completely different"
--
csh
----
shendrix@escape.widomaker.com | Linux and BSD

3515. For sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 02:22:23 UTC
From: JRD@Harlequin.COM
Message-ID: <CvuBxC.HLE@harlequin.com>
Source record: 180856

Misc Atari ST stuff for sale. Everything's in good working condition,
except as noted.

Mega 4 ST, TOS 1.4
520 ST, 2.5Meg
20 meg Supra drive, works, but takes a while to warm up
220 meg hard drive, ICD host adapter, 80MB quantum, 140MB Maxtor
2 SC1224 color monitors.
2 Panasonic KXP1080 printers.

Best offer takes it away, no offer means it gets scrapped.

Please reply via email, as I don't watch this group.

JRD@harlequin.com

3516. 4M upgrade for Atari Falcon - for sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 03:17:19 UTC
From: trek@intgp4.ih.att.com
Message-ID: <CvuEGv.E1M@nntpa.cb.att.com>
Source record: 180946
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

I have one 4Meg board from upgrading my Falcon to 14M. Anyone
wanting to buy the board - populated, to upgrade their 1M Falcon,
contact me. Asking $130
Installation is straightforward.
Wayne Booth
(708) 393-1905
trek@intgp1.ih.att.com

3517. Atari Falcon vs IBM Compatible w/SoundBlaster

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 03:50:49 UTC
From: group1@access1.digex.net
Message-ID: <34om2p$2g9@access1.digex.net>
Source record: 180861

Can I get an honest opinion out of everyone? I have been thinking about picking up another PC to do Hard Disk recording on. I'm using my 1040STe to run Breakthru and want to record direct to disk. Should I even consider a Falcon (h/w and s/w is very hard to come by)? Is there any s/w available for IBM that will do direct to disk recording? The boneheads I ask at CompUSA don't understand what I mean when I ask that... They say, "Sure you can record to disk! Just record your sound, then save it to a floppy or hard drive." Hello, is anyone in there?

Is anyone using the Breakthru sequncer? I think it's great because you can play your samples in time with the MIDI data.

Brian Barton

3518. Re: Neodesk4/Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 06:04:45 UTC
From: dburns@world.std.com
Message-ID: <CvuM7x.wC@world.std.com>
Source record: 180858

Hi Rick. Got NeoDesk4 Tuesday and it's great. I love the Groups. It and Geneva make my system sweet to use.

One apparent problem: When I write a desktop note with a Speedo font, andything I type after a space character doesn't show on the screen. I tried it with several fonts and I can type an unbroken string of chars, but as soon as I use the spacebar the folloing chars don't print. This doesn't occur with the system font.

I'm using Geneva Release 003 (12/31/93) and Speedo GDOS 4.1.

While I've got you, can you tell me why STalker downloads tend to get checksum errors and time outs whenever I try to multi-task? I'm using HSMOD04, which gives better results than SERFIX2. Anyone else have this problem? Actually, it occurs whenever STalker's window is not on top, not only when I switch to another program.

Thanks!

Dave Burns
Lowell, MA

3519. STE_FIX.PRG sought.

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 06:35:09 UTC
From: dburns@world.std.com
Message-ID: <CvunMM.6vr@world.std.com>
Source record: 180949

I bought a used 1040STe, but the STE_FIX.PRG was not included. I can't seem to find it anywhere. I think it is an AUTO folder program that will bring my TOS v.1.06 up to v.1.62? This should allow me to get to LOW RES easily?

Any help appreciated.

Dave Burns
Lowell, MA

3520. Hmmm....

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 07:33:02 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <34p33e$7r4@golem.wcc.govt.nz>
Source record: 180853

I've noticed lately HEAPS of Falcon demos appearing on sites (ftp.uni-kl.de seems to be central for these). Why aren't the authors writing something _useful_ with these skills that produce amazing but nothing-new-it's-all-been-done-in-the-last-demo-I-saw demos!? Why not write games instead so you can amaze people in a similar fashion, but maybe be able to collect a shareware fee for your troubles & give people something to entertain themselves with!? (Admittedly, abusive language doesn't go down too well in software and there's an awful lot of it in demos I've seen so far....)

So, if there's any demo writers out there, how about writing some more beneficial to all!?

It's a shame to waste such a good machine on just pretty sound & colors, some decent interactive entertainment goes down much better no doubt!

3521. dvi previewer capable of displaying postscript fonts on atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 09:42:32 UTC
From: janssen@ph.tn.tudelft.nl
Message-ID: <janssen.779103752@galaxy.ph.tn.tudelft.nl>
Source record: 180896
Cross-posted to: comp.sys.atari.st,comp.text.tex

Wanted: a dvi previewer for the atari 1040 ST (no harddisk) which also
previews using postscript fonts.

Context: I am using latex 2e and xdvi(k) on a UNIX machine. I am
using PSNFSS (\usepackage{times}) and, thus, postscript fonts.
I can preview the documents with xdvi with postscriptfonts
rendered with gsftopk at my work with no problems at all.
At home, I have a atari 1040 ST and a modem and I would
like to preview my documents on that atari.

Problem: I tried several dvi previewers for the atari. I've copied the
pk files of the fonts used to the correct directory at home. All previewers
work fine if the normal (cm) fonts are used. However, there is something
missing I think in the pk files of the postscriptfonts.
Maybe this is in the .vf files, but I don't know what to do with these
(i.e. where to put them on the atari).

Previewers tried:
* dvist 3.2 and dvist 3.3. They read the pk font data and find an error,
next they are aborted.
* dvi_210. According to the documentation, should work with virtual
fonts, but I got a weird address error (illegal instruction? ---
I'm not sure) and the program aborts.
* shdvi: did not work either;
* dviatari: same;
* showdvi: same;
* ascreen: same.

Does anyone know a correct dvi previewer, or knows what to do?

Thanks a lot,

Rik Janssen.

Rik Janssen, Delft University of Technology,
(janssen@ph.tn.tudelft.nl) Department of Applied Physics,
Pattern Recognition Group,
Lorentzweg 1,
2628 CJ Delft,
The Netherlands.

3522. Re: Enhanced GEM

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 10:18:29 UTC
From: prbogner@faui06h.informatik.uni-erlangen.de
Message-ID: <34pcpl$an1@faui06h.informatik.uni-erlangen.de>
Source record: 180857
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

mdg@ukc.ac.uk (M.D.Griffiths) writes:

>I'm looking for ENHANCED GEM v1.45 (C Gem library)

A (german) Ftp-Site is:
rrzs3.rz.uni-regensburg.de (or ftp.uni-regensburg.de)
/pub/freeware/software/atari/prg-ing/c/e_gem145.zip

--
Peter Bogner, Humbserstr. 10, D-90763 Fuerth
email: prbogner@cip.informatik.uni-erlangen.de

3523. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 10:31:52 UTC
From: nino@mips.complang.tuwien.ac.at
Message-ID: <34pdio$8dg@news.tuwien.ac.at>
Source record: 180859

Uwe Seimet (seimet@chemie.uni-kl.de) wrote:
: jensk@hpbbn.bbn.hp.com (Jens Kilian) writes:

: >Virtual memory doesn't require a MMU. It does require the ability to trap
: >an illegal memory access and to restart the processor *in the same state* as
: >before the trap. The 68000 doesn't have that ability; the 68010 and all latter
: >680x0s have it.

: But how do you remap the physical memory with a 68010 in order to get memory
: placed at the logical address which caused the bus error? You need a PMMU
: for that because the 68010 can't remap memory pages.

Probably by doing it in software:
If you get a bus error, for example from executing move d0,(a0)
while a0 contained 0x20000000, the exception handler can find out
what physical address 0x2000000 corresponds to, and execute the
instruction again - but only if the state in which the exception
left the cpu is defined (as it should be in the 68010). Since the
instruction would have to be 'interpreted' in a way, this would
waste probably over 100 cycles for *every* virtual memory access,
i.e. it would be *very* slow - but feasible(?).

-nino

PS. I don't claim to know more than Uwe about 680x0 Processors or
virtual memory (after all he wrote OUTSIDE, the virtual memory
package for TOS), but the above seems to make sense. At least
for my present state of mind. :-)
--
Marinos Yannikos (nino@mips.complang.tuwien.ac.at)
Stud.Ass. (Vertr. U.Neumerkel bis 30.9.94), E185/1 +431 58801/4477

3524. Re: GEM metafile

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 10:48:40 UTC
From: ee91ddt@brunel.ac.uk
Message-ID: <CvuzD6.CL5@brunel.ac.uk>
Source record: 180860

Jiri Kucik; st (kucik@Leo1.Zlin.VUTbr.cz) wrote:
: Hello,

: could somebody write me format of Subj.?

You can find a file with all the picture formats for ST using anonymous FTP
on: sol.cs.ruu.nl in the directory pub/ATARI-ST/doc. It is the file:
picfmt.zoo

Dimitris

3525. Re: Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 11:50:23 UTC
From: oberle@informatik.uni-koblenz.de
Message-ID: <34pi5v$kbj@newshost.uni-koblenz.de>
Source record: 180879

In article <779077918.4@mettav.exnet>, Graham.Irvine@mettav.exnet.com (Graham Irvine) writes:

...

|> what's the display you get in TT-high ? I thought to get a better resolution
|> out of the TT you really need a graphics card.

TT high resolution means 1280x960 monochrome (1 Bit) at 72 Hz (!).

This is a very useful mode for word processing and monochrome graphics programs, e.g. papyrus and X-Act Draw. Because of the minimal depth (1 Bit), it is very fast. And the high refresh rate on a monochrome monitor is probably the best solution for your eyes.

The main disadvantage of this mode is that it is put out as an ECL (digital) signal. I am aware of only three monitors in the market that are capable of displaying this signal:

ATARI TTM-195 (19", monochrome, ECL, fixed refresh rate)
ProScreen TT (19", monochrome, ECL, fixed refresh rate)
EIZO 6500 (21", monochrome + greyscales, ECL + analog, multisync)

A TT with a TTM-195 or ProScreen TT is a relatively cheap possibility for a monochrome "graphics workstation".

Bye,

Christoph

3526. Re: 1STGUIDE..

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 12:08:01 UTC
From: oberle@informatik.uni-koblenz.de
Message-ID: <34pj71$kbj@newshost.uni-koblenz.de>
Source record: 180893
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <34ogqe$4b2@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

...

|> So I can't see 1STGUILD being better than GUCK, also 1STGUIDE is a ACC
|> and takes up memory, GUCK does not do that....
|>
|>
|> So how come some one can claim that 1STGUIDE is better than GUCK
|> and a standard ST/STE/MEGA running TOS or Neodesk..??
|>

Hi,

1st Guide (Shareware) actually isn't a pure file viewer. 1st View (PD), which is a subset of it, is rather comparable with GUCK.

1st View does all of its output in GEM windows - this grants highest compatibility with MultiTOS, MagiC and all screen resolutions that one can imagine. So 1st View is very independent from the hardware/software environment.
This only becomes unimportant if you definately know that you are _never_ going to upgrade your computer (or OS) or purchase another one.

1st View is able to display text in a scrollable window in different font sizes, (X)IMG pictures, GEM Metafiles, .RSC files and a certain sound sampling format (I don't know it right now).

1st Guide does the same but also has Hypertext features built in and comes with a hypertext document which explains TOS (very useful for programmers). I have registered it as an application under Gemini and renamed it to .PRG instead of .ACC, as I use MagiC and can let it run in parallel. That way, it doesn't take up memory and displays automatically the contents of a file by a double click.

Have you already asked the author whether he is willing to translate 1st Guide/1st View and the documentation?

Bye,

Christoph

3527. virtual memory on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 12:17:12 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <34pjo9$o0@bambam.cs.city.ac.uk>
Source record: 180894

What are VM managers like on the Falcon?

(1) Do they need a dedicated partition for swap space?
(2) Do they work on the internal IDE drive or is a SCSI required?
(2) How is DMA handled (ie pages being DMAed shouldn't be swapped)?
(3) Overheads (eg resident size of VM manager)
(4) Reliablity/Compatibility

In particular are there any VM products available that will enable g++ v2.5.8
to run on a 4Mb Falcon? (I want to compile ~10K lines of source, longest
file ~1.5K lines, preferably with -O2).

Does anyone know if the Falcon version of Mag!x (sp?) will have VM?

Steven

3528. Re: STE_FIX.PRG sought.

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 12:18:37 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <34pjqt$vim@msuinfo.cl.msu.edu>
Source record: 180897

In article <CvunMM.6vr@world.std.com>, dburns@world.std.com (David R Burns) writes:
>I bought a used 1040STe, but the STE_FIX.PRG was not included. I can't
>seem to find it anywhere. I think it is an AUTO folder program that will
>bring my TOS v.1.06 up to v.1.62? This should allow me to get to LOW RES
>easily?

Dave,
STE_FIX.PRG is an AUTO folder program that fixes a bug in TOS 1.06. The bug causes the STE to always boot in low res, so with the fix you can boot in medium.

There's another archive floating around that replaces the DESKTOP.INF file called STEFIX_2.ARC. Apparantly the problem with TOS 1.06 is that it always writes a loHd|.i:Y

3529. Re: Neodesk4/Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 12:43:19 UTC
From: rflashma@mtholyoke.edu
Message-ID: <34pl97$3km@mudraker.mtholyoke.edu>
Source record: 180895

David R Burns (dburns@world.std.com) wrote:
> Hi Rick. Got NeoDesk4 Tuesday and it's great. I love the Groups. It
> and Geneva make my system sweet to use.

Thanks, we appreciate your comments!

> One apparent problem: When I write a desktop note with a Speedo font,
> andything I type after a space character doesn't show on the screen. I
> tried it with several fonts and I can type an unbroken string of chars,
> but as soon as I use the spacebar the folloing chars don't print. This
> doesn't occur with the system font.

Hmmm. I use spaces all the time, and I haven't seen that. I'll look into it and see if I can find a way to reproduce it. Have you tried it on a clean system (with only Geneva/NeoDesk & Speedo, or without Geneva) and see if that makes a difference?

> While I've got you, can you tell me why STalker downloads tend to get
> checksum errors and time outs whenever I try to multi-task? I'm using
> HSMOD04, which gives better results than SERFIX2. Anyone else have this
> problem? Actually, it occurs whenever STalker's window is not on top,
> not only when I switch to another program.

Two factors could be affecting you here. First of all, baud rate. If you are downloading at 9,600 baud or faster, the errors a probably partially caused by the fact that the computer can't simply keep up (yes, a faster processor would help). The second factor, and more likely, is the size of your serial buffer. STalker 3.02 sets the serial buffer to 8K, however, you might need a larger one. There's a utility in the STalker disk to do this. You might want to try increasing it to 15-20K and see what difference that makes. In addition, it would not hurt if you increased the STalker download buffer.

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

3530. Re: PC emulators for Falcon/TT

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 12:56:49 UTC
From: damms002@acpub.duke.edu
Message-ID: <34pm2h$rns@news.duke.edu>
Source record: 180880

Claus Brod (clausb@hpbbrd.bbn.hp.com) wrote:
: Net.folks,

: sometimes PC emulation becomes a necessity, and so I'm thinking about
: a PC emulator for a TT or Falcon. I'm not up to date about the state
: of PC emulation, tough. Is there a decent 386-based emulator around
: which runs Windows in bearable speed? Does somebody already have
: experience with such an emulator?

: Thanks for any help,

: Claus

: --
: --clausb@hpbeo79.bbn.hp.com---
: Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
: --#include <std_disclaimer>---

3531. Printer Driver for Notator Logic

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 13:29:55 UTC
From: az822@FreeNet.Carleton.CA
Message-ID: <Cvv6tv.tD@freenet.carleton.ca>
Source record: 180805

I have a Brother HL-6 Laser Printer and use mainly Notator Logic v.2.0, LDW Power, and Atari Works. My printer is fairly new to me, but one of the reasons I bought it was because it said it printed 6 pages of text per minute. I know that graphics will print much slower but it takes sometimes more than 5 minutes for one page of sheet music to appear. Logic doesn't use SpeedoGdos so I disable it when I want to print from Logic. The printer emulation it says it is compatible with is the HP laserjet IIP+. Is it really going to be this slow all the time? Can someone give me a suggestion on how to write my own printer driver for my Printer?

Logic has a few HP drivers but none are very fast. The other thing is that even when I print from Atari Works, it is very slow. The printer, however, is very fast when I double click on as ASCII doc to show on screen or print to my printer. Then it is very fast.
Does anyone have any ideas?

3532. Re: SLIP/PPP and Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 13:36:41 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <34pod9$ird@beta.qmw.ac.uk>
Source record: 180804

Arturo Larizza (arch@insane.apana.org.au) wrote:
: My internet provider offer slip/ppp access and I am *very* interested in
: any info which will allow me to take advantage of this.

: STFM 4 meg, TOS 1.2

: I asked my system administrator and apparently, ka9q won't do.

How about MiNT Net?

3533. Is there still demogroups on ST?

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 13:44:37 UTC
From: d94-mgu@mumrik.nada.kth.se
Message-ID: <34pos5$log@news.kth.se>
Source record: 180881

```
Is the demoworld of the ST dead?
I still code for the ST, and is currently working on
two demos for this wonderful machine.
If you make demos for Atari, send a mail to me on
d94-mgu@nada.kth.se

Corny of Crystalic
```

3534. Re: Newdesk.inf

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 13:46:34 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <34povq$ird@beta.qmw.ac.uk>
Source record: 180812

hopper_t@msupa.pa.msu.edu wrote:
: In article <34l8a7$gg7@prime.mdata.fi>, artoj@mits.mdata.fi (Arto Jalkanen)
: writes:
: >If I've understood correctly (my uncomfortable experiences do back this
: >up) TOS has this 4k barrier on NEWDESK.INF file. I experienced computer
: >crashing and odd behaviour as my newdesk file grow over 4k. Is there any
: >patch that could fix this? You really can include far too few stuff in
: >that 4k. I think I would laugh to this if I were a PC-user, at the moment
: >it isn't very funny. I have Falcon with 4 megs of memory.

: I saw an AUTO folder program that fixes it, but you must be running WINX.
: I don't remember the name, but it should be in umich under tosfixes or
: tos206 (sorry, I don't remember the actual directory names either :-). If
: you find a fix that works without WINX, let me know; I'd like to have
: something like that too.

The program you are looking for is Shell Buffer

HENSA/micros has v1.3 of the program, and I use it in my STe at home (TOS 2.06)

address: micros.hensa.ac.uk

path (micros/atari/tos/n/n130/shbuf1_3.lzh)

This does have to be used with GEMRAM...and not WINX.

GEMRAM v1.6:
(micros/atari/tos/n/n127/gemram16.lzh)

WinX 2.2 is also available....
(micros/atari/tos/n/n129/winx22.lzh)

Hope this helps.

Danny

3535. Re: STE_FIX.PRG sought.

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 13:54:12 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <34ppe4$sv4@msuinfo.cl.msu.edu>
Source record: 180807

In article <34pjqt$vim@msuinfo.cl.msu.edu>, hopper_t@msupa.pa.msu.edu writes:
>In article <CvunMM.6vr@world.std.com>, dburns@world.std.com (David R Burns)
>writes:
>>I bought a used 1040STe, but the STE_FIX.PRG was not included. I can't
>>seem to find it anywhere. I think it is an AUTO folder program that will
>>bring my TOS v.1.06 up to v.1.62? This should allow me to get to LOW RES
>>easily?
>
>Dave,
>STE_FIX.PRG is an AUTO folder program that fixes a bug in TOS 1.06. The
>bug causes the STE to always boot in low res, so with the fix you can boot
>in medium.
>
>There's another archive floating around that replaces the DESKTOP.INF file
>called STEFIX_2.ARC. Apparantly the problem with TOS 1.06 is that it
>always writes a loHd|.

As I was saying before my computer crashed:
...it always writes a low-resolution boot to the desktop.inf file. Perhaps
someone else can point out just where this is in DESKTOP.INF, so you can
alter it whenever you wish with an ASCII file editor. If you decide to
edit the desktop file, make sure your editor doesn't strip trailing spaces;
line #D (I think) has a lot of them to keep the first three lines at
something like 120 bytes (including EOL), and if you lose those, your whole
DESKTOP.INF file starts acting strange.

Regards,
Tom
hopper_t@msupa.pa.msu.edu

3536. Re: GCC sources

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 13:57:04 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <34ppjg$3m6@ugle.unit.no>
Source record: 180810

D2cg@dtek.Chalmers.Se,
In a message on 8 September, wrote :

dG> Where can I find the original sources to GCC 2.5.8? The patches for atari
dG> is available at atari archive, but where is the rest? Please help...

Since you are located in Sweden, your best bet would probably be
ugle.unit.no (Norway). It should be in the pub/gnu directory.

Erling

 ATP/Unix 1.40 This is my tagline.

3537. Spectre emulator question

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 14:36:00 UTC
From: not-for-mail@rubb.rz.ruhr-uni-bochum.de
Message-ID: <19940909143610.not-for-mail@CD41022.rz.ruhr-uni-bochum.de>
Source record: 180820

Hi!
Does anybody know a which is the latest Version of the Spectre emulator
and how to get it? Is there any conact address to the authors?
Matthias
Matthias.Hennig@ruba.rz.ruhr-uni-bochum.

3538. DSP question

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 14:37:00 UTC
From: not-for-mail@rubb.rz.ruhr-uni-bochum.de
Message-ID: <19940909143754.not-for-mail@CD41022.rz.ruhr-uni-bochum.de>
Source record: 180821

Hi!
I'm searchimg for manuals about the DSP68k. Is there any FTP-Site...?
Matthias
Matthias.Hennig@ruba.rz.ruhr-uni-bochum.

3539. Re: Falcon Hard Disk Recording

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 14:44:09 UTC
From: l3464@dc.dk
Message-ID: <l3464.6.000EBCD9@dc.dk>
Source record: 180890

In article <34kqqo$hr3@u.cc.utah.edu> pl4266@u.cc.utah.edu (Paul Luscher) writes:
> Hello!
> First I would like to thank everyone who outlined the Falcon specs
> for me, I really found it extremely valuable. I want to do HD recording
.....

I WAS going to buy a FALCON/CUBASE AUDIO setup this week but changed my mind after seeing a post in which ATARI at a stockholders meeting stated that they would NOT develop any new FALCONs. But is licensing FALCON technology to C-LAB GmbH (Steinbergs biggest competitor in Germany).

This is very frustrating given the past history of Steinberg (I've been with them since PRO16 on CMD64, and have burned my fingers/wallet several times). Steinberg is probably going to forget about the FALCON and consentrate on the MAC og PC versions, and then what???

As for functions I think the FALCON is OK from what I've seen, and if the current version is enough for you then that's fine BUT I don't think there will be very many more versions of CUBASE AUDIO coming out on FALCON !!!
Too BAD.

3540. Games List V18

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 15:30:56 UTC
From: Grendel@freeport.uwasa.fi
Message-ID: <34pv3g$5r5@zippo.uwasa.fi>
Source record: 180816

Hello fellow Atari users.
I don't own Atari, and strictly talking my list doesn't
o□cover Atari games, but there are so much common in
Amiga/ST games that I thought you would like to check
this list and point me what games apply to ST - so
I can add ST also ehre□□□□here. Didn't see ST games area,
so hope I didn't stomp on anyone. Responses on E-Mail
please (note: Grendel@Freenet.hut.fi, not this one)

Thanks, J#K

- - -

--- GAMES LISTS ---

Compiled and updated by Jukka O. Kauppinen (Grendel/Byterapers).
V18 08.09.1993 Iisalmi, Finland

-MODEM/CABLE/NETWORK playable games
-Amiga analog-joysticks supporting games
-Amiga multibutton-sticks supporting games
-Amiga multitasking games
-Eastern Front strategy-games
-Space war tactical/strategic scale strategy games

* Modem / Cable / Network games
RAC = Race STR = Strategy SIM = Simulation SPO = Sports ACT = Action
L = LINK M = MODEM N = NETWORK
PD = Public Domain or Share Ware
Rating = my personal rating how good each game is while
played by link or modem. Please note that ratings may
differ dramatically from 1-player ratings.
(!) = Very recommended!

PC
Game Publisher Rating

Modem Wars -STR M Electronic Arts
Armor Alley -ACT LM Three-Sixty ***** (!)
Fireteam -STR LM
Populous -STR LM Electronic Arts ****
Command HQ -STR LM MicroProse ***** (!)
Medieval Warriors -STR Merit
Linewars -ACT PD
F-16 Falcon -SIM LM Spectrum Holobyte
Falcon 3.0 -SIM LM Spectrum Holobyte

F29 Retaliator -SIM Ocean
Knights Of The Sky -SIM LM MicroProse **
Firepower -ACT M
The Perfect General -STR LM QQP ***** (!)
Spacewar -ACT PD
Flight Simulator 2+3+4 -SIM
688 Attack Sub -SIM Electronic Arts
F16 Combat Pilot -SIM L Digital Integrations ****
3D Helicopter Simulator -SIM Sierra
Tracon II with FS -SIM
Tank -SIM
NFL Pro League -SPO
Battlechess I+II -STR -LM Electronic Arts
Wild Wheels -ACT L? V?
Global Conquest -STR LM MicroProse
Powermonger -STR LM Electronic Arts
Global Effect -STR LM Millenium ****
Vette! -RAC LM Spectrum Holobyte ***
Flight of the Intruder -SIM L
Tom Landry's Strategy Football -SPO LM
V for Victory -STR LM Three-Sixty
Megatron -ACT LM PD
Formula 1 GP (update) -SIM LM MicroProse
Dogfight -SIM LM MicroProse ***** (!)
RACs and Drivers -RAC LM
Strike Eagle III -SIM LM MicroProse
SVGA Air Warrior -SIM LM On-Line ***** (!)
Tetris Classic -PUZ
IndyRAC Racing -RAC LM
Seawolf -SIM LM Electronic Arts
Doom -ACT LMV SW (Id Software) ****
Evasive Ection -SIM LM Mindscape
Robosport -STR LMV Maxis
Global Domination -STR LM Impressions
Pro League Football -SPO M Micro Sports
Archon Ultra -ACT STR LM SSI
Empire Deluxe -STR M New World *****

Amiga
Populous -STR LM Electronic Arts ****
Powermonger -STR LM Electronic Arts
Telewars -STR M Merit
F-16 Falcon -SIM LM Spectrum Holobyte **
Operation Com-Bat -STR LM Merit ****
Demon Wars -STR M SW
Lotus II -RAC L Gremlin
Stunt RAC Racer -RAC L Microplay (?) ***** (!)
Prince -STR L
Firepower -ACT M
RFV Honda -ACT L

Fire Brigade -STR L Panther Games
The Jet -SIM M
Turbo -?
Lotus Turbo Challenge II -RAC L Gremlin
Fighter Duel -SIM M Kesmai ****
F-16 Combat Pilot -SIM L Digital Integrations ****
The Perfect General -STR LM QQP ***** (!)
Knights of the Sky -SIM LM MicroProse **
Battlechess I+II -STR Electronic Arts
Spacewar -ACT PD
Populous II -STR LM Electronic Arts *****
Global Effect -STR LM Millenium ****
Fighter Duel Pro -SIM LM Kesmai ****
Air Warrior -SIM M Kesmai
Flight of the Intruder -SIM L
Vroom -RAC ML ***
Flight Simulator II -SIM ML
Dogfight -SIM ML MicroProse
Overdrive -RAC L Team 17 ****
Fighter Duel Pro 2 -SIM LM Kesmai *****
Skidmarks -RAC ACT ML Acid Software ***** (!)
BattleRAC -RAC L PD
Gridlock -STR LMV PD
Robosport -STR (LM?) Maxis
Scud Buster -ACT M S/W
Modem Drag Race -RAC M PD
Motor Duel -RAC L PD
Serial Stratego -STR LM (+IRC) PD

* Amiga analog-joysticks supporting games

Knights of the Sky Formula 1 GP
F15 Strike Eagle II Gunship 2000
F-19 Stealth Fighter Flight of the Intruder
Tornado /AGA Fighter Duel /PRO/PRO 2
Air Warrior

Testing required:
F-29 Indy 500 Megafortress Reach for Skies
Red Baron Jet Armour Geddon AV8B Harrier
Birds of Prey BlueMax Chuck Yeager F-16 Combat Pilot
F-16 Falcon Tornado

* Amiga multibutton-sticks supporting games

Arabian Knights Flashback Desert Strike Street Fighter II
Turrican I/II/III Overdrive James Pond 3 R-Type
Out to Lunch
+ lotsa others,

* Amiga multitasking games
(under 1% mentioned - PLEASE ADD)

(COMMERCIAL ONLY, loads & loads PD & S/W multitask)

Gold of Americas (SSG) When 2 Worlds War (Impressions)
No Greater Glory (SSI) Red Storm Rising V2 (MPS)
Sim Life (Maxis) Sim City (Maxis)
Civilization AGA (MPS)
Infocom Adventures

* Strategy games, Eastern Front 1941-1945

Second Front - SSI Kampfgruppe - SSI
Panzer Battles - SSG Russian Front II - S/W
Stalingrad - CCS Road to Moscow - ?
Panzer Strike - SSI Russia - SSG
Battlefront - SSG Panzer Grenadiers - SSI
War In Russia - SSI Tigers on Prowl -HPS

* Strategy games, space-war (ship vs ship, tactical, strategic)

Imperium - EOA Star Control - Accolade
Worlds at War - S/W 2525 - Interstel
Star Fleet / II - EOA Reach for the Stars - SSG
Imperium Galactum - SSI Stellar Conflict / II - ?
Stellar Crusade - SSI Deuteros - Activision
Millenium 2.2 - Activision Supremacy - Virgin
Space COnquest - SW Cosmic Conquest - SW
Renegade Legion - Interceptor - SSI
Rules of Engagement - ? Spaceward HO!
Master of Orion -MPS
Colonial Conquest II -PD

All lists are updated more or less regularly, depending how often
I come across new list-worthy items myself, or anyone cares to
report them to me. I can be contacted at several sources:
E-Mail: Grendel@Freenet.hut.fi or Grendel@Freeport.uwasa.fi
IRC: "Grendel" (#Amiga, #Amigascne)
Fidonet: SF.Amiga SF.Pelit
FINNS ONLY: BBS Neuvosto-Savo 977-1525280 (2400-14400) / 977-1525281
1525281

Internetters : PLEASE USE NETMAIL! I WON'T SEE YOUR POSTINGS
FROM NEWSGROUPS!

Please be active and report any mistakes and additions. I can't
personally find everything, but would like very much help the
computer community and games freaks with as complete list as
possible.

This list is freely distributable, and I encourage everyone to
do so - but please also mention the Version-number. Suggested
filename : GLISTxx.* (LZH or TXT, please). xx for version number,
like GLIST17.TXT. Thanks!

(ps. Latest revisions of Air Warrior support disks available
from Neuvosto-Savo, directly from author. On Amiga/PC formats.
Latest public revision 1.0. Coming 1.1)

J#K
--
Jukka O. Kauppinen Freelance journalist
Sankarinkatu 9 A 3 MikroBITTI
74100 IISALMI, FINLAND Amiga 1200/030, 386, C-64, SPectrum
Tel/Fax. +358-77-13192 Byterapers Inc since 1986

3541. QUESTION: Put accessories in folder?

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 15:57:32 UTC
From: mcwilliams@wmich.edu
Message-ID: <1994Sep9.115732.21252@wmichgw>
Source record: 180806

I know I'm lame and should know this, but isn't there a way I can
create a folder for my accessories that will still allow the ST to see them
at boot time? Name a folder called ACCESSRY or some such thing?

Brian Mc

3542. Need a decent PD notepad ACC

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 16:00:03 UTC
From: mcwilliams@wmich.edu
Message-ID: <1994Sep9.120003.21253@wmichgw>
Source record: 180808

Just wondering if anyone could recommend a decent notepad accessory
(PD of course)...

Thanks,

Brian Mc

3543. HELP! Alternatives to multitasking?

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 16:05:35 UTC
From: mcwilliams@wmich.edu
Message-ID: <1994Sep9.120535.21254@wmichgw>
Source record: 180809

I work primarily with MIDI applications and quite often I'm working
in my sequencer and have the need to work on sounds via X-or (patch editor/
librarian). I also find myself in the situation while working on sounds in
X-or I'd like to hear how they sound in context with the song I'm working on.
The way I figure it, there are three possible solutions:

1) Multitasking - but I doubt a 1040st with TOS 1.0 can do this.
2) Somehow convert X-or into a desktop accessory - is this possible?
I could work in the sequencer than edit sounds when the need arises.
3) Get an accessory that plays standard MIDI files to use while working
in X-or.

I would love to hear suggestions from someone in the know. Please,
fill my mailbox...

Thanks,

Brian Mc

3544. Re: QUESTION: Put accessories in folder?

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 16:05:57 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <34q155$nei@msuinfo.cl.msu.edu>
Source record: 180818

In article <1994Sep9.115732.21252@wmichgw>, mcwilliams@wmich.edu (Brian McWilliams) writes:
> I know I'm lame and should know this, but isn't there a way I can
>create a folder for my accessories that will still allow the ST to see them
>at boot time? Name a folder called ACCESSRY or some such thing?

There's an AUTO folder program called The Accessory v1.4(?) (look for ACC.PRG,.ARC, etc.) that loads accessories from a folder called ACCS. If you can't find it, let me know and I can uuencode it and email it to you (no docs, though).

Tom
hopper_t@msupa.pa.msu.edu

3545. Apologies from HENSA

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 16:23:05 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <34q259$nqv@beta.qmw.ac.uk>
Source record: 180811

Dear friends

I apologise for the lack of programs uploaded to HENSA this week. This has been due to other work that I have had to do...and so had to spend hardly any time on the hensa machine.

I have been preparing for a presentation for earlier today, and also for one at a conference next week. As I will be there from mid-week onwards...I do not promise many new files next week either.

I apologise for this, and will be back with a vengeance once all this is over.

Till next time.....
Download and enjoy
Danny

ATARI NEWS OF THE DAY Updated 09/09/94 @ 1655

New software for the Atari TOS section

New packages are as follows; type "cd ~/micros/atari/tos/<x>/<code>" to get to where they are held. <code> is as below and <x> is the first letter of <code>. EG. For package "m100" you'd "cd ~/micros/atari/tos/m/m100".

Pfx Date Key Details
--- ---- --- -------
o104 09/08/94 ---- BOOTSIE Write your own bootcode on a floppy
o105 09/09/94 ---- N_PUBLIS 2.01 Easily change printers in Timeworks DTP2
o106 09/09/94 ---- MAUS-WINDOW 1.31 Top windows in GEM, X-Window style

--
Denesh Bhabuta (Danny)
HENSA/micros Atari Moderator
danny@micros.hensa.ac.uk
D.Bhabuta@qmw.ac.uk
vctec@wmin.ac.uk

3546. Re: TOS 1.2 Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 16:36:54 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <CvvFHI.Crr@info.bris.ac.uk>
Source record: 180817
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <34904m$t5m@mailer.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd)
writes:

|>
|>I am in search of a TOS 1.2 chipset (the 6 chip set, not the two). I am
|>hoping that some folks who upgraded to 1.4 or higher might still have them
|>lying around. Will pay reasonable fee plus shipping. Please send email if
|>you have such a beast. Thanks in advance.

Hmmm, if I could get hold of a set of 1.4 chips I might be willing to part
with my 1.2 chips (definitely have 6 socketed ROM chips).

|>
|>--
|>***
|>*
|>* Mickey Boyd
|>*
|>* Systems Administrator
|>*
|>* Florida State University Mathematics Department
|>*
|>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425
|>*
|>***
|>*
|>
--
---+------------------+
Tim Llewellyn - OpenVMS, Soukous and Cricket Addict |Hey, and get wise |
Physicist Programmer, Bristol Uni Particle Physics. | to the sounds of |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Africa,seen. |
I speak for me and noone else OK (and I might even | Soukous Makossa |
change my mind sometimes!-) | Mbalax Rumba...|
---+------------------+
I neither love OpenVMS nor hate OSF/1, for they are both just tools I use

3547. Re: Falcon Hard Disk Reco

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 18:35:09 UTC
From: jonal@hiof.no
Message-ID: <jonal.2609.2E70AADD@hiof.no>
Source record: 180825

In article <34nu21$6up@ugle.unit.no> erlingh@nova.pvv.unit.no (Erling Henanger) writes:

>pF> - What do I plug into the DSP port?

>Lots of things. F.eks digital interfaces, so you can record DAT's/CD's
^^^^^
Hard time switching languages all the time, Erling? :)

>digitally. Or better AD/DA interfaces.

Just thought I should add someting here - for those of you doing music stuff
to audio DAT's there's now a couple of apps out there making it possible to
back up your HD to audio DAT. There's DataDat from SoundPool and an other
one from Steinberg which I don't know the name of. They are quoting
~1GB on a 120min tape as the capacity. If you already have a digital
interface, the DataDAT software is cheap, DM 49,-!

Jon

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman

3548. Re: Spectre 3.1 ?

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 19:02:52 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <34qbgs$dk8@charm.magnus.acs.ohio-state.edu>
Source record: 180882

>I would pay real money for an ST emulator for power mac, so long
>as it supported MIDI.

I would pay good money for an ST emulator for the power mac as long as it was even half-way decent to be honest... There is no real reason not to emulate at least a TT though, or at the very least an ST with a 'video card'.

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"It's supposed to be automatic but actually you have to press this button."

- John Brunner

3549. Re: Neodesk4/Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 19:12:19 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <34qc2j$dmj@charm.magnus.acs.ohio-state.edu>
Source record: 180883

>> > Write a Neodesk lookalike that replaces Microsoft Program/File Mangler
>> > and the world would be a happier place. Heck, Chicago looks like it won't

>> > be here until '96, and they'll probably screw it up too. Norton Desktop
>> > is making a killing, it is far from Neodesk in terms of "sensible GUI" IMH

Strangely enough NeoDesk is one of the two things keeping me in the ST world
(The other is Calamus). One of the major reasons I would consider buying an ST
emulator for the PowerMac is simply to use NeoDesk in place of the bloody Mac
desktop. NeoDesk is IMHO far superior in many ways to any other desktop...

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"To my mind the most frightening book ever published is Lewis F. Richardson's
'Statistics of Deadly Quarrels'. You've probably never heard of it even though
its relevance to the mess you're in is at least as great as that of Darwin's
'On the Origin of Species,' which you learned about in fourth grade. And that's
because it's so completely terrifying only those 'experts' who are adequately
armoured with preconceived contrary ideas which will enable them to disregard
Richardson's work completely ever get to study it."
- Chad C. Mulligan

3550. Re: Spectre for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 19:20:49 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <34qcih$dot@charm.magnus.acs.ohio-state.edu>
Source record: 180884

>Power PC is dead. Let us have mac emulation for Falcon, please!

Unfortunately it looks more and more like it is the ST that is dead (no flames please, I love the ST as much as all of us!) However, we do not have to be blind to the future in our dedication to the ST. A PowerMac (especially the fast ones) are fast enough to emulate one hell of a fast and powerful Atari if anyone bothered to make one...

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"To my mind the most frightening book ever published is Lewis F. Richardson's 'Statistics of Deadly Quarrels'. You've probably never heard of it even though its relevance to the mess you're in is at least as great as that of Darwin's 'On the Origin of Species,' which you learned about in fourth grade. And that's because it's so completely terrifying only those 'experts' who are adequately armoured with preconceived contrary ideas which will enable them to disregard Richardson's work completely ever get to study it."
- Chad C. Mulligan

3551. Re: Neodesk4

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 19:23:50 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <34qco6$dpq@charm.magnus.acs.ohio-state.edu>
Source record: 180885

```
>> It's me! I have receiced TWO Neodesk 4 disks (thanks for the quick
>> service, Gribnif!), and I failed to register both of them! The
>> installation program hung my TT :((
>> I guess something nasty is about to happen to my floppy drive; or
>> there is something in the Swiss air after all.....

UHOH, I just realized something. I've got an ST with no real drive A. It just
does not work. If the register program for NeoDesk won't function in drive B
then I'm hosed...

---------------------------------------------------------------------
|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"In effect, applying the yardstick of extremism leads one to conclude that the
human species itself is unlikely to last very long."
- Chad C. Mulligan
```

3552. Re: QUESTION: Put accessories in folder?

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 19:53:40 UTC
From: hallvart@ifi.uio.no
Message-ID: <34qeg4$jm@baugi.ifi.uio.no>
Source record: 180826

In article <1994Sep9.115732.21252@wmichgw>, mcwilliams@wmich.edu (Brian McWilliams) writes:
> I know I'm lame and should know this, but isn't there a way I can
> create a folder for my accessories that will still allow the ST to see them
> at boot time? Name a folder called ACCESSRY or some such thing?
>
> Brian Mc
>

I don't *think* so, but another suggestion is to have a folder like you said,
with the accessories in, and use the "Chameleon" accessory to load/unload them whenever you need them. That way you can be flixible and save memory (and time when starting up the machine).
Hope that helps answer your question.

Hallvard

3553. Gemulator

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 20:03:46 UTC
From: HARRIS@SLACVM.SLAC.STANFORD.EDU
Message-ID: <94252.120346HARRIS@SLACVM.SLAC.STANFORD.EDU>
Source record: 180886

Is there a list available of hardware and software that are compatible
with the Gemulator?

3554. UNIX2DOS.prg- what is it???

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 20:27:05 UTC
From: hallvart@ifi.uio.no
Message-ID: <34qgep$14s@baugi.ifi.uio.no>
Source record: 180887

I have a program called "Unix2dos.prg", without docs.
I suspect it should convert end-of-line characters from UNIX to
DOS/TOS standards, but when I run it it just goes back to the desktop.

Does anyone have this program, and more importantly, does anyone have it
with the documentation?

Hallvard

3555. Re: Neodesk4/Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 20:37:27 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <34qh27$k45@golem.wcc.govt.nz>
Source record: 180888

] > In the "Program Information File" "Parameters" dialog, the last line of t
] > overflows the dialog.
]
] We don't see that here. Does it only happen some times?

All the time. The line says:

Example: arc x $1 $2

But is mostly obscured by one of the border lines of the dialog.

] > graphic that is unselectable etc. This is best seen with a lot of
] > icons on the screen. It can also do this on the normal desktop when ther
] > are 10+ icons all over the place.
]
] This is a little confusing. So far we haven't been able to reproduce it.
] Can you explain it a little better or send us a uuenconded picture?

Basically, if I've got a whole heap of icons in a group, and they are
in wierd places and i do a "Snap to grid" on them, then many of them don't
re-draw in their destinations properly. They _Do_ snap correctly, but
they don't always re-draw in their new slot properly, or undraw the icon
in the original position (when it wasn't snapped)

] If I understand was you are saying, this is the way NeoDesk 4 works. Some
] dialogs cannot have multiple incarnations of themselves (this is one of
] them). So, if you do not close the first "disk info" dialog, the second
] one can never appear.

I mean after you format a disk, you usually get the disk-info dialog where
you can enter a volume name. After clicking OK, the dialog goes away and
the format-disk dialog reappears. If I format another disk straight away
then the disk-info dialog doesn't appear again afterwards. (It was closed
the first time, but after the 2nd format, it didn't open up again to let
me enter the volume label & show me the info' for the newly formatted disk).

Try formatting 2 or more disks in sequence without closing the format-disk
dialog, but _do_ close the disk-info dialog after it appears the 1st time!
(After entering a volume name preferably!)

I will EMail the group file I have to you in it's un-snapped form, the
mess appears immediately after snapping!

3556. No browser, but perhaps a HTML-editor?

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 21:26:29 UTC
From: marvi@Krille.Update.UU.SE
Message-ID: <34qjuj$jv8@Krille.Update.UU.SE>
Source record: 180889

This is not one of the hundreds of questions about "when will Mosaic land on the ST-scene".

I'm looking for an editor for the HTML-files. No fancy thing with gif's and jpg's -just plain text with anchors and styles (bold etc). It is so frustrating to insert all this codes manually (I did buy my ST to get works of that kind done, you know...).

Anyone heard of a program like that?

Bye,
/Markus

--
--| Student at Uppsala
Markus H{rnvi, Uppsala, Sverige | University, Science
e-mail: marvi@krille.update.uu.se | Of Religion, and at
X-400: /S=marvi/O=update/PRMD=uu/ADMD=sunet/C=se/ | Johannelund Teol. Inst.

3557. 3.5" IDE in Falcon??? (Yes, again)

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 23:27:25 UTC
From: jbaumgar@bronze.coil.com
Message-ID: <34qr0t$k80@bronze.coil.com>
Source record: 180831

I know this topic has been addressed before, but it's scrolled off here at COIL. What was the consensus opinion on installing 3.5" IDE drives in the Falcon (to replace the 2.5")?

Please mail me at
jbaumgar@bronze.coil.com

--
Jim Baumgardner (jbaumgar@bronze.coil.com)
"Would you _please_ stop clicking my head?"

3558. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 23:36:22 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.ekBL.hLDjbUic4Do@albemuth.equinox.gen.nz>
Source record: 180891

erlingh@nova.pvv.unit.no (Erling Henanger) writes:
> Schwab@ls5.Informatik.Uni,
> In a message on 7 September, wrote :
>
> sU> Wasn't there also the Sun2 which had an 68010 in it? And then, what a
> sU> cpu had the Sun1 (if it existed at all)?
>
> I am not sure about the Sun1 (if it existed), but I remember reading about
> a 68000 system which used 2 68000 running in parallell in order to do
> virtual memory. When the "real" processor bus-error'ed, they used the other
> one to get the necessary status information in order to restart the 1st one
> after doing the appropriate swapping :)

From what I understand. The first SUN machines were built on a design for a non proprietry board which was a freely available design spec, available from a number of different sources. I'm not sure of this but I think that these were the first hardware, deliberately designed for Unix. What later became Sun Microsystems was just one source of these machines. These boards were a 68010 based system, designed to run a variety of BSD Unix, (I don't know exactly which version) but therefore had to have some of the hallmarks of what Berkeley Unix needs i.e. support for demand paging and virtual memory. The Sun 2 machine was the first of the proprietry designs from Sun which built on their experience from these designs. It also required a rewritten kernal etc. which was the beginnings of SunOS.

Cheers,
John

--
|John Collis: Email in order of preference
| john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|or: John Collis at 3:770/105.7 @ fidonet.org
|Phone: +64-3-379-8921

3559. Re: Will AT-Speed C16 work on a MSTe?

Newsgroup: comp.sys.atari.st
Date: 1994-09-09 23:48:12 UTC
From: Colin.Campbell@mettav.exnet.com
Message-ID: <779336580.0@mettav.exnet>
Source record: 180892

Roger bibbled on 7 Sep 94 to All...

>>> Colin, I sent you 2 e-mails regarding your sale, I never recieved
>>> any replies...
>> I got _one_ e-mail, Roger and I replied to that on 31/8/94 so you
>> should have had it by now... :?
>
> I have never received any e-mails from you at all, may be you should be
> using CIX..????

Ha! I'm not that rich, you know. In fact, I'm not rich at all. :(

Col.

* Origin: ~~ Col's Burblings... ~~ (100:101/12.4)

3560. Continuous Spell Checker - Try Spelling Sentry!

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 00:04:41 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <iaResc1w165w@sys6626.bison.mb.ca>
Source record: 180848

A great choice for a continuous spell checker is Spelling Sentry. Here is the Press Release:

```
================================================================
N E W P R O D U C T A N N O U N C E M E N T
================================================================

Release Date: 1 September 1992

Contact:
Wintertree Software Inc.
43 Rueter St.
Nepean, Ontario
Canada K2J 3Z9
Phone: (613) 825-6271

Wintertree Software Inc. is proud to announce the release of a
new product for Atari ST/TT computers: Spelling Sentry -- a desk
accessory that adds a spell-checking capability to virtually any
other GEM program.

Spelling Sentry can check spelling in various ways, as described
in the following paragraphs. It can also expand abbreviations.
Since Spelling Sentry is a desk accessory, it's instantly
accessible from your favorite word processor, text editor,
communications program, or DTP application.

A key feature of Spelling Sentry is its ability to detect
spelling errors in real time while you type using other programs,
such as word processors. If you type a word containing a spelling
error, Spelling Sentry sounds a tone and flashes the screen.
Then, with a single mouse-click, you can select the correct
spelling from one of the alternatives which Spelling Sentry
suggests. Spelling Sentry will automatically replace the
misspelled word with the correct one.

Spelling Sentry can also check ASCII files and word-processor
documents. Since Spelling Sentry runs as a desk accessory, you
can save a file from a text editor or word processor, then invoke
Spelling Sentry's check-file feature to look for spelling errors.
Spelling Sentry can correct misspelled words in the file
interactively. When it finds a misspelled word, Spelling Sentry
presents a set of alternative spellings. You can select the
correct spelling using the keyboard or mouse, and Spelling Sentry
will correct the word in the file. Spelling Sentry can even
correct subsequent occurrences of the misspelled word.
```

A feature of interest to many Atari users is Spelling Sentry's ability to check the contents of the clipboard. The clipboard is a mechanism used to pass information between GEM programs and desk accessories. To use Spelling Sentry's check-clipboard feature, you copy a block of text into the clipboard from your word processor or text editor. Next, click on Spelling Sentry's "Check Clipboard" button. Again, Spelling Sentry presents a dialog showing alternative spellings when it detects a misspelled word. Select the correct spelling from the list of alternatives shown in the dialog. Spelling Sentry corrects the word in the clipboard -- and optionally further occurrences of the error -- automatically. You can then paste the corrected text in the clipboard back into your word processor or text editor.

Many people can correctly spell most of the words they use, but still get stuck on the occasional word. With Spelling Sentry's check-word feature, you can check the spelling of a single word. Spelling Sentry will let you know if the word is spelled correctly. If not, it shows you a list of alternative spellings, from which you can pick the correct one.

Besides being a spelling checker, Spelling Sentry can also expand abbreviations while you type. For example, when you type your initials, Spelling Sentry can replace them with your full name. You can teach Spelling Sentry abbreviations for words and phrases you use frequently, such as your return address, telephone number, "boilerplate" text in business correspondence, and BBS aliases and commands. Programmers can define abbreviations for language constructs and function calls. Spelling Sentry's abbreviation feature also works when you check disk files and the clipboard.

Spelling Sentry can include parts of the date and time when it expands an abbreviation. The parts include:

* The year, with or without the century
* The month number (01 to 12) and name (January to December)
* The day of the month (01 to 31) and of the week (Sunday to Saturday)
* The hour in 12-hour (00 to 12) or 24-hour (00 to 23) form
* The minute and second
* "a.m." or "p.m."

Using this feature, you can easily create abbreviations which include the current date and time in any format you prefer:

Monday, May 11, 1992
05/11/92 10 o'clock p.m.
10:32 p.m.
Creation date: 11-May-92 22:32:15
92/05/11 (Monday)

Adding or changing abbreviations is easy with Spelling Sentry's GEM interface. Spelling Sentry uses a window-in-a-dialog approach, showing nine abbreviations at a time. You can scroll the window contents using a standard scroll bar. New abbreviations can be added by clicking on an "Add" button, and existing ones can be removed or changed by selecting them with the mouse. You can even open different abbreviation files, so you can have several sets of abbreviations for different purposes. For a spelling checker to be useful, it must have a large dictionary so it doesn't mistakenly report unknown words as misspelled. Spelling Sentry uses two dictionaries. The main dictionary contains over 100,000 words, including contractions, many proper names, and words spelled according to both American and British rules. The main dictionary is organized in segments that can be loaded from disk to memory as needed. This makes Spelling Sentry adaptable to the capabilities of your system. If your computer has a modest memory capacity, Spelling Sentry will keep most of its main dictionary on disk, loading segments as it needs them. If you have 380K of spare memory, Spelling Sentry will load the entire main dictionary into memory, either all at once or segment-by-segment, for maximum speed.

The user dictionary holds words you use that aren't in the main dictionary. Such words may include your last name, street names, city name, business's name, and so on. The user dictionary is accessed very quickly, and never needs indexing or reformatting. Words in the user dictionary can be edited using the same window-in-a-dialog approach used for updating abbreviations.

An important feature of any spelling checker is its ability to "guess" the correct spelling from a misspelled word. Spelling Sentry is outstanding in this area, matching the misspelled word against words in the dictionary using several sophisticated lexical rules. Spelling Sentry even orders its suggestions so the first word appearing in the list of suggestions is the one most likely to be the correct replacement.

Spelling Sentry was designed to work on the entire line of Atari ST-compatible computers, from the 520ST with 512K of memory to the TT030 with 4Mb+. The only special requirement for Spelling Sentry is a double-sided disk drive. Spelling Sentry runs in a GEM window, so you can park it on the screen where it's out of the way yet still accessible. Spelling Sentry remembers its window position, so you don't have to position it manually each time you reboot.

The 40-page illustrated user's guide that comes with Spelling Sentry was written with the user in mind. It contains patient, step-by-step instructions for installing, configuring, and using Spelling Sentry. In a departure from most user's manuals, which are organized by program functions such as menu entries or dialog boxes, the Spelling Sentry user's guide is organized by

procedure. If you want to know how to add a new abbreviation, just read the instructions in the section called "How to add your own abbreviations." If you want to know how to check the contents of the GEM clipboard, see the "How to check the clipboard" section. Each section heading is listed in the table of contents for fast access.

The Spelling Sentry package also includes an anagram solver and a word-guessing game based on "Hangman." The anagram solver determines which words can be derived from different arrangements of a string of letters, and is useful for solving jumble puzzles or anagrams. The anagram solver can also be used to create new anagrams. The hangman game sharpens your vocabulary as you try to guess the letters forming a word chosen at random from one of the 100,000 words in Spelling Sentry's dictionary.

Spelling Sentry is developed and published by Wintertree Software Inc. Wintertree Software was incorporated in January 1992. Prior to then, it was Phil Comeau Software. Wintertree Software also publishes GramSlam, a grammar checker, and Grammar Expert, a grammar reference. Both GramSlam and Grammar Expert are software products for Atari ST computers. The addition of Spelling Sentry to its product line makes Wintertree Software Inc. the leading publisher of tools for writers in the Atari computer marketplace. Wintertree Software also publishes WStyle, a grammar checker for MS-DOS.

Spelling Sentry's list price is $59.95 US. Spelling Sentry is available wherever Atari computer products are sold. It is also available directly from Wintertree Software Inc., at the address listed above.

****
* John Perry, Winnipeg, Manitoba [] GEnie: J.PERRY13 *
* INTERNET: marco@sys6626.bison.mb.ca [OR] perr001.gold.tc.umn.edu *
****

3561. Re: Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 00:25:04 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cvw15s.CCM@cix.compulink.co.uk>
Source record: 180834

>what's the display you get in TT-high ? I thought to get a better resolution

1280x960 monchrome.

Its like having an SM124 which is *four* times the size (actually slightly
bigger! ;-)

>what you need is a backwards(TT) :-)

There are a few patches kicking around which do this sort of thing, but
I haven't seen anything *quite* like Backwards?

:-)

Roland.

@CiX

3562. Re: Learning german Part II

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 00:25:06 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cvw15u.CD8@cix.compulink.co.uk>
Source record: 180835

>Some of you did like it, here comes Part II

Very useful - not that I've done more than file it all away yet! One of these days I start making up German vocabulary lists based on these posts and start memorising them.

Thanks

:-)

Roland.

3563. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 00:25:08 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cvw15w.CDt@cix.compulink.co.uk>
Source record: 180836

>Virtual memory doesn't require a MMU. It does require the ability to trap
>an illegal memory access and to restart the processor *in the same state* as

Sure - it needs to be able to do this as *well*. However something needs
to do address transaltion between virtual address space and real address
space.

:-)

Roland.

@CiX

3564. Re: virtual memory on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 00:25:10 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cvw15y.CEM@cix.compulink.co.uk>
Source record: 180837

>In particular are there any VM products available that will enable g++ v2.5.8
>to run on a 4Mb Falcon? (I want to compile ~10K lines of source, longest
>file ~1.5K lines, preferably with -O2).

Someone on the MINT-LIST has said that GCC and G++ only work if you have more that 4MB of real RAM, before adding VM. He had tried GCC and Outside on his 4MB Falcon, and it just fell over. People with more memory reported no problems.

I was considering buying a PAK3 to do exactly what you are doing. However as I couldn't find *anybody* who had VM, GCC, MiNT and *only* 4MB, I decided not to bother. I bought an 8MB TT instead! ;-)

Roland.

@CiX

3565. program to play sample at bootup wanted

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 00:29:51 UTC
From: hallvart@ifi.uio.no
Message-ID: <34qulv$8pl@baugi.ifi.uio.no>
Source record: 180832

Is there a program that can make my STE play a sample (like a greeting message)
when I boot the machine?
I know there are programs that do that, but they replace the "ping" sound inside the
machine. I don't necessarily want the same (talking message) to replace the warning
"pling".

And is it possible to have another program play different samples depending on
what kind of a situation the machine was in (different kind of
errors messages= different kind of "beeps")

Hallvard

3566. program to be able to "read" disk directory as text

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 00:32:35 UTC
From: hallvart@ifi.uio.no
Message-ID: <34qur3$8pq@baugi.ifi.uio.no>
Source record: 180833

Is there a program that can let me get the filenames in the GEM window(s) as text?

In the UNIX system we use at the uni. (with X-windows) we can use the mouse to trace anything, and paste it in any other widow too.

Sometimes I might want to have the disk directory as a part of the text file I'm making, so instead of typing it all by hand, could I get it into the editor some other way?

Hallvard

3567. HP 520 Ink Printer

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 02:06:00 UTC
From: Bill.Blose@f0.n0.z0.fidonet.org
Message-ID: <779171437.AA00953@jina.rain.com>
Source record: 180754

In message 670/35/1579, laboratorium dydaktyczne writes:
> From: stud22@sun1000.ci.pwr.wroc.pl (laboratorium dydaktyczne)
> Newsgroups: comp.sys.atari.st
> Organization: Technical Univeristy of Wroclaw
>
> Can I connect HP 520 to my Mega ST ? Need I drivers ? Are there any driv
> (GDOS, Calamus ...) for HP 520 ?
>
>
> ---
> * Origin: Jina usenet <-> fidonet gateway, Beaverton OR USA (1:105/210)
> SEEN-BY: 105/79 210 211 306 318
I have the printer connected to my 4 meg STE. As far as I have heared
there are no drivers for the printer, but you can operate it like a
regualr ink jet (300 dpi by 300 dpi). So far I'm very pleased with it and
await for a driver to take full advantage of it.

*s

3568. Re: Calamus font HEAVEN (or do I need this many to do a flyer)

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 04:04:32 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CvwBBL.Ho0@cix.compulink.co.uk>
Source record: 180846

```
>: How long does it take your site to uudecode a file Ofir????
>: Keep sending them up Frederick (no matter how big the file) It only
>: took 3 - 4 minutes for it to be inside my hard drive. And BTW thanks
>: for Postcrypt its a great fun font 8-)8-)8-)

This message area is not for binaries. Someone logging on to cix with a
2400 baud modem will spend about 7 minutes on line to get these files.
The cost varies depending on whether it is a local call or not, plus cix
charges which are calculated by the minute.

--------------------------------
Ofir ogal@cix.compulink.co.uk
--------------------------------
```

3569. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 04:06:45 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <34rbcl$qcu@terminator.rs.itd.umich.edu>
Source record: 180839
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-rw-r-- weiner 7483 Sep 3 11:12 ./Applications/0index
-rw-r--r-- molin 7491 Aug 26 03:37 ./Applications/Dtp/n_publis.lzh
-rw-r--r-- molin 82627 Aug 30 13:48 ./Archivers/cwac3_02.zip
-rw-rw-r-- entropy 4010 Sep 3 11:53 ./Archivers/0index
-rw-r--r-- molin 26250 Aug 30 13:48 ./Diskutils/bootsie.lzh
-rw-rw-r-- entropy 11671 Sep 3 12:15 ./Diskutils/0index
-rw-r--r-- molin 38936 Aug 26 05:26 ./Games/quest.zip
-rw-r--r-- molin 133043 Aug 26 05:26 ./Games/war.zip
-rw-r--r-- baldrick 24072 Sep 3 11:17 ./Games/0index
-rw-r--r-- molin 188387 Aug 30 13:48 ./Gnustuff/Tos/Gcc/gnush22.zip
-rw-r--r-- entropy 12455 Sep 3 11:59 ./Gnustuff/Tos/0index
-rw-r--r-- molin 17130 Aug 27 04:48 ./Utilities/mltshen.lzh
-rw-r--r-- molin 46818 Sep 1 10:30 ./Utilities/mwind131.zip
-rw-r--r-- molin 4688 Aug 30 13:48 ./Utilities/proginfo.zoo
-rw-r--r-- molin 1815 Aug 30 13:48 ./Utilities/pure_asc.lzh
-rw-r--r-- molin 145024 Aug 30 13:48 ./Utilities/stguide_e.lzh
-rw-rw-r-- entropy 28051 Sep 3 12:06 ./Utilities/0index
-rw-r--r-- molin 120357 Sep 3 12:19 ./0ls-lR.Z
-rw-r--r-- molin 119823 Sep 3 12:20 ./0ls-lRc.Z
-rw-r--r-- baldrick 7054 Sep 3 12:11 ./Falcon/0index
-rw-r--r-- molin 263549 Aug 30 13:48 ./Falcon/Graphics/d2m_demo.zip
-rw-r--r-- molin 43893 Aug 26 11:14 ./Falcon/Programming/falclib2.lzh
-rw-r--r-- molin 147699 Sep 3 12:18 ./0compind.Z
-rw-r--r-- molin 365210 Sep 3 12:18 ./0index
-rw-rw-r-- weiner 7644 Sep 6 00:01 ./Applications/0index
-rw-r--r-- molin 242172 Sep 5 07:20 ./Applications/Other/ocr_13.lzh
-rw-r--r-- boydm 3959 Sep 5 14:45 ./0cdrom_availability
-rw-r--r-- molin 120007 Sep 6 00:08 ./0ls-lR.Z
-rw-r--r-- molin 119629 Sep 6 00:09 ./0ls-lRc.Z
-rw-r--r-- molin 147739 Sep 6 00:06 ./0compind.Z
-rw-r--r-- molin 365274 Sep 6 00:06 ./0index
-rw-rw-r-- weiner 7690 Sep 9 01:02 ./Applications/0index
-rw-r--r-- molin 532720 Sep 8 18:09 ./Applications/Wordproc/p355demo.zip
lrwxr-xr-x molin 24 Sep 9 01:18 ./Graphics/figfonts.lzh -> ../Telecomm/figfonts.lzh
lrwxr-xr-x molin 22 Sep 9 01:18 ./Graphics/figlet.lzh -> ../Telecomm/figlet.lzh
-rw-r--r-- molin 16206 Sep 8 07:01 ./Graphics/img.lzh
-rw-r--r-- entropy 13715 Sep 9 01:05 ./Graphics/0index
-rw-r--r-- molin 119857 Sep 9 01:24 ./0ls-lR.Z
-rw-r--r-- weiner 7556 Sep 9 01:17 ./Telecomm/0index
-rw-r--r-- molin 32405 Sep 8 07:00 ./Programming/clac_bin.lzh
-rw-r--r-- molin 35312 Sep 8 10:05 ./Programming/extnsel2.zip
-rw-r--r-- entropy 5867 Sep 9 01:12 ./Programming/0index
-rw-r--r-- molin 119307 Sep 9 01:25 ./0ls-lRc.Z
```

```
-rw-r--r-- molin 148006 Sep 9 01:22 ./0compind.Z
-rw-r--r-- molin 365568 Sep 9 01:22 ./0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

3570. Re: UNIX2DOS.prg- what is it???

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 04:18:44 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <34rc34$pg2@mailer.fsu.edu>
Source record: 180850

Hallvard Tanger&#65533;s (hallvart@ifi.uio.no) wrote:
>
> I have a program called "Unix2dos.prg", without docs.
> I suspect it should convert end-of-line characters from UNIX to
> DOS/TOS standards, but when I run it it just goes back to the desktop.
>
> Does anyone have this program, and more importantly, does anyone have it
> with the documentation?

```
It is probably designed to be run from a command line shell. Try renaming
it unix2dos.ttp and give it an argument. There is a GEM utility called
PureASC on atari.archive.umich.edu that performs this conversion as well,
and is designed to work from the desktop.

--
*****************************************************************************
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
*****************************************************************************
```

3571. Re: STE_FIX.PRG sought.

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 04:23:20 UTC
From: dburns@world.std.com
Message-ID: <CvwC6w.4xp@world.std.com>
Source record: 180842

Thanks for your response re STE_FIX.

Does anybody know where I can find it? I tried umich (yes, I *did* get in), and Hensa. Or, can anyone tell me what bytes to alter in DESKTOP.INF? This would be fine; I could use the .INF with X-BOOT.

Thanks again!

Dave Burns
Lowell, MA

3572. Re: program to play sample at bootup wanted

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 04:28:49 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <34rcm1$pg2@mailer.fsu.edu>
Source record: 180751

Hallvard Tanger&#65533;s (hallvart@ifi.uio.no) wrote:

> Is there a program that can make my STE play a sample (like a greeting message)
> when I boot the machine?
> I know there are programs that do that, but they replace the "ping" sound inside the
> machine. I don't necessarily want the same (talking message) to replace the warning
> "pling".

Check out Superboot. It can do this and much much more. Also, there is
a program called "HALstart" with which HAL (of 2001 fame) declares that
all his circuits are functioning perfectly. I believe you can use it
with any sample (it just comes with the HAL one).

> And is it possible to have another program play different samples depending on
> what kind of a situation the machine was in (different kind of
> errors messages= different kind of "beeps")

Yes. Check out Digivec (plays samples in response to various system events),
Click (bind sounds to all your keys,this one is cool) and Beep (replace
the system beep with a sample). These are all on atari.archive.umich.edu.
Take a peek at our 0index file, as there are lots of other nifty sound
utilities.

Note that overloading your system with various interrupt driven thingies
can cause weird things to happen with serial communications. I had to
dump my beloved Click samples when I went to a 14400 modem. That was on an
8mHz ST. Hmmm, I should try them again, now that I have a MegaSTE....

One thing I found rather handy was to bind two different sounds to "." and ","
so I would notice when I made that particular typo (which I do a lot, for
some strange reason).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3573. Re: program to be able to "read" disk directory as text

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 04:31:37 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <34rcr9$pg2@mailer.fsu.edu>
Source record: 180752

Hallvard Tanger&#65533;s (hallvart@ifi.uio.no) wrote:
>
> Is there a program that can let me get the filenames in the GEM window(s)
> as text?
>
> In the UNIX system we use at the uni. (with X-windows) we can use the mouse to
> trace anything, and paste it in any other widow too.
>
> Sometimes I might want to have the disk directory as a part of the text file I'm
> making, so instead of typing it all by hand, could I get it into the editor some
> other way?

Hmm, I think this would be hard to do from the desktop, but you might be
able to do it from a file selector. It could stick the full pathname of
the file you click on into the clipboard (which your text editor would
have to support). Perhaps this could be added to Selectric (or other
third-party file selector)? This would be a neat feature.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3574. Software for sale/trade

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 04:45:30 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <34rdla$rid@mailer.fsu.edu>
Source record: 180753
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

For sale or trade:

Below are a bunch of ST items I want to sell or trade. For buyers, highest reasonable offer gets the item, with preference going to those that buy more than one item. Shipping will be negotiated with the offer.

As for trades, let me know what you have and we may be able to work something out. I am looking for some games (Vroom, Armourgeddon, Prince of Persia, Flight of the Intruder, and many others), Stereotek 3D glasses, working Wico bat handle or Ergo joysticks, European ST magazines (ST Action and ST Review particularly) and probably lots of other stuff. Cash can make up for deficient trade material from either party. Shipping will be negotiated with the trade (though for trades, I often suggest that both parties eat the shipping). Don't be shy, send me some email and let me know what you have to trade.

All of the items below are original commercial products owned by me. Unless otherwise noted, all original boxes, manuals, and disks are included. I have cheats for some of the games, and will include them with the sale/trade.

Please reply via email.

****Application and Utility****

Tempus v1.x, excellent text editor, not as good as Tempus II, but no slouch either. Blazingly fast (hence its name), even on a box-stock 8mHz system. Designed for programming, great for general editing as well.

Neodesk Command Line Interpreter, v. 2.0, adds a command line interface to Neodesk with MSDOS/UNIX style commands. More commands can easily be added (the GNU versions of standard UNIX utilities, for example). This version is really more MSDOS-like than UNIX-like, but the new version 2.1 (to which this can be upgraded) is supposed to be more UNIX-like. There are a couple of neat things about this CLI. First, it pops up in a window on the desktop, so a CLI is only a mouse click (or keyboard macro) away. One can drop batch files onto the CLI icon to execute them, which can be quite handy. Finally, it is quite small, primarily because it reuses the routines in Neodesk to do standard file operations (i.e. when the CLI copies a file, it uses the code already in Neodesk to do it). Only works with Neodesk.

Wordup v3.x, Neocept, with the large thesaurus and large dictionary extra options, plus lots of Genie notes about bug fixes and work-arounds. This is an excellent WYSIWYG word processor, but it does have some bugs. The rights to the code were purchased by Atari (and some of the code used in Atari Works, or so I hear). It is not buggy enough

to be unusable, just irritating at times. This is the final version
that was released.

TurboJet, Neocept, fast GDOS print driver for HP Deskjet and Laserjet printers,
includes a bunch of 150 and 300dpi fonts. Claims to be 200-500%
faster than other HP drivers (for that time, I don't know if there
are faster ones out now).

Microsoft Write for ST, buggy WYSIWYG word processor, the only Microsoft
product ever made for the Atari that I know of, includes a full
copy of Atari GDOS. Can be run from floppies and a ramdisk (Jeez,
did I really do that? I must have been really patient back then :-).
I managed to produce a bunch of papers and letters with it using only
a floppy and color monitor, so it is useful.

Personal Pascal, ICD, I believe this is the final version of this compiler.
The only limitation with it that I know about is that one cannot
pass functions as arguments. Other than that, it is a complete
Pascal compiler environment. The lack of this feature will not
hamper most Pascal programmers, IMHO. Good docs on both Pascal and
the Atari programming environment (it's a big fat softcover book).

CAD 3-D v1.0, Antic, original disk accidently laundered (don't ask :-),
includes original docs plus backup floppy. This is not really for
architectural design (i.e. Dynacadd or Autocad), but to make nifty
3D animations for fun.

****GAMES (Arcade Action)****

Alien Syndrome, overhead view scrolling shoot'em up, lots of fun for two
simultaneous players. Plenty of fast and furious shooting.

Captain Fizz Meets the Blaster-Trons, Psygnosis, sort of like a Gauntlet II
in space, best with two simultaneous players (screen is split to give
each player their own view). Overhead view, destruction galore.

Xevious, Mindscape, port of the stand-up Arcade game Xevious, vertical
scrolling "fly over the landscape shooting and bombing everything"
game.

Ballistix, Psygnosis, Bizzare soccer style game, where one shoots at the
ball to move it around. Really good graphics, so-so gameplay.

Baal, Psygnosis, Excellent platform/adventure game (mostly arcade action).
Future setting, sideways scrolling, large sprites, good guns. This
is a pretty hard game, but lots of fun.

Enduro Racer and Crazy Cars, combo pack, no docs, Enduro Racer is a cross
country motorcycle racing game, Crazy Cars is a racing game. Both
are OK, though quite old.

Super Cycle, Epyx, no docs, oval track motorcycle racing.

Custodian, futuristic platform shoot'em up game, excellent graphics, fast scrolling, lots of weapons, etc.

Eliminator, strange driving/shoot'em up game, lots of different weapons and bad guys.

Frostbyte, Starsoft, side-view platform game, I would recommend it for a small child (in terms of its difficulty). A bit boring for us big children, IMHO.

President Elect 1988 edition, SSI, presidential election simulation, graphics are quite lame (mostly text, in fact), but I suppose a political process fan might like it. It does not appear to be particularly tied to the 1988 elections, and has data for US elections all the way back to 1960. Can apparently be used to predict elections as well.

****Adventures (Graphical Adventures, most with some arcade action)****

Questron II, SSI, RPG, very similar in look/feel to Ultima IV, in terms of graphics and gameplay. Medievil setting.

Bard's Tale, Electronic Arts, yet another RPG, very good. Graphically impressive for its time. Search through buildings, dungeons, and towns (Skara Brae) in 1st person 3-D graphics (small graphics window and restricted movement, but this was many years before anything like Doom was ever seen :-).

Mercenary: Escape from Targ and Second City, early 1st person 3D vector graphics adventures. Future setting.

Gold of the Realm, Magnetic Images, very similar in look/feel to Ultima III, in terms of graphics and gameplay. Medievil setting.

Breach, Omnitrend, classic RPG game, GEM interface mostly, future setting, control a bunch of Marines as they search and shoot stuff.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3575. Re: QUESTION: Put accessories in folder?

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 04:53:12 UTC
From: group1@access1.digex.net
Message-ID: <34re3o$17m@access1.digex.net>
Source record: 180756

In article <1994Sep9.115732.21252@wmichgw>,
Brian McWilliams <mcwilliams@wmich.edu> wrote:
> I know I'm lame and should know this, but isn't there a way I can
>create a folder for my accessories that will still allow the ST to see them
>at boot time? Name a folder called ACCESSRY or some such thing?
>
> Brian Mc
>

No, your not lame. I've asked this question many times myself. The .ACC
files have to stay in your root directory while auto-load prgs go in the
auto directory.

Brian Barton

3576. Microdeal's Replay 16

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 05:00:36 UTC
From: group1@access1.digex.net
Message-ID: <34rehk$1fs@access1.digex.net>
Source record: 180757

I've got a Microdeal Replay 16 sampling cartridge. It records samples and plays them back just fine through their software and also Breakthru. However when I try to sample using STOS sampling software, I get all kinds of noise (sounds like really loud interference).

Does anyone have any ideas on why this is and if I can fix this? I had read in ST Format (I think) that this should work.

Brian Barton

3577. Medieval Chess

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 05:39:11 UTC
From: vicb@clark.edu
Message-ID: <34rgpv$q44@clark.edu>
Source record: 180755

I'd like to try Medieval Chess, but can't get ahold of it.

Could someone please upload this program somewhere? I've looked on most of the ftp sites I've ever heard of, and cannot find it.

Thanks-

Victor Bruhn

3578. Re: STE_FIX.PRG sought.

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 06:11:52 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <34rin8$r0a@golem.wcc.govt.nz>
Source record: 180763

In article <CvunMM.6vr@world.std.com>, dburns@world.std.com (David R Burns) writes:
>I bought a used 1040STe, but the STE_FIX.PRG was not included. I can't
>seem to find it anywhere. I think it is an AUTO folder program that will
>bring my TOS v.1.06 up to v.1.62? This should allow me to get to LOW RES
>easily?
>
>Any help appreciated.
>
>Dave Burns
>Lowell, MA

No it only fixes the Med Res bug, you still have the Poolfix problem,
get the poolfx92.prg for that...

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3579. 520 +SF354 For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 06:24:39 UTC
From: centaur@eskimo.com
Message-ID: <CvwHt7.H8H@eskimo.com>
Source record: 180824

For Sale: 520 ST Computer and SF354 SS Floppy Disk Drive. Everything in good working condition. Asking $50.00 Please e-mail if interested. Thanks.

3580. Re: QUESTION: Put accessories in folder?

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 08:58:07 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cvwox9.EH5@westminster.ac.uk>
Source record: 180898

Group 1 Software (group1@access1.digex.net) wrote:
: Brian McWilliams <mcwilliams@wmich.edu> wrote:
: > I know I'm lame and should know this, but isn't there a way I can
: >create a folder for my accessories that will still allow the ST to see them
: >at boot time? Name a folder called ACCESSRY or some such thing?

: No, your not lame. I've asked this question many times myself. The .ACC
: files have to stay in your root directory while auto-load prgs go in the
: auto directory.

There IS a way of keeping all your accessories in a folder, which the
computer sees at boot up time.....

The program is called ACCESSORY and is at v1.3 at hensa.

I use it myself.

get it from: micros.hensa.ac.uk

micros/atari/tos/n/n103/acc13.arc

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

3581. Re: QUESTION: Put accessories in folder?

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 09:00:26 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cvwp12.EL4@westminster.ac.uk>
Source record: 180899

Sorry...the rigth path is:

micros/atari/tos/n/n102/acc13.arc
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

3582. Re: GEM SPOOL(er) 3.2?

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 09:12:58 UTC
From: vctec@westminster.ac.uk
Message-ID: <CvwpLz.EyB@westminster.ac.uk>
Source record: 180900

Erlend Nagel (wmpeen@urc.tue.nl) wrote:
: Program@sterbbs.nl writes:

: >One is called GEM SPOOL, is shareware and at version 2.2.
: >The other is called GEM Spooler. This one is commercialand at
: >version 3.1 (or 3.2?).

: These are the same programs, both by Steven van Rossum (from Belgium)
: Version 3.0 and 3.1 are commercial unrestricted versions. Version 3.2 is a slightly updated limited shareware vrsion.

Want GEM Spooler 3.2? Wait a few days, and the English, unregistered versiion will be on-line at HENSA. 8^)

With all this interest in the program....I expect the load at hensa to go up, once the program is on-line....

Hey, maybe it will be the most downloaded program from hensa for the month of September..... Number one in the Top 50...

You did know we had a top 50 for the past month....Last mionth's top program was ST Guide...the English version.

BTW, the version at HENSA is newer to the version at a.a.u.e....so if someone would like to upload hensa's versionto a.a, then please feel free to.

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

3583. Re: QUESTION: Put accessories in folder?

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 09:18:41 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <34rtlh$bdf@nyheter.chalmers.se>
Source record: 180801

In article <34re3o$17m@access1.digex.net>,
Group 1 Software <group1@access1.digex.net> wrote:
>No, your not lame. I've asked this question many times myself. The .ACC
>files have to stay in your root directory while auto-load prgs go in the
>auto directory.
>
>Brian Barton
>

There IS a program that allows you to put all your accs in a folder called
ACCS. It's called accessory and I think it is available at atari archive.
Unfortunately this doesn't work on my Falcon, but I know it works on a ST.

Christer Gustavsson
--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

3584. $125 Atari Sale!! PLEASE READ THIS!!

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 09:48:52 UTC
From: bensmith@teleport.com
Message-ID: <34rve4$7d2@kelly.teleport.com>
Source record: 180803
Cross-posted to: comp.sys.atari.st,pdx.forsale,pnw.forsale,or.forsale,pdaxs.computers.forsale

FOR SALE:

Atari 1040STF: Comes with built in Ports for Monitor, Printer, Modem, Hard Drive, External 3.5" Floppy Port, MIDI In and Out Ports, Cartridge Port plus Mouse and Joystick Ports. 1040STF has built in 3.5" Double Sided/Double Density 720K Floppy Drive. Built in drive reads 720K IBM disks. Computer has 10 Special Function Keys. Built in Numeric KeyPad. 94 Key Keyboard. Standard 1 MegaByte of Memory (RAM). Power Supply built-in, comes with Power Cable. Also comes with 2 Button Mouse for interfacing with GEM, (Graphics Enviromental Manager).

1040STF Computer Sells for $125!

Atari SC1224: Color Monitor has LED Power light on front. Has 3 Knobs on side: Brightness, Contrast and On/Volume Knob. Has Monitor Cable with 13 Pin Male Plug. Power Supply Built-in. Comes with Power Cable. Has 5 Video fine tune adjustments in back: V. Lin, V. Size, V. Hold, H. Position and H. Hold. Does both 40x25 and 80x25 Text. Does 320x200x16 Colors and 640x200x4 Colors. Does both InterLaced and NonInterLaced Graphics. Does both 50HZ and 60HZ refresh rate. Works great with Atari ST's, including 1040STF's.

SC1224 Color Monitor Sells for $125!

Your Choice, either the 1040STF or the SC1224 for $125!

Please Send E-Mail to my InterNet Address: bensmith@teleport.com Please don't reply in this Message Base as I don't regularly read the NewsGroups. Or you can call Ben at (503)256-9974.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

3585. Re: Falcon Hard Disk Recording

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 10:45:53 UTC
From: contacts@mits.mdata.fi
Message-ID: <34s2p1$ppv@prime.mdata.fi>
Source record: 180775

In article <I3464.6.000EBCD9@dc.dk>, Klaus T. Ch. <I3464@dc.dk> wrote:
>I WAS going to buy a FALCON/CUBASE AUDIO setup this week but changed my mind
>after seeing a post in which ATARI at a stockholders meeting stated that they
>would NOT develop any new FALCONs. But is licensing FALCON technology to C-LAB
>GmbH (Steinbergs biggest competitor in Germany).

This is bad news, but it also could be good news for musicians - if _any_
company is continuing the developement of Falcon, the Steinberg is sure to
continue developing programs for it.

>This is very frustrating given the past history of Steinberg (I've been with
>them since PRO16 on CMD64, and have burned my fingers/wallet several times).
>Steinberg is probably going to forget about the FALCON and consentrate on the
>MAC og PC versions, and then what???

This thing (Cubase Audio 2.01 for Falcon) is working so well now, that it
will be a usable tool for 5-10 years or more. Why change to PC or Mac?
It's a same situation if you buy a stand-alone hard disk recorder, or an
ADAT, you get a tool that works, and if there will no developers for it
- who cares, after it's broken you get a new system.

>As for functions I think the FALCON is OK from what I've seen, and if the
>current version is enough for you then that's fine BUT I don't think there
>will be very many more versions of CUBASE AUDIO coming out on FALCON !!!
>Too BAD.

Calm down!
If you get Falcon now, and *if* after e.g. two years you see
that the developement fades out:

1. you have had an exellent machine in use for two years
2. you can still use it
3. You can change the Falcon-system to Mac-system by only changing the
computer itself - all the other peripherals: SCSI-disks, monitors, printers,
modems, mixers, Midistuff, DAT:s works with Mac (except FDI and FA-8 of
course), and you can change your Falcon version to Mac version by paying
a small exchange fee (at least now). Also Audio files, and Song files,
drummaps etc are compatible from platform to platform (one more reason
to get Cubase!):-)

I will be sorry if all the computers in the world will eventually reduce to
Mac:s and PC:s only. If i hadn't a Falcon, I might just by a SGI :-)

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinberg's
CubaseAudio2.01/CubaseScore2/6Gerbils/LotsOfMidistuff/200YearOldBass/
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki!

3586. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 11:15:49 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.779195749@acp5>
Source record: 180813

nino@mips.complang.tuwien.ac.at (Marinos Yannikos UN) writes:

>: But how do you remap the physical memory with a 68010 in order to get memory
>: placed at the logical address which caused the bus error? You need a PMMU
>: for that because the 68010 can't remap memory pages.

>Probably by doing it in software:
>If you get a bus error, for example from executing move d0,(a0)

This won't work because the MC68000 is not able to restart or continue most
instructions. A good example for something that won't work is the 'movem'
command if it is aborted because of a bus fault.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

3587. Re: virtual memory on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 11:18:20 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.779195900@acp5>
Source record: 180814

steve@snark.cs.city.ac.uk (Steven Eker) writes:

>What are VM managers like on the Falcon?

>(1) Do they need a dedicated partition for swap space?

OUTSIDE doesn't. VRAM does (as far as I know).

>(2) Do they work on the internal IDE drive or is a SCSI required?

They work with IDE and SCSI and on a TT even with ACSI.

>(2) How is DMA handled (ie pages being DMAed shouldn't be swapped)?

There is an interface (PMMU cookie) which allows certain memory areas not to
be swapped. But that's not this important because normally you don't care
about this. (The VM manager does this for you.)

>(3) Overheads (eg resident size of VM manager)

For OUTSIDE the program code is about 10 KByte and about 80 KByte additional
memory are needed.

>(4) Reliablity/Compatibility

Test this yourself. On ftp.uni-kl.de you will find a demo version of OUTSIDE
(/pub/atari/other_demos).

>In particular are there any VM products available that will enable g++ v2.5.8
>to run on a 4Mb Falcon? (I want to compile ~10K lines of source, longest
>file ~1.5K lines, preferably with -O2).

See above. OUTSIDE supports MiNT/MTOS/MinixFS so GCC should work.

>Does anyone know if the Falcon version of Mag!x (sp?) will have VM?

As far as I know this is not planned. BTW, OUTSIDE supports MagiC.


```
*************************************************************************
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
*************************************************************************
```

3588. Re: virtual memory on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 11:23:09 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.779196189@acp5>
Source record: 180815

rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>Someone on the MINT-LIST has said that GCC and G++ only work if you have
>more that 4MB of real RAM, before adding VM. He had tried GCC and Outside
>on his 4MB Falcon, and it just fell over. People with more memory reported
>no problems.

You need the current version 3.3 of OUTSIDE to work with GCC, at least if
you use MiNT and MinixFS. 4 MByte are enough, OUTSIDE works on all machines
with at least 2 MByte RAM and MC68030.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

3589. Re: SLIP/PPP and Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 11:28:24 UTC
From: ue@icmp.ping.de
Message-ID: <H.ekBM.tV_w5DpzSr2@icmp.ping.de>
Source record: 180802

In <arch.778933425@insane.apana.org.au>, arch@insane.apana.org.au (Arturo Larizza) writes:

Hi,
[slip/ppp with ST & TOS 1.02]
>I asked my system administrator and apparently, ka9q won't do.
KA9Q only offers SLIP and is *SLOW*, try NOS (current version is 0.41)
instead. You can find it in the /pub/atari/ka9q directory of ftp.demon.co.uk.

The other option is to install a recent version of MiNT (0.95 won't do)
and MiNT-Net. Since all MiNT versions > 0.95 are distributed in source
form only, you'll need a working GCC installation and perhaps a more
recent TOS version (1.04 or better 2.06)
/s/

--
Udo Erdelhoff ue@icmp.ping.de udo@iml.fhg.de

3590. Re: USR Courier 28.8 DS on falcon

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 13:06:48 UTC
From: Theo_Runia
Message-ID: <2e71affa@f301.n282.z2.fidonet>
Source record: 180776

In a message of <Tue 6 Sep 94 01:39>, Lee Chin Lim (2:281/202.0) writes:

LC> I'm running a BBS with Ratsoft and Binkley. Ratsoft is the front
LC> end. Ratsoft has a few pre-config settings in Modem_PS.RST. They
LC> don't work for me and I even tried modifying it. Somehow DTE could
LC> not be set higher then 19200.

I use HS_mod in the autofolder. In binkley.cfg I use:

RSVEBoard
Baud 38400
HardCts

That's all to get 38400 with binkley, you need HSMod in that case, the RSVE board command is needed.

The BBS shouldn't care about the baudrate, at QuickBBS doesn't :-)

: Theo Runia Internet: theo@textlitho.nl Fido: 2:282/301
: P.O. Box 1183
: NL-8900 CD Leeuwarden, The Netherlands
: QuickBBS ST/STE/TT/Falcon Development centre

--- JetMail 0.99beta8
* Origin: The Atari BBS Connection +31-58-153849 HST/V32bis (2:282/301)

3591. Re: Neodesk4/Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 15:08:55 UTC
From: mparrott@hebron.connected.com
Message-ID: <34si67$fh4@hebron.connected.com>
Source record: 180819

Just wanted to let you Gribnif folks know I've been pretty much loving the NeoDesk 4/Geneva combo... it's certainly breathed new life into my computing!

I do have a few comments/suggestions for NeoDesk 4, though, so here goes:

1. I'd really love the option to set default View as Text/Icon preferences for windows opened from different sources, much as the way a Group works now. If a Group is saved while displaying Icons, for instance, when next opened it will display Icons, even if the topmost window at the time of opening the Group was showing Text. I'd like to have all windows opened from a Drive Icon (for instance) to default to showing Text, even if my topmost window happens to be showing Icons. The default type should be user selectable, and the ability to bypass default Text/Icon preferences for types of devices should be provided. If, of course, such a feature is feasible.

2. If one has _not_ selected one of the "Confirm" options for file deletion and copies/moves, why have a dialog box pop up at all during such operations? I really wish the box didn't show up unless I _needed_ to do something, as it wastes time redrawing the screen for no good reason (unless, of course, there _is_ a good reason for it...:).

3. Any possibility of adding a feature that will automatically reset the system colors to what they were when NeoDesk booted, upon termination of any given program? Or is reloading the .INF file the only way to do this?

That's all I can think of for now... but thanks for any feedback/info you can provide!

Michael

P.S. Any idea when Stalker/Steno will be seeing upgrades?

3592. Stereo Sound with STOS?

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 15:31:05 UTC
From: sccoe@ucscb.UCSC.EDU
Message-ID: <34sjfp$o74@darkstar.UCSC.EDU>
Source record: 180822

Does anyone know of any extension to STOS that allows control of stereo sound from an STE or Falcon? All I need is to be able to control the volume of each channel of a sampled sound indepedently (I don't even need 16-bit samples).

Can anyone help me out there?
tia!

3593. 28800Bps on a F030 ??

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 15:39:12 UTC
From: perck@colargol.edb.tih.no
Message-ID: <34sjv0$ln2@astfgl.edb.tih.no>
Source record: 180823

How can i set my AUX (SER) port on my Falcon to 115000BPS ??
I'v bought an 28800 modem and cant programe my GFA to an greater speed
than 9600BPS.
HELP !!!!!

3594. Re: virtual memory on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 17:09:06 UTC
From: Lexicor@world.std.com
Message-ID: <CvxBn6.F78@world.std.com>
Source record: 180827

In article <34pjo9$o0@bambam.cs.city.ac.uk>,
Steven Eker <steve@snark.cs.city.ac.uk> wrote:
>What are VM managers like on the Falcon?

OUTSIDE is recommendable..:)

>
>(1) Do they need a dedicated partition for swap space?

No they don't, although it is recommended

>(2) Do they work on the internal IDE drive or is a SCSI required?
both IDE and SCSI

>(2) How is DMA handled (ie pages being DMAed shouldn't be swapped)?
>(3) Overheads (eg resident size of VM manager)

very small, but to operate a minimum of 2 megs is requied to swap
>(4) Reliablity/Compatibility
>
depends on your application, but works very well so far

>In particular are there any VM products available that will enable g++ v2.5.8
>to run on a 4Mb Falcon? (I want to compile ~10K lines of source, longest
>file ~1.5K lines, preferably with -O2).
>

All I know J.Bammi uses OUTSIDE on his TT and Warwick Allison (GCC developers)
for GCC stuff and they were quite satisfied

>Does anyone know if the Falcon version of Mag!x (sp?) will have VM?

No, it won't, if they won't support it on the TT they won't make it for the
Falcon, besides OUSIDE and Mag'x appear to run smoothly with
one another

Cheers

Yat

>
>Steven

3595. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 17:14:46 UTC
From: mrz5149@ultb.isc.rit.edu
Message-ID: <1994Sep10.171446.18329@ultb.isc.rit.edu>
Source record: 180830

In article <H.Vl&uaqic_xE@pitbox1.hb.north.de> larry@pitbox1.hb.north.de writes:
>In <34dhaa$lj5@jadzia.CSOS.ORST.EDU>, John Thaanum writes:
>>I keep hearing about how Unix needs a PMMU, and good memory protection, etc.
>>But back when I started college (1987) the university had a number of
>>Tektronics workstations that were based on an '020, and they ran just fine
>>unless too many users tried to run Smalltalk simultaneously. Are there
>>other ways to implement the environment required for Unix that might be
>>overlooked?
>
>Even the old Sun 3/50 used 68020 processors.

If I remember correctly, though, there is a "coprocessor" PMMU chip for
the 68020. It is most likely that these 68020 machines had this chip in them.
The reason you need a PMMU is that if processes crash then the PMMU can
protect the memory of the other processes and the uncrashed processes
can go on working while the crashed process can be cleared out of memory.

So let's say you're running a strange version of unix on a 68000 chip.
You're running 3 programs. One crashes. Now, the 68000 can recover from
exceptions but if the crash caused an overrun into the memory space of
another program then that one gets screwed up. However, if you have a
PMMU on your processor, like a 68030 then if one program crashes and
that crash would normally cause it to try and mess around with memory
the PMMU protects the other two programs.

I suppose that you could hack unix to work on a non-memory protected system
but with these kinds of problems, who would want to.

--
----------------------------*
| Michael Zucca - Rochester Institute Of Technology | "The secret is to bang |
| Internet: mrz5149@ultb.isc.rit.edu | the rocks together guys"|
----------------------------*

3596. Uniterm Auto Redial?

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 17:16:50 UTC
From: rayho@ix.netcom.com
Message-ID: <34spm2$2er@ixnews1.ix.netcom.com>
Source record: 180829

Does anyone know if there is auto redial feature with Uniterm? Also does it have any support for Zmodem?

Thanks...

3597. Connect dead?

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 17:17:40 UTC
From: azog@world.std.com
Message-ID: <CvxC1G.Go1@world.std.com>
Source record: 180828

The last version of CoNnect I got is 2.46, dated March 1994. I am wondering, and hopeing not, has Wolfgang given up on Connect?
--
Billy D'Augustine azog@world.std.com

3598. QuickTime video (movies)

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 18:42:38 UTC
From: Theo_Runia
Message-ID: <2e71feca@f301.n282.z2.fidonet>
Source record: 180777

Hay,

I saw that there are several players for the atari for the different movie formats like FLI FL etc. I also saw that someone made an MPEG player.

But I haven't heard of an QuickTime player. Mayby someone knows of this system. A lot of the CD-Rom's are QuickTime format nowadays. They will work both an the Apple (who holds the rights) and the PC (windows). I cna sometimes play part of the audio on those CD's when they were normal CD-audio.

So if anyone can help me......

: Theo Runia Internet: theo@textlitho.nl Fido: 2:282/301
: P.O. Box 1183
: NL-8900 CD Leeuwarden, The Netherlands
: QuickBBS ST Leeuwarden: +31-58-153849 (HST/V32bis)

--- JetMail 0.99beta8
* Origin: QuickBBS ST Leeuwarden +31-58-153849 (HST/V32bis) (2:282/301)

3599. Re: 28800Bps on a F030 ??

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 19:00:11 UTC
From: s2887@FB1.FHTW-Berlin.DE
Message-ID: <34svnr$gre@mars.fb1.fhtw-berlin.de>
Source record: 180838

Per Christian Krabsetsve (perck@colargol.edb.tih.no) wrote:
> How can i set my AUX (SER) port on my Falcon to 115000BPS ??
> I'v bought an 28800 modem and cant programe my GFA to an greater speed
> than 9600BPS.
> HELP !!!!!
You may look for HSMODA04.LZH at atari.archive.umich.edu (or amiga.... :_))
But I never got more than 57600Bd _error_free_. Tha falcon is really
a slow machine, the slowest speed you get with 640*480 pixel an 256 colors.

Greetings, HS

3600. Memory Board Docs Needed

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 19:34:25 UTC
From: rbeasley@cix.compulink.co.uk
Message-ID: <CvxIDE.L4t@cix.compulink.co.uk>
Source record: 180840

I hope someone out there can help me with this: I have acquired a memory board for my STFM, that was previously fitted in another machine. Problem is I got it with no documentation....

Does anyone have the installation instructions for a "Ladbroke Computing International" 2 megabyte memory board? I have naturally tried the manufacturers but they inform me it is an obsolete design and they no longer keep the manuals for this model. That's progress, I suppose.

If you can help, please email me. Thanks.

Roy Beasley
rbeasley@cix.compulink.co.uk

3601. Re: Neodesk4/Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 19:43:23 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CvxIsB.LxK@cix.compulink.co.uk>
Source record: 180841

>Drop-down menu bars "in a window" was a choice we made since we had run
>out of regular menu space and because it is part of the new GEM standard
>that Atari has introduced in their newer AES versions. While it does
>consume some additional window space (enough for the menu bar), it was a
>logical choice that is consistent with other Atari applications and with
>other platforms.

I totally agree. The time has come to move forward and not to be held back
by ST-Medium. Sure programs should work in ST-Medium, but this should not
stand in the way. I think the window menus in Neodesk make perfect sense.
Gribnif could also look at abandoning the custom window gadgets and using
a toolbar instead. There will be a problem with implementing the split
window feature.

Ofir ogal@cix.compulink.co.uk

3602. Re: Hmmm....

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 20:06:03 UTC
From: gaghon@nevada.edu
Message-ID: <34t3jb$gsa@post-office.nevada.edu>
Source record: 180845

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:

: So, if there's any demo writers out there, how about writing some more
: beneficial to all!?

: It's a shame to waste such a good machine on just pretty sound & colors,
: some decent interactive entertainment goes down much better no doubt!

JV Enterprises is writing a really good game. They told me, they will have
some TIFs ready soon to show with the game out hopefully by October.

George

3603. Re: Cubase Falcon Only Up to 256M HD Partition?

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 20:15:46 UTC
From: contacts@mits.mdata.fi
Message-ID: <34t45i$r83@prime.mdata.fi>
Source record: 180844

In article <Cvtzz6.F7r@microsoft.com>,
Bernd Friedrich (Hrdw Mfg) <berndfri@microsoft.com> wrote:
>I've heard that Cubase Falcon will only record up to a 256M hard
>drive partition, without rolling over, or seeing a larger partition.
>This leaves only room for about 3 minutes of 8 track hard disk
>recording! Can anyone verify this?

There is nothing about any limits in the manual, I think the maximum
size of a Partition is the limit, and of course it is different with
different HD-driver softwares. I use ICD PRO 6.5.5. which works fine
with extra-big partitions, but as I only have a 240 meg drive for
audio use (I do backups to DAT), I cannot test a recording of over
256 Mb file.

But even if you have small partitions, you can record long multitrack
song easily.
Here's an explanation of Cubase Audio's filesystem,
it works like this:

Cubase Audio, when you do multitrack work, can record
each "take" on *any* audio track to *any* SCSI partition! So if you
have a piece, which has audio on 8 tracks, and there are 45 takes
in the song, can have the audio scattered around the disk(s)
with no problem.

So, even _if_ you have a limit, which to my knowledge is not true,
you would be able to record an 8-track song with each track having
several 51 minute mono files (or 25,5 minute stereo), or in 16
track mode a 102 minute file for each take in the song.

Cubase Audio for Falcon 2.01 displays the real recording time for
each track according to destination partition, track mode and
sample rate.
You can preset a filename and destination for each track's
target file in advance, and if the file named e.g TAKE_1.AIF
the Cubase renames subsequent takes TAKE_2.AIF, TAKE_3.AIF etc.
The user can rename files also after recording, if he/she wishes
to.

Hope this gave you some new information!

>Also, can anyone tell me the Cubase mailing list address.
>Thanks, Bernd
---

request-cubase-users@mcc.ac.uk

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinberg's
CubaseAudio2.01/CubaseScore2/6Gerbils/LotsOfMidistuff/200YearOldBass/
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki!

3604. Atari on the Internet

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 20:40:12 UTC
From: bb894@FreeNet.Carleton.CA
Message-ID: <CvxLF0.HG1@freenet.carleton.ca>
Source record: 180847

Is anyone aware of any Atari bulletin boards accessible on the Internet?

Thanks very much!

Simon

3605. Re: Uniterm Auto Redial?

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 21:00:37 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <34t6pm$i5b@mailer.fsu.edu>
Source record: 180758

Raymond Ho (rayho@ix.netcom.com) wrote:
> Does anyone know if there is auto redial feature with Uniterm?

Yes. I believe you set a "retry" count from 0-99 tries (there is a bug when setting it to zero, I think, so at least one would be a good idea). This is all covered in the manual. Do you not have TeX capability? If not, I could probably produce a PostScript version of the manual and put it up for ftp. This is worth the effort, as the ASCII version of the manual is horrible, with no figures or proper index.

If you are talking about redialing a range of numbers, you can do it with a macro. Uniterm's macro language is quite flexible.

> Also does it
> have any support for Zmodem?

It has no internal support for Zmodem per say, but there are several external zmodem packages available that can be used with no problems. I personally used to use GemRZSZ 2.28 with Uniterm. I wrote a couple of macros that would allow me to start a Zmodem upload or download with one mouse click. You can ftp to ftp.math.fsu.edu and grab /pub/atari/rzsz_mac.lzh if you would like to see them. I don't claim to be a Uniterm macro whiz, so think of mine as a starting point :-). Grzsz228.lzh is also there, BTW.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3606. Re: Connect dead?

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 21:02:50 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <34t6tq$i5b@mailer.fsu.edu>
Source record: 180759

azog (azog@world.std.com) wrote:
> The last version of CoNnect I got is 2.46, dated March 1994. I am
> wondering, and hopeing not, has Wolfgang given up on Connect?

The last I heard, his "real" job has been keeping him busy lately. In our communications, I did not get the impression that he was abandoning the product (in fact, we were discussing the FAX extensions for CoNnect).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
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****

3607. Re: Calamus font HEAVEN (or do I need this many to do a flyer)

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 21:47:12 UTC
From: ben@sv.span.com
Message-ID: <100994224712.gem2b@sv.span.com>
Source record: 180843

In article <34f33p$66k@aggedor.rmit.EDU.AU>,
Glenda MOON <s9205525@otto> wrote:

>: Keep sending them up Frederick (no matter how big the file) It only
>: took 3 - 4 minutes for it to be inside my hard drive. And BTW thanks
>: for Postcrypt its a great fun font 8-)8-)8-)

Perhaps you could stop being so selfish and think for a minute.

It may be very convenient for you, with your free Internet access, but
some of us actually have to PAY. Downloading a lot of unwanted data
at 2400 baud really is no joke. It took me 25 minutes to download my news
today at long distance rates, so I can do without all the extra crap from
the likes of you.

Is it really worth inconveniencing thousands of other net users just
because /you/ want a few free fonts?

Either use the binaries groups, or upload to an ftp site. That way,
everyone's happy.

--
|)
|)en
* GEM-News * Programming Department: Mistakes made while you wait.

3608. Re: Neodesk4/Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 22:10:10 UTC
From: rflashma@mtholyoke.edu
Message-ID: <34tas2$7nu@mudraker.mtholyoke.edu>
Source record: 180760

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
>] > In the "Program Information File" "Parameters" dialog, the last line of t
>] > overflows the dialog.
>] We don't see that here. Does it only happen some times?

> All the time. The line says:
> Example: arc x $1 $2
> But is mostly obscured by one of the border lines of the dialog.

Sounds like your resource file is somehow messed up. I'll play with it
and see if I can come up with some way to re-create that. You might want
to try re-copying your resource file from the original disk and see if
that fixes things.

>] > graphic that is unselectable etc. This is best seen with a lot of
>] > icons on the screen. It can also do this on the normal desktop when ther
>] > are 10+ icons all over the place.
>] This is a little confusing. So far we haven't been able to reproduce it.
>] Can you explain it a little better or send us a uuenconded picture?

> Basically, if I've got a whole heap of icons in a group, and they are
> in wierd places and i do a "Snap to grid" on them, then many of them don't
> re-draw in their destinations properly. They _Do_ snap correctly, but
> they don't always re-draw in their new slot properly, or undraw the icon
> in the original position (when it wasn't snapped)

Hmmm. I'll play with this (including the file you sent me via e-mail) and
see what I can come up with. BTW, you might want to try the option in the
group's "snap" dialog to re-order the drawing order of the group icons.
That might have an effect on your problem.

>] If I understand was you are saying, this is the way NeoDesk 4 works. Some
>] dialogs cannot have multiple incarnations of themselves (this is one of
>] them). So, if you do not close the first "disk info" dialog, the second
>] one can never appear.

> I mean after you format a disk, you usually get the disk-info dialog where
> you can enter a volume name. After clicking OK, the dialog goes away and
> the format-disk dialog reappears. If I format another disk straight away
> then the disk-info dialog doesn't appear again afterwards. (It was closed
> the first time, but after the 2nd format, it didn't open up again to let
> me enter the volume label & show me the info' for the newly formatted disk).

Got it. Sounds like a bug. I'll go play with it and see what I come up with.

--
Rick Flashman, Gribnif Software Tel 413.247.5620

P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

3609. Re: Neodesk4/Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 22:14:20 UTC
From: rflashma@mtholyoke.edu
Message-ID: <34tb3s$7nu@mudraker.mtholyoke.edu>
Source record: 180761

Mike Parrott (mparrott@hebron.connected.com) wrote:
> Just wanted to let you Gribnif folks know I've been pretty much loving
> the NeoDesk 4/Geneva combo... it's certainly breathed new life into
> my computing!

Thanks!

> 1. I'd really love the option to set default View as Text/Icon
> preferences for windows opened from different sources, much as the way a
> Group works now. If a Group is saved while displaying Icons, for instance,
> when next opened it will display Icons, even if the topmost window at the
> time of opening the Group was showing Text. I'd like to have all
> windows opened from a Drive Icon (for instance) to default to showing
> Text, even if my topmost window happens to be showing Icons. The default
> type should be user selectable, and the ability to bypass default
> Text/Icon preferences for types of devices should be provided. If, of
> course, such a feature is feasible.

Something we've discussed. Part of the problem is coming up with a clear
and logical "graphical" way to display this and allow the user to set it.
However, it is something we've considered and we have some ideas on how
to address it in the future.

> 2. If one has _not_ selected one of the "Confirm" options for file
> deletion and copies/moves, why have a dialog box pop up at all during
> such operations? I really wish the box didn't show up unless I _needed_
> to do something, as it wastes time redrawing the screen for no good
> reason (unless, of course, there _is_ a good reason for it...:).

There is. It is your method for pausing/cancelling/changing its backgorund
status/etc of an operation. Not all file copies/deletes/moves takes 2-3
seconds. Some can take minutes, hours, etc.

> 3. Any possibility of adding a feature that will automatically reset the
> system colors to what they were when NeoDesk booted, upon termination of
> any given program? Or is reloading the .INF file the only way to do this?

Currently yes. This is mostly because NeoDesk isn't necessarily the only
thing running (now that we are in the world of Multitasking). Sounds like
you are not running Geneva or MultiTOS. With a newer AES, this becomes a
little easier.

> P.S. Any idea when Stalker/Steno will be seeing upgrades?

Soon! First got to get the lack of the backorders out! ;-)

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

3610. Re: Neodesk4/Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 22:18:03 UTC
From: rflashma@mtholyoke.edu
Message-ID: <34tbar$7nu@mudraker.mtholyoke.edu>
Source record: 180762

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
> >Drop-down menu bars "in a window" was a choice we made since we had run
> >out of regular menu space and because it is part of the new GEM standard
> >that Atari has introduced in their newer AES versions. While it does
> >consume some additional window space (enough for the menu bar), it was a
> >logical choice that is consistent with other Atari applications and with
> >other platforms.

> I totally agree. The time has come to move forward and not to be held back
> by ST-Medium. Sure programs should work in ST-Medium, but this should not
> stand in the way. I think the window menus in Neodesk make perfect sense.
> Gribnif could also look at abandoning the custom window gadgets and using
> a toolbar instead. There will be a problem with implementing the split
> window feature.

Much appreciate your support Ofir. However, if we removed the custom window gadgets, we would lose the functionality they add (duplicate window, cycle window, show info, delete, copy/move to prev. directory, split window, etc). An additional floating toolbar would involve an additional floating window and make it unclear on which window you want to work on.

What problems are you refering to the split-bar? We've used it since version 3 without any problems. It gives the user an excellent way to access two different parts of the same directory, without requiring a second window open. This method was first made popular in Microsoft Excel and Microsoft Word.

--
Rick Flashman, Gribnif Software Tel 413.247.5620
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For customer support/information please email "gribnif@genie.geis.com".

3611. Re: Enhanced GEM

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 22:40:52 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <2e72a892187278@elfhaven.ersys.edmonton.ab.ca>
Source record: 180849
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

prbogner@faui06h.informatik.uni-erlangen.de (Peter Bogner) wrote:

>mdg@ukc.ac.uk (M.D.Griffiths) writes:
>
>>I'm looking for ENHANCED GEM v1.45 (C Gem library)
>
>A (german) Ftp-Site is:
>rrzs3.rz.uni-regensburg.de (or ftp.uni-regensburg.de)
>/pub/freeware/software/atari/prg-ing/c/e_gem145.zip

There is now EGEM 2.00 available at ftp.cs.tu-berlin.de in the /Newitems
directory. This version has complete (german) documentation and a revised
demonstration program. Also, from what I can tell, the check-boxes are
a little different. Also, the help display seems to have change quite
a bit.

--
Michel Forget / Electric Storm Software // My cat stole my //
mforget@elfhaven.ersys.edmonton.ab.ca // opinions, and pawned //
mforget@worldgate.edmonton.ab.ca // them off for milk. //
PGP Public Key Finger. = 1F C0 D3 FE 40 51 7F 47 F3 4A C6 AD 6E 02 71 85

3612. Re: Calamus font HEAVEN (or do I need this many to do a flyer)

Newsgroup: comp.sys.atari.st
Date: 1994-09-10 23:02:29 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cvxs05.6y7@cix.compulink.co.uk>
Source record: 180767

>: Well he should know how long the text is going to be, by looking at his
>: news reader, it will tell him how many lines there are. I will stand up
>: for Frederick in this instance, because it is clearly stated that it
>: is a CALAMUS FONT, and if Gal does not use calamus as he state's, then
>: what is the point of having the fonts???? They cant be used on any other
>: DTP program. I think Ofir Gal is just having a winge for the sake of it.

I also use the same net access system as Ofir (CiX) and pay the same
download charges.

Its not a question of whether the stuff is clearly marked as fonts or not,
it the fact the we all use Off Line Readers (to keep costs down), so
download *every* message. Most of the time its fine. I don't *mind* reading
about all the Atari subjects I have no interest in. I do mind however
downloading 100Ks worth of binary files that aren't any use to me.

If we didn't use OLRs we'd have to examine posts online, and that even
more expensive!

Roland.

@CiX

3613. Re: What's with BOOM demo for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 00:03:51 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Sep11.000351.8746@abo.fi>
Source record: 180768

In <34lt12$h4g@crl4.crl.com> sammcgee@crl.com writes:

> Rowland Baker (sccoe@ucscb.UCSC.EDU) wrote:
>
> : I tried installing this game (boomprev.zip or something), and it sounds
> : pretty cool, but when I try to run it, even with NOTHING installed, it
> : says "Not enough memory". This is with 3.5 megs available or something.
> : Do you really need a 14meg machine to run it?
>
> It runs on my 14M Falcon. Too bad, it's a pretty neat demo.

It also runs on my 4 meg Falcon, so no (big..) problem! I wonder whether it might be the same problem as with one recent demo; the program has to be started from ST-low (or Falcon TC) resolution; not from the 640x480x16 desktop.

Tommi

3614. Re: program to be able to

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 00:06:34 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <34thma$hkp@ugle.unit.no>
Source record: 180765

Boyd@gauss.Math.Fsu.Edu,
In a message on 10 September, wrote :

bR> Hallvard Tangerss (hallvart@ifi.uio.no) wrote:
bR> >
bR> > Is there a program that can let me get the filenames in the GEM window(
bR> > as text?
bR> >
bR> > In the UNIX system we use at the uni. (with X-windows) we can use the m
bR> > trace anything, and paste it in any other widow too.
bR> >
bR> > Sometimes I might want to have the disk directory as a part of the text
bR> m
bR> > making, so instead of typing it all by hand, could I get it into the ed
bR> e
bR> > other way?
bR>
bR> Hmm, I think this would be hard to do from the desktop, but you might be
bR> able to do it from a file selector. It could stick the full pathname of
bR> the file you click on into the clipboard (which your text editor would
bR> have to support). Perhaps this could be added to Selectric (or other
bR> third-party file selector)? This would be a neat feature.

With MultiTOS and a DragAndDrop-aware texteditor, you could just drag the
file icons from the desktopwindow into the texteditor. Like I will do in a
second (from c:\multitos into emacs running in a MiniWin window:)

C:\MULTITOS\GEM.BAK
C:\MULTITOS\ISOFS.CFG
C:\MULTITOS\TAPEDEV.CFG
C:\MULTITOS\GEM.CNF
C:\MULTITOS\MINT.CNF
C:\MULTITOS\INIT.PRG
C:\MULTITOS\SCSI.XDD
C:\MULTITOS\TAPEDEV.XDD
C:\MULTITOS\ACSI.XDZ
C:\MULTITOS\CDDEV.XDZ
C:\MULTITOS\SOCKDEV.XDZ
C:\MULTITOS\ISOFS.XFS
C:\MULTITOS\MINIX.XFS
C:\MULTITOS\RAMFS.XFS
C:\MULTITOS\NFS.XFZ
C:\MULTITOS\SLIP.XIF

Hrmph, one thing though is that the filenames are separated with space, so I did a query-replace from [space] to [cntrl]-q-[cntrl]-j

Other cool programs like connect let you upload a bunch of files in the same way, just drag them from a desktop-window into the connect-window and the upload starts... :-)

Erling

3615. Re: QUESTION: Put accesso

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 00:06:35 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <34thmb$hkq@ugle.unit.no>
Source record: 180766

Group1@access1.Digex.Net,
In a message on 10 September, wrote :

gR> In article <1994Sep9.115732.21252@wmichgw>,
gR> Brian McWilliams <mcwilliams@wmich.edu> wrote:
gR> > I know I'm lame and should know this, but isn't there a way I can
gR> >create a folder for my accessories that will still allow the ST to see t
gR> >at boot time? Name a folder called ACCESSRY or some such thing?
gR> >
gR> > Brian Mc
gR> >
gR>
gR> No, your not lame. I've asked this question many times myself. The .ACC
gR> files have to stay in your root directory while auto-load prgs go in the
gR> auto directory.
gR>
gR> Brian Barton

With multitos, you can put your desk-accessories into any folder on any
drive. You just set the ACCPATH environment variable in gem.cnf to the
folder where your desk-accessories are located. BUT, if you have any
desk-accessories enabled on the root of your boot-drive, only these will be
loaded, and not the ones in ACCPATH.

Put the line:
setenv ACCPATH=E:\SYSTEM\ACC\
into gem.cnf and move all your desk-accessories there.

Erling

• ATP/Unix 1.40 • This is my tagline.

3616. For Sale: Atari Falcon030 4/85

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 00:14:25 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94253.201425STIRRE31@MAINE.MAINE.EDU>
Source record: 180780

I am selling my Falcon030. It is a stock 4/85 system.
I am also throwing in all my software, a .39 dot pitch
14" VGA monitor and Canon BJ-5 printer. I have quite a
bit of software including games, graphics and utilities
and all are bought (no pirated stuff).
There is one problem with the Falcon that I must mention:
the microphone port does not work. However, the warranty is
still good (until March of next year) so it can be fixed by
sending it to Atari for free.
I am asking $1300 (this does include monitor, software and
ink jet printer remember). If interested, please e-mail me.
-scott tirrell
-stirre31@maine.maine.edu

3617. Re: Stereo Sound with STOS?

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 00:27:34 UTC
From: group1@access1.digex.net
Message-ID: <34titm$b83@access1.digex.net>
Source record: 180764

In article <34sjfp$o74@darkstar.ucsc.edu>,
Rowland Baker <sccoe@ucscb.UCSC.EDU> wrote:
>
>
>Does anyone know of any extension to STOS that allows control of stereo
>sound from an STE or Falcon? All I need is to be able to control the
>volume of each channel of a sampled sound indepedently (I don't even need
>16-bit samples).
>
>Can anyone help me out there?
>tia!
>

Sorry I don't have an answer for your question, but I'd like to ask you
one. Are you using the STOS sampling cartridge or another brand? I'm
using a Microdeal Replay 16 and can't record anything with it using the
STOS software (creates a lot of noise in the sample).

Got any suggestions?

Brian Barton

3618. Re: Uniterm Auto Redial?

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 02:08:16 UTC
From: dkoster@rmii.com
Message-ID: <34toqg$d5j@potogold.rmii.com>
Source record: 180769

Raymond Ho (rayho@ix.netcom.com) wrote:
: Does anyone know if there is auto redial feature with Uniterm? Also does it
: have any support for Zmodem?

: Thanks...

Yes, and yes and no.

As Mickey sez, there's no built-in Zmodem support. I use xyz.ttp with
no problem. Funny thing is, Uniterm's internal Ymodem protocol is
compatible with the implementation of 'sz' on my host, so most of the
time I just use that.

--
David N. Koster, dkoster@rainbow.rmii.com Speaking for himself,
Colorado Springs, Colorado, USA only...

3619. Atari software for sale cheap!

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 02:25:36 UTC
From: japolis@nyx10.cs.du.edu
Message-ID: <34tpr0$4hv@nyx10.cs.du.edu>
Source record: 180770

Hello! I have the following items for sale or trade:

"productivity stuff"
Codehead Utilities, release 3.....$10.
G+PLUS 1.3.....$15.
MultiDESK 2.1.....$15.
Image CAT .....$20.
Mini Office (Nicely done graphs and stuff, from UK) .....$25.
Spectre GCR 3.0 complete with system software and a big bunch of disks of utilities and programs to get you started.....$200.

"fun stuff"
OIDS and PINBALL MAGIC (games).....both for.....$15.

"books"
THE GUIDE TO CALAMUS DESKTOP PUBLISHING.....$25.

Or.. how about..... All for $225.

Add $2.90 for shipping, or shipping is FREE with three or more items!
Payment forms acceptable are Check, MO, or trade for any of the items below.
I am looking for Tracker/ST, STeno, Studio Photo, Imagecopy 2, True paint, Warp
9 v3.80, or EdHak or who-knows-what. Let me know what you have! (please legal only, with disks and docs) Call (303)473-0511 or EMAIL to JApolis@nyx.cs.du.edu or jeffApolis@aol.com

Thanks!

3620. Connect Uploading

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 03:02:49 UTC
From: kfason@csn.org
Message-ID: <Cvy34p.App@csn.org>
Source record: 180771

I just started toying with Connect. I am curious how do I upload multiple files?? I tried *.*, ????????.???, and ?.?. I could not find anything in the online help. thanx!
--

-Kevin Fason - "Ice Blue Eyes"

kfason@CSN.Org

Atari Falcon030	Early to bed, Early to rise
US Robotics Courier	Makes one healthy, wealthy, &
Atari Jaguar	BBORRRRRRIIIIIIINNNNNNGGGG!!!

3621. Chaos Engine on MegaSTE

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 03:21:18 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <34tt3e$b35@mailer.fsu.edu>
Source record: 180774

Could someone please confirm that The Chaos Engine (great game from the Bitmap Brothers) works on a MegaSTE? I bought a used copy, and it does not boot at all on my MegaSTE. It boots on my Mega2, but is somewhat flaky about loading files from the second disk. The manual states that it will work on MegaSTEs, but the failure looks rather suspicious (the bootsector fails to execute, so the memory test pops up and the desktop appears). Does anyone know of an email address for a representative of Renegade Software or the Bitmap Brothers? Can anyone confirm that these companies still exist?

I guess I'll be sending my disks off to England for new copies :-(. The demo version of this game (on atari.archive.umich.edu) works just fine on my MegaSTE. If the commercial version doesn't boot due to copy protection, I get to hunt for a cracked copy.....

Thanks in advance for any assistance.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3622. Wanted: Speedo-GDOS and word processor

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 04:04:14 UTC
From: sourada@iastate.edu
Message-ID: <sourada.779256254@las1.iastate.edu>
Source record: 180772

I don't suppose anyone wants to sell me Speedo-GDOS (preferably the latest version) and a good word processor, for a good price?

Later,
Steven

--
Steven Ourada --- sourada@iastate.edu
"Every time I see her my heart clock-doubles"

3623. Re: STE_FIX.PRG sought.

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 05:32:27 UTC
From: stchip@delphi.com
Message-ID: <BW4yHuT.stchip@delphi.com>
Source record: 180773

David R Burns <dburns@world.std.com> writes:

>Thanks for your response re STE_FIX.
>
>Does anybody know where I can find it? I tried umich (yes, I *did* get
>in), and Hensa. Or, can anyone tell me what bytes to alter in
>DESKTOP.INF? This would be fine; I could use the .INF with X-BOOT.
>
>Thanks again!
>
>Dave Burns
>Lowell, MA

Let me know if you can't find it adn I can get it and UUencode it to you.

Jon O:}

3624. MTOS & development env. problems: Help!

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 07:27:11 UTC
From: dud@u.washington.edu
Message-ID: <34ubgf$m2s@news.u.washington.edu>
Source record: 180778

One of the main reasons I've put off learning to program in C is lack of a comfortable development environment on my computer (I know, lame excuse...) I have a TT030/8, 500 megs of HD, Nova 16M VME, 17" multisync, and I usually use 1280x1024x16 for most productive stuff.

Adequate hardware, I think... :)

Over the past year or so since I've been trying to get through C-Manship Complete, I've been peicing together various software that will hopefully yield a nice development environment. I have a much-messed-with MiNT-distribution-kit-installed set of all the MiNT/MINIX FS/TCSH stuff, and have MultiTOS with MiNT 1.09. I also have Geneva and NeoDesk 3 (soon to be NeoDesk 4). My ultimate goal is to use MiNT under Geneva (so as to combine the Unix-like kernel, Minix filesystem, and pre-emptive multitasking of MiNT with the faster, more versatile & configurable AES of Geneva) and use a desktop that supports the long Minix filenames & symbolic links, etc., of such a system.

Looks like it'll be a little while before Geneva is combatable with MiNT and NeoDesk 4 supports long filenames, so I'll have to wait for my ideal system.

What I'm doing in the meantime is trying to use MultiTOS, with Everest as the text editor (just downloaded it today; great program!), and TCSH running in a Miniwin window. It is bearable (to say the least); I compiled hello.c great this way (whoopee).

This is the stage I'm at now. 2 questions:

1) Does anyone know why TCSH spontaneously locks up the system in the middle of typing a command, usually no more than 20 commands into a session? For example, I've typed up the source to hello.c in Everest, saved it to hello.c in my home directory, and am ready to compile it. I type "cc hel" and suddenly the whole system is locked; no bombs, no error messages, the keyklick still works, but the mouse disappears. Rather annoying. I reboot, compile hello.c successfully, run it, type a few more commands, and it does the exact same thing again. Has anyone else had this problem? It happens whether or not Everest is running; I've tried several combinations of auto programs/accessories, messing with the mint.cnf and tcsh.rc files, etc., to no avail.

2) Does anyone else out there have a similar system to mine? Do you use it for development? If so, what is your preferred development environment? I finally want to get off my duff and do something productive (I got a zillion ideas), but I'd really honestly get a lot more done if I had an environment that worked all the time.

Thanks for any response!

Dan Aylward
dud@u.washington.edu

3625. Re: Need a decent PD notepad ACC

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 08:08:01 UTC
From: vctec@westminster.ac.uk
Message-ID: <CvyH9n.FoJ@westminster.ac.uk>
Source record: 180779

Brian McWilliams (mcwilliams@wmich.edu) wrote:
: Just wondering if anyone could recommend a decent notepad accessory
: (PD of course)...

What about ACCPAD by Michel Forget, of MasterBrowse, and ESS-Copdfe
fame.f1nwwwwwww
you want a copy. I will put it on HENSA soon....

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

3626. Re: 28800Bps on a F030 ??

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 10:05:10 UTC
From: Theo_Runia
Message-ID: <2e72d6fa@f301.n282.z2.fidonet>
Source record: 180797

In a message of <Sat 10 Sep 94 17:39>, Per Christian Krabsetsve (2:281/202.0) writes:

PC> How can i set my AUX (SER) port on my Falcon to 115000BPS ??
PC> I'v bought an 28800 modem and cant programe my GFA to an greater
PC> speed than 9600BPS.

Oh? Standard the max is 19200 with Xbios 15 (Rsconf). Speed 0 is 19200.

If you want more then you should install HS_MOD in the autofolder. It will reroute baudrates, say setting to 134 baud will give 38400 etc. Just see the docs for HS_MOD.

: Theo Runia Internet: theo@textlitho.nl Fido: 2:282/301
: P.O. Box 1183
: NL-8900 CD Leeuwarden, The Netherlands
: QuickBBS ST Leeuwarden: +31-58-153849 (HST/V32bis)

--- JetMail 0.99beta8
* Origin: QuickBBS ST Leeuwarden +31-58-153849 (HST/V32bis) (2:282/301)

3627. Re: Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 11:06:44 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EILLFGVI@ttgk.textlitho.nl>
Source record: 180781

In <34pi5v$kbj@newshost.uni-koblenz.de> Christoph Oberle wrote :

>The main disadvantage of this mode is that it is put out as an
>ECL (digital) signal. I am aware of only three monitors in the
>market that are capable of displaying this signal:
>
>ATARI TTM-195 (19", monochrome, ECL, fixed refresh rate)
>ProScreen TT (19", monochrome, ECL, fixed refresh rate)
>EIZO 6500 (21", monochrome + greyscales, ECL + analog, multisync)

You can also use Moniterm Viking monitors, in fact I have one right here
:-) (moniterm Viking 1 model no. VY1000)

Gert

--

-- --
Atari TT-Point
-- --

3628. Re: Is there still demogroups on ST?

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 11:21:14 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EILLFGVL@ttgk.textlitho.nl>
Source record: 180782

In <34pos5$log@news.kth.se> Mattias Gustavsson wrote :

>Is the demoworld of the ST dead?

No, it's just heavily overloaded with demos...

>I still code for the ST, and is currently working on
>two demos for this wonderful machine.

Try make soemthing usefull instead of demos, with the Atari scene slowly
dying it's a shame to see good programming go to waste.

>If you make demos for Atari, send a mail to me on

I've made a few demos but it's all the same, they look at it,
say oooh and aaah or 'it stinks' and that's it.... End of program..

Gert (KGE of the D.B.A.)

--

-- --
Atari TT-Point
-- --

3629. STARBALL Upgrade..!!!

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 12:29:59 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <34ut87$fcc@golem.wcc.govt.nz>
Source record: 180788

Hi, what is the status of the STARBALL upgrade,
I thought this had been sorted out ages ago,
but thing have seen to have gone to sleep...!!!

Does any one know....??

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3630. Re: SLIP on Atari

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 12:38:14 UTC
From: Karl.Foley@f101.n2501.z1.fidonet.org
Message-ID: <700_9409120400@yssabme.embassy.co.uk>
Source record: 180707

On 05 Sep 94 at 10:12:28, d2cg@dtek.chalmers.se wrote...

d> There is quite a few around now. I have a Falcon/4/120, and think
d> MintNet is the best SLIP program to use. It took a while to configure
d> correctly (at least for me!), but now works really well. There is a few
d> utilities around; ncftp, inetd, rlogin, etc, and theres more to come. I
d> highly recommend you to try it out. It requires MiNT, and is available at
d> Atari archive.

I can never get online there to get files. Is there anywhere which has a complete
MiNT/MiNTNet setup for me to Freq/FTP. Size doesn't matter (oo-er).

ATB,
Karl.

+---+
| e-mail : Karl.Foley@standard.embassy.co.uk |
| : kfoley@cnserv.dungeon.com |
+---+
--
|Fidonet: Karl Foley 1:2501/101
|Internet: Karl.Foley@f101.n2501.z1.fidonet.org
|
| Standard disclaimer: The views of this user are strictly his own.

3631. Re: Need a decent PD notepad ACC

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 12:41:10 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <34utt6$ijq@msuinfo.cl.msu.edu>
Source record: 180783

In article <1994Sep9.120003.21253@wmichgw>, mcwilliams@wmich.edu (Brian McWilliams) writes:
> Just wondering if anyone could recommend a decent notepad accessory >(PD of course)...

Brian,
There's one called "Notepad" c1.3 by Michael Zuhl. It only allows you to type in one page (about 40 characters by 24), but you can load and save notes, as well as print them out. If you can't find it, I could uuencode the German accessory for you and email it.

On a slightly different note, I translated it for my own use into English. Does anyone know if it would be at all legal to post the English version (with Zuhl's credits, not mine :-) to the archives? If not, would anyone happen to have an email address that he can be reached at?

Tom
hopper_t@msupa.pa.msu.edu

3632. Re: Calamus font HEAVEN (or do I need this many to do a flyer)

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 12:52:12 UTC
From: s9205525@otto
Message-ID: <34uuhs$se5@aggedor.rmit.EDU.AU>
Source record: 180784

Roland Givan (rgivan@cix.compulink.co.uk) wrote:

: I also use the same net access system as Ofir (CiX) and pay the same
: download charges.

: Its not a question of whether the stuff is clearly marked as fonts or not,
: it the fact the we all use Off Line Readers (to keep costs down), so
: download *every* message. Most of the time its fine. I don't *mind* reading
: about all the Atari subjects I have no interest in. I do mind however
: downloading 100Ks worth of binary files that aren't any use to me.

: If we didn't use OLRs we'd have to examine posts online, and that even
: *more* expensive!

: Fair enuf!!! I just sent an apology off to Ofir Gal, I didnt realise
: that you BRIT's have to pay thru the nose for net access. Seems to me
: by what you say, that Cix is the son of COMPUSERVE when it comes to
: price. Is this a legacy of Maggies' years in power ???? 8-)
: .....John Moon s9205525@otto.bf.rmit.edu.au

3633. NOEDESK 4 to Slow to Load...

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 13:07:42 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <34uveu$fcc@golem.wcc.govt.nz>
Source record: 180789

Please Please can the Info screen be removed
from the NEODESK 4 when booting...??

Also the speed of loading is far to slow, it looks like
I will be going back to using NEODESK III, to me its far to messy,
far to cluttered...

I can't use my nice collection on NEODESK III Icons, there should have been
a way to convert from NEODESK III to IV, the suplied program did nothing
for my Icons...??

Why not do the menus like the way the Germans do it, where a menu item links
to another normaly hidden menu to the right, ? then there would be no need
for those small windows, then all the options can be fitted on the one menu
bar...

How do I display directory items in text when using the Icon editor...??

The copy/move buttons are far to small, also cluttered with other options,
may be these should be hidden, similar to the way Germans do it......??

To me there are far to many options, and getting far to cluttered, it looks
like you have tried to fit the Kitchen sink in it, it needs tidying up,
may be with hidden options/menus..

Please note, this was after 1 hour of use, and are just my opinions, there
could have been mistakes in the way I am using it, or even seeing it...

But I do like the ways the German programers fit some of there options/menus
in there programs....

Can some one arange for all those NEODESK 4 Icon files that are now on GEnie
to be available on the net...??

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3634. Re: Terminal/comm software for the 1040ST?

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 13:19:19 UTC
From: s9205525@otto
Message-ID: <34v04n$se5@aggedor.rmit.EDU.AU>
Source record: 180785

```
: Hank, If you have Internet access and an IBM-clone with a 3.5 disk drive
: you can download comm. programs and put them on 720K 3.5 disk and the
: Atari 1040ST will read them fine.

: IMHO, STORM is one of the best term programs for the Atari line.
: CONNECT's is also very good.

: If you substitute VT100 for ANSI, then FREEZE DRIED TERMINAL is much
: faster than the above mentioned programs. It is also far more user
: friendly and it has far more powerful online editing features.
: It is also Shareware!!!! (register with the U.K. agent only!!!!!).
: .....John Moon s9205525@otto.bf.rmit.edu.au
```

3635. Re: QUESTION: Put accessories in folder?

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 13:26:01 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <34v0h9$fq9@golem.wcc.govt.nz>
Source record: 180790

In article <1994Sep9.115732.21252@wmichgw>, mcwilliams@wmich.edu (Brian McWilliams)
writes:
> I know I'm lame and should know this, but isn't there a way I can
>create a folder for my accessories that will still allow the ST to see them
>at boot time? Name a folder called ACCESSRY or some such thing?
>
> Brian Mc
>

Yes you need the ACC13.PRG, I have not seen this later version on the net,
but it lets you have all your ACC in a ACC folder only on Drice 'C'...

There are problem with the lower versions so stick to 1.3....

____
|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3636. Re: program to play sample at bootup wanted

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 13:36:27 UTC
From: s9205525@otto
Message-ID: <34v14r$se5@aggedor.rmit.EDU.AU>
Source record: 180786

```
: > And is it possible to have another program play different samples depending on
: > what kind of a situation the machine was in (different kind of
: > errors messages= different kind of "beeps")

: Yes there is a program that comes with the Falcon that works perfectly
: with the STE, it is called SAM. It plays back AVR samples depending
: on what function you are performing at the time. There is a PD programm
: called SOUNDLAB which will convert various sample formats to AVR format
: it is a must!!! f.ms.uky.edu /pub/atari/ has a huge amount of .snd
: samples which are very easily converted. When my machine boots up for
: example, (I have the above Hal sample as well) the martian from the
: bugs bunny show greets me with a message, when my wordprocessor
: (Caligrapher) opens up, I get a rather rude anal sound 8-). Mind you
: I have 4mb of ram, and if you only have 1mb, then it is really a waste.
: I love programs that are amusing and are in reality totally useless!! 8-)
: Hope this is a help ......John Moon s9205525@otto.bf.rmit.edu.au
```

3637. Falcon HD access errors

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 14:11:18 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <34v366$lck@nyheter.chalmers.se>
Source record: 180787

If anyone knows anything about the problems described below, please let me know!

1. Speed test problem (not really important)

I finally got myself an external SCSI-II disk for my Falcon two days ago. The disk is a very nice Conner CFA540S (540 Mb) unit.

To try out the speed of the drive I first used ratehd v3.05. I got this version from some BBS, but the file date makes it look older than the v1.5 from atari.archive.
(The one on a.a gave me bus errors for no apparent reason.)
Ratehd gives very strange results for my new drive!

Internal Seagate ST9080A(IDE) around 800kb/s 23ms average access
External Conner CFA540S around 1Mb/s 42ms

The access times varies from 32 to 46ms depending on graphics mode!

Now, the transfer speed seemed low, but I thought it could be correct. The access times on the other hand were totally ridiculous.

I ran HowFast to get another opinion on the transfer speed. This reported writes at around 1.2Mb/s and reads at 1.8Mb/s.
I've verified that these results are about right using a program that writes and reads a 75Mb file.

What on earth is ratehd doing?
Are there any other transfer/access speed test programs available?

2. Erroneous reads (Help!!!)

When I was done with the speed tests I started using the drive for real. This was when the real problems started.... :-(

The reads get somewhat garbled from time to time!

If I read the same file a few times, a byte or two can be different. This causes no end of problems as can easily be imagined.

After a lot of testing it seems as if the problems occur more frequently the worse the graphics contention gets (I use BlowUP Hard II). As far as I can see there are no problems in the normal graphics modes, but they might just not have shown up yet.

There seems to be no way to predict when the errors will occur (but see below). The test program mentioned above can for example read the first 1Mb of the created test file and find 20 word errors (never clustered). Then, on an immediate re-read of the block, everything checks out fine.

I can't remember any time when I've had errors in the last 74Mb of the test file, which is _very_ strange.

I hope someone can explain what's going on!

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

3638. Re: Platform shift Atari to Mac graphics HELP?

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 17:05:28 UTC
From: bb894@FreeNet.Carleton.CA
Message-ID: <Cvz655.KBE@freenet.carleton.ca>
Source record: 180795

All you have to do to make your Atari to Mac graphics
conversion program work is to copy the files onto an IBM
formatted disk (you should be able to do this on your Mac
using Apple File Exchange or AccessPC)... IBM disks are fairly
compatible with the Atari...

--
|\^/| Simon Kalechstein |\^/|
_|\| |/|_ _|\| |/|_
> < bb894@freenet.carleton.ca > <
>_./|\._< Deep River, Ontario, Canada >_./|\._<

3639. Re: cps rates

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 18:41:30 UTC
From: Koos_Kuil
Message-ID: <2e734ffe@f397.n282.z2.fidonet>
Source record: 180465

In a message of <03 Sep 94 16:30:14>, Theo Runia (2:282/301) writes:

MS>> If a user logs onto the BBS at 28800 whilst he can upload for
MS>> example an asci file with an average cps rate >3700, when the same
MS>> user tries to download exactly the same file the cps rate seems to
MS>> reach 1700-1800 CPS and never any higher using Zmodem in both
MS>> cases. Users have tried both with xyz202b.ttp and gszrz installed at
MS>> the BBS end without any significant change in results.
TR> Have you tried the internal Z-Modem in QuickBBS?

GEM SzRz is very fast, i use v4.1 (registered) and communication
on 57600 baud between PC / Falcon goes on a rate like 5000 cps.

XYZ is slow, but this programm is much older and no new versions
are currently released yet.

TR> You might get the full 3700 Cps but 1800 is very low indeed.

Maybe a mistake in the baudrate? Then you don't get higher
speeds like 1800 cps.

Greetings,
Koos

--- JetMail 0.99beta10
* Origin: Willie's Atari BBS, Octopus Developement, Fido/NeST/FAN (2:282/397)

3640. sendmail for MiNTnet?

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 18:47:12 UTC
From: robotron@moroder.demon.co.uk
Message-ID: <199409111941.AA00859@moroder.demon.co.uk>
Source record: 180798

Is there a version of sendmail available for MiNTnet, or even anything which talks SMTP? The default inetd.conf file has a commented-out line pointing to /usr/lib/umail, but that wasn't in the archive (possibly why the line was commented out (:).

Stephen

3641. Specifying serial port using KA9Q Slip

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 19:30:05 UTC
From: cfuhrman@csugrad.cs.vt.edu
Message-ID: <34vlrt$7mf@csugrad.cs.vt.edu>
Source record: 180701

Hi!

I'm trying to slip my Mega STe to my roommate's Linux machine.
We've managed to clear all the syntactical mistakes from the autoexec.net
file, but where we're having problems trying to tell the KA9Q software
which serial port I want.

This is what in the file now...

attach asy AUX: 2 slip sl0 4096 576 9600

What we wish to do is do the serial connection either by the Modem
2 or MSTe Serial 2 port (modem 1 doesn't work with STalker so I'm not
going to bother hacking around with it). I have loaded up all the
necessary patches to get TOS 2.5 to talk via the serial ports (otherwise
STalker wouldn't work period) and we've affirmed that his slip program is
working on his end and we're both talking at 9600 baud.

How do we configure the file so it talks through Modem 2 or Serial 2?
What is the specific syntax for each entry in that line?

--
Chris Fuhrman | Department of Computer Science
cfuhrman@csugrad.cs.vt.edu | Virginia Tech

3642. Re: NOEDESK 4 to Slow to Load...

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 19:33:31 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <34vm2b$jq7@golem.wcc.govt.nz>
Source record: 180702

] I can't use my nice collection on NEODESK III Icons, there should have been
] a way to convert from NEODESK III to IV, the suplied program did nothing

Save your Neodesk 3 icons as a NIC file, and then open the NIC file from
both 4 & 3 in the editor, and then drag the Neo-3 icons into the Neo-4
icon window. Simple as that. (You can do the same thing for TOS 2+
DESKICON.RSC files)

] How do I display directory items in text when using the Icon editor...??

Why would you want to? How can you tell what the icons look like?
(Although, it is a bit wierd having the button there but it not doing
anything)

] Also the speed of loading is far to slow, it looks like
] I will be going back to using NEODESK III, to me its far to messy,
] far to cluttered...

It was mentioned earlier that this is due to the extremely heavy code
optimising & compression. You're lucky, they could have sent it out
un-optimised on more disks, so more hassle! :)

] Please Please can the Info screen be removed
] from the NEODESK 4 when booting...??

This does look pretty stupid, can it??

3643. Multiprocessor Unix or Linux on a Falcon030??

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 19:59:29 UTC
From: peseb@freeport.uwasa.fi
Message-ID: <34vnj1$4lm@zippo.uwasa.fi>
Source record: 180703

Humblest greetings to ye Unix&atari Gurus of comp.sys.atari.st!

Would it be in anyway possible (feasible) to make (port)
a multiprocessor Unix or Linux for the Falcon030,
assuming one has an Upgrade car with another processor on it?
For example Barracuda040 or Afterburner040....
Or maybe even the material of Myths&legends and Songs,
the rumored 68060 board for the Falcon, is it coming? Is just
a wet dream?
However, As I understand all of these upgrade cards simply
turn off the 030 when they're running. (What a horrid waste!)
And couldn't the DSP and MFP 68901 be used aswell ?
(For some functions..)
What the hell does the MFP 68901 do anyways?

Hail ye gurus.
-Peter.

PS. POV using DSP would be fun aswell , as I understand the DSP can
do Integer operations and converting a float-operation to an
integer-operation is possible. no? Opinions!
--
Here's the Known and Unknown and inbetween are the
Doors....Open the Doors! -Jim Morrison.
###

3644. Re: Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 20:31:27 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <34vpev$2t6@mailer.fsu.edu>
Source record: 180710

Gert van der Knokke (gert@ttgk.textlitho.nl) wrote:
> In <34pi5v$kbj@newshost.uni-koblenz.de> Christoph Oberle wrote :
>
> >The main disadvantage of this mode is that it is put out as an
> >ECL (digital) signal. I am aware of only three monitors in the
> >market that are capable of displaying this signal:
> >
> >ATARI TTM-195 (19", monochrome, ECL, fixed refresh rate)
> >ProScreen TT (19", monochrome, ECL, fixed refresh rate)
> >EIZO 6500 (21", monochrome + greyscales, ECL + analog, multisync)
>
> You can also use Moniterm Viking monitors, in fact I have one right here
> :-) (moniterm Viking 1 model no. VY1000)

I have heard that one can use Sun3 19" mono monitors with the TT, via a
special cable. Can anyone confirm this? If so, there are plenty of places
to pick these up used (for quite cheap, though the shipping is a bitch).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3645. Re: Need a decent PD notepad ACC

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 20:35:58 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <34vpne$2t6@mailer.fsu.edu>
Source record: 180711

hopper_t@msupa.pa.msu.edu wrote:
> In article <1994Sep9.120003.21253@wmichgw>, mcwilliams@wmich.edu (Brian
> McWilliams) writes:
> > Just wondering if anyone could recommend a decent notepad accessory
> >(PD of course)...
>
> On a slightly different note, I translated it for my own use into English.
> Does anyone know if it would be at all legal to post the English version
> (with Zuhl's credits, not mine :-) to the archives? If not, would anyone
> happen to have an email address that he can be reached at?

I think it would be best if you put your version, plus the original (still
in compressed format, if you like) plus an explanitory text into one
archive and upload it. There are a couple of other "Englishized" programs
done this way on a.a.u.e. Of course, if it were really big, this might be
the wrong approach....

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3646. Help needed for Cannon Fodder

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 20:38:14 UTC
From: proche@isis.imag.fr
Message-ID: <34vprm$fnf@isis.imag.fr>
Source record: 180706

Hi,
Does anyone know how to destroy the plant in mission #12 of Cannon Fodder ?
Please reply before I throw the disks through the window !

--

Pascal Roche Laboratoire de Genie Informatique
e-mail: Pascal.Roche@imag.fr BP 53
Tel: 76-51-46-00 poste 33-42 38041 Grenoble Cedex 9
"Yeah, Yeah" Nirvana

3647. Re: Connect Uploading

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 20:42:10 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <34vq32$2t6@mailer.fsu.edu>
Source record: 180712

Kevin Fason (kfason@csn.org) wrote:

> I just started toying with Connect. I am curious how do I upload multiple
> files?? I tried *.*, ????????.???, and ?.?. I could not find anything in
> the online help. thanx!
>
> -Kevin Fason - "Ice Blue Eyes"

You must use a file selector that supports the ability to select more than one file. The one mentioned in CoNnect's manual is Selectric, which is available from atari.archive.umich.edu and other places.

I was unwilling to give up my beloved Universal Item Selector, so I just upload stuff one at a time :-). There might be another option if you use GemRZSZ instead of CoNnect's internal Zmodem, as it can do batch file uploads (you would still have to get the filenames into a batch file, but this could probably be done quite easily with a CoNnect macro).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3648. Re: NOEDESK 4 to Slow to Load...

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 20:47:18 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <34vqcm$2t6@mailer.fsu.edu>
Source record: 180713

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
>
> Can some one arange for all those NEODESK 4 Icon files that are now on GEnie
> to be available on the net...??

For this last one, if Rick or any other person would like to snail-mail me
a floppy disk with these files on it, I would be happy to put them on
atari.archive.umich.edu (this is an open offer in general, BTW). From all
the recent traffic, I think Rick Flashman has seen that there are lots
of Neodesk folks on the Internet :-). Contact me via email if interested.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3649. Re: Falcon HD access errors

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 21:48:54 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EILWDJVA@ttgk.textlitho.nl>
Source record: 180799

In <34v366$lck@nyheter.chalmers.se> Johan Klockars wrote :

>The access times varies from 32 to 46ms depending on graphics mode!
>
>Now, the transfer speed seemed low, but I thought it could be correct.
>The access times on the other hand were totally ridiculous.
>
>I ran HowFast to get another opinion on the transfer speed. This reported
>writes at around 1.2Mb/s and reads at 1.8Mb/s.
>I've verified that these results are about right using a program that
>writes and reads a 75Mb file.
>
>What on earth is ratehd doing?
>Are there any other transfer/access speed test programs available?

Maybe the cache of the drive is confusing ratehd ?

>The reads get somewhat garbled from time to time!
>
>If I read the same file a few times, a byte or two can be different. This
>causes no end of problems as can easily be imagined.

What kind of cable have you used for the SCSI ? If it's fairly long try a
shorter cable, maybe the drive doesn't have termination resistors fit or
parity is active (although this should give far more errors I think)
I'm not sure about BlowUp Hard II but if it changes the bus speed it could
cause trouble.

Gert

--

-- --
Atari TT-Point
-- --

3650. Re: Patches for the TT

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 22:39:28 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CvzLLs.ADz@cix.compulink.co.uk>
Source record: 180791

>Just use the "General Setup" CPX and turn keyclick off there, then save
>the configuration.

Yep - done that, but I still get loud clicks when selecting options in AUTO programs, as the XCONTROL hasn't loaded yet!

:-(

Roland.

@CiX

3651. D2M-DEMO

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 22:43:36 UTC
From: azog@world.std.com
Message-ID: <CvzLso.JnE@world.std.com>
Source record: 180717

I just downloaded something from one of the a.a.u.e mirrors called D2M_DEMO, which looks like a really nice paint program. Unfortunately, its all in French. There is a short english readme file, but all it says is whats been upgraded from the last release...

There is no rereference to any netmail address either. Does anyone know who wrote this? And would it be possible that an english RSC file be created? I am not going to use it, nor will I even register it, if I cant understand it! Which is a shame, since it looks very nice...

Thanx

--
Billy D'Augustine azog@world.std.com

3652. Connect Uploading

Newsgroup: comp.sys.atari.st
Date: 1994-09-11 23:16:00 UTC
From: mike.pelletier@canrem.com
Message-ID: <60.51842.4514.0N1AF253@canrem.com>
Source record: 180705

>Newsgroups: comp.sys.atari.st
>From: kfason@csn.org (Kevin Fason)
>Subject: Connect Uploading
>Sender: news@csn.org (The Daily Planet)

>I just started toying with Connect. I am curious how do I upload
>multiple files?? I tried *.*, ????????.???, and ?.?. I could not find
>anything in the online help. thanx!

>-Kevin Fason - "Ice Blue Eyes"

I use Selectric (a file selector replacement) which allows you to
shift-click multiple files (as well as lots of other groovy things).
However, the calling application has to support it, which CoNnect does.
Selectric is shareware.

Hmm...

3653. n

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 00:03:44 UTC
From: schootn3@wfu.edu
Message-ID: <3505t0$71a@eis.wfunet.wfu.edu>
Source record: 180794

[No readable article body recovered]

3654. Re: Atari Falcon vs IBM Compatible w/SoundBlaster

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 00:07:30 UTC
From: shendrix@escape.widomaker.com
Message-ID: <1994Sep12.000730.3068@escape.widomaker.com>
Source record: 180792

group1@access1.digex.net (Group 1 Software) writes:

>Can I get an honest opinion out of everyone? I have been thinking about
>picking up another PC to do Hard Disk recording on. I'm using my 1040STe
>to run Breakthru and want to record direct to disk. Should I even
>consider a Falcon (h/w and s/w is very hard to come by)? Is there any
>s/w available for IBM that will do direct to disk recording? The
>boneheads I ask at CompUSA don't understand what I mean when I ask
>that... They say, "Sure you can record to disk! Just record your sound,
>then save it to a floppy or hard drive." Hello, is anyone in there?

Maybe this isn't what you want, but I can spool 16-bit sound directly
to disk on my Linux machine. It's literally as simple as:

% cat /dev/audio > filename

Well, audio is an 8-bit device but you get the idea. You might not
want to use a UNIX system but it's got good sound support.

>Is anyone using the Breakthru sequncer? I think it's great because you
>can play your samples in time with the MIDI data.

If you mean with any kind of syncronization then I'd say no because I
don't currently know much about MIDI software for UNIX. I thinking
that the Khoros package (DSP/multimedia software) might do it but that
package is so huge I've not tried it (45megs for binaries).

>Brian Barton

--
csh
----
shendrix@escape.widomaker.com | Linux and BSD

3655. Re: DSP question

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 00:44:19 UTC
From: lexvan@hacktic.nl
Message-ID: <350893$lic@news.xs4all.nl>
Source record: 180793

not-for-mail@rubb.rz.ruhr-uni-bochum.de (anonymous) writes:

>Hi!
>I'm searchimg for manuals about the DSP68k. Is there any FTP-Site...?
>Matthias
>Matthias.Hennig@ruba.rz.ruhr-uni-bochum.

Check the DSP.FAQ in Usenet's comp.dsp.
--

Lex Vanderwal --- lexvan@dds.hactic.nl
Cape Photographic Durchmusterung

3656. Re: 28800Bps on a F030 ??

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 00:56:23 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3508vn$nr3@golem.wcc.govt.nz>
Source record: 180796

In article <2e72d6fa@f301.n282.z2.fidonet>, Theo_Runia writes:
>In a message of <Sat 10 Sep 94 17:39>, Per Christian Krabsetsve (2:281/202.0)
>writes:
>
>Oh? Standard the max is 19200 with Xbios 15 (Rsconf). Speed 0 is 19200.
>
>If you want more then you should install HS_MOD in the autofolder. It will
>reroute baudrates, say setting to 134 baud will give 38400 etc. Just see the
>docs for HS_MOD.

HS_MOD does not increase line speed at all, it improves the TOS handlers
for the modems, and removes some bugs....!!!.

It does support a Hardware Mod, for higher speed, (RSVE) developed by the same
person of HSMODA04... ..

I thought there are other modem ports on the Falcon that can run at higher
speed....

>
>: Theo Runia Internet: theo@textlitho.nl Fido: 2:282/301
>: P.O. Box 1183
>: NL-8900 CD Leeuwarden, The Netherlands
>: QuickBBS ST Leeuwarden: +31-58-153849 (HST/V32bis)
>
>--- JetMail 0.99beta8
> * Origin: QuickBBS ST Leeuwarden +31-58-153849 (HST/V32bis) (2:282/301)

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3657. S.H. Copy of Devpack 3 Wanted...

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 01:01:39 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <35099j$nr3@golem.wcc.govt.nz>
Source record: 180708
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

*** DEVPACK 3 ***

To any one dumping there Arari system and has HiSofts Devpack 3 for sale..

Please leave me a e-mail...

I think some one here had a copy for sale some weeks back..??

____
|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3658. CWAC's 3.02 Info....

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 01:23:14 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <350ai2$o2v@golem.wcc.govt.nz>
Source record: 180709
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

As the CWAC's info file never got posted to A.A. here is some more info...

This is now on A.A. in the Archiver directory...

NOTES:

1.) Never use any LZH program above LZH201L for archiving, nasty changes were made in the way Base Page is set in Christians versions...

2.) Don't ever use the German port of ZOO 2.1...

What is CWAC?

CWAC, pronounced "quack", is Cool Wave Archive Converter. An automation package that assists your conversions of archives, or files into archives. This is all achieved with a simple GEM interface with interlaced help screens to guide you along the way. Conversions can be made from ARC, ARJ, LZH, ZIP, and ZOO, and converted to ARC, LZH, ZIP, or ZOO. You can also convert any groupings of files with a common extension. For example, if you want to take a bunch of *.TXT files and convert them to single archive files, CWAC will do it for you.

For Express or RATSoft owners, conversions also maintain your BBS system files. For Express, it will handle your description files, and for RATSoft, it will handle all of your file area data files. Selection of conferences and file sigs is done with a simple GEM interface. Just click on the areas you want to perform the conversions on and voila. You are also provided the option to enter conversion in standard mode in case you wish to have a path converted without the handling of data files.

CWAC will maintain the date/time stamp of the original archive file if you wish it to do so. This is a very helpful feature, especially for the SysOp of a bulletin board system. Why have all of the files that you convert showing up as new files when it is not necessary?

You can also have up to 5 files included with each converted file, and you can have up to 5 files eliminated from each converted file before it is packed back up. Imagine being able to take out the ads for BBS's that you are tired of seeing!

What follows is the on-going chart of updates and enhancements to CWAC. Only version 3.00 beta will receive public release.

Version 3.01 and above are only released to registered users of CWAC.

CWAC Updates:

Version 3.00beta (3.01)

Added procedure tracking for increased error control, should an error arise.

Added memory checks for users of STZIP 2.2. This program now requires over 512K to be executed, which can pose a problem for users of a 1 meg machine operating a BBS system. CWAC will now issue warnings during setup for low memory, and will indicate possible memory problems if an error occurs during a conversion involving STZIP.

Decreased the amount of memory CWAC uses by about 80K.

Added the option to have files added to or removed from archives during the conversion process.

Added searching, jumping, printing, and page deletion to the log viewer.

Increased overall logging of activities.

Completed handling of command line operation. It is complete, though not available.

Split the resource package in two to allow use of color and hatches in medium resolution, while still maintain readability in high resolution. If it weren't for Hursh, this would have taken longer. Grin.

Optimized the conversion code for the umpteenth time for speed and reduced duplication.

Have put on hold, indefinitely, the addition of optional conversion modules. This would entail more than I care to undertake unless this package becomes successful.

Incorporated digitized sounds.

Added color flow to the title screen.

Added Accessory Access for those requiring this feature.

****
NOTICE

All versions after 3.01 are not available for downloading. The only way to receive them is to register and have it mailed to you through US mail. Each registered version is customized to the person registering.

****

Version 3.02beta

Working date: 7/5/93

Registration amount remains at $10 US ($12 US if you do not supply the disk and self-addressed-stamped-envelope for return mailing of registered version)

Installed option to have date/time stamp of old archive maintained on converted archives. User selectable for each conversion entry.

Added conference/sig selection screens for Express and RATSoft.

Added option to have the log file trimmed in 5K increments from 10000-50000 bytes. This is the result of a user request (I'm sorry, but I forget who it was). You are shown when the trim occurs each time you adjust the log file length. If you have your log size set to 15000 bytes, the trim occurs at 17500 bytes. If you set to 20000 bytes, the trim occurs at 22500 bytes. As you can see, it is hard-wired to trim at 2500 bytes above the size you select. This will allow for reasonable growth between trimmings.

Completed registration kit. At present, no features are disabled on non-registered version because no public release is scheduled. Version 3.02 and above are only scheduled for release to registered users of CWAC.

Fixed a couple of bugs in spacing that appeared in the viewing module for conversion data.

Fixed the bug that caused errors when entering the log viewer after executing a conversion. Stupid bug, but it happens.

Completed BBS Express options: Conversion will convert the archives, rename the description files, overwrite the originals, and maintain the time/date stamp of the originals. You may change these options as you see fit. It was suggested by Terry May to have the time/date stamp maintained so that files would not appear as new in the download listings. Suggestion taken and implemented.

Beginning addition of an 'abort conversions' feature. It was suggested that the user have the option to abort a conversion in process. While I do not feel it necessary to abort a conversion on the current file, it does make sense to be able to abort between files. This will be in before the official release of 3.02.

Delay on the examination of the original documentation for CWAC may cause it to not be immediately included with the release of 3.02. Several features have been updated and included in 3.02 that were not documented in the original documentation.

****

Version 3.02

Scheduled release: 7/23/93

RATSoft module is on temporary hold. Some of the work is complete. Announcements of a new version of RATSoft has put awrench in the works. Not to mention the author must have seen CWAC and is now seeming to include most of the functions of CWAC internally.

Express modules are 100% complete.

Fixed a bug that caused havoc for an afternoon. It was not possible for you to perform conversions on your rebuild directory, yet I was allowing you to set that up as a source directory for conversions. Bug has been found and squirted with Raid.

Updated documentation may or may not be included with the updated version initially. I am working on catching them up, but I really hate doing docs. I try to make the program straight forward enough that they are not really necessary.

Log file operations have been expanded to record the amount of bytes saved or lost during a conversion. This information will also be available during a conversion. The bytes saved or lost on the last conversion will be displayed on the screen for you to see.

The hidden accessory box on the main menu has now been made visible. Clicking on it will give you access to the accessory menu and there is an option to call a file selector, so you can use file selectors like UIS III or LGS to do file operations. These accessory boxes have been there since 3.00, but a couple of the beta testers forced me to make them visible.

****
W A R N I N G !!!!!!!
****

I spend about an hour on the phone with a user who was having consistent errors while running CWAC. It appeared to actually be a CWAC error so I was evaluating the code operations as he was running the program on the other end of the line. At the end of the hour, I finally asked what was in the AUTO folder. Turned out that he was running with TOS 1.06 and had the TOS 1.4 fix and

the Poolfix programs in his AUTO folder. As these programs are
not necessary in TOS 1.06, they caused a MAJOR memory glitch and
resulted in continual bombs when CWAC was running. Please do
yourself a favor and examine what you run in your AUTO folder
before giving up on any program. AUTO folder programs are
usually something that is memory resident from the time it is run
until the time you turn off the computer. Another common culprit
is the accessories that you run. They remain memory resident
also. Anything that remains in memory constantly is capable of
causing major conflicts with other programs.

****
A hearty "Quack" to those who have registered CWAC during this
initial release phase. Please send your request for upgrades to3.02 when you
are ready. An upgrade request is to include your
name, address, phone number, BBS name (if applicable), BBS phone
number (if applicable), a 3.5" formatted floppy (720K please),
and a self-addressed-stamped envelope. If I do not already have
your registration on file, don't send me a request for upgrade,
send me your registration with the shareware fees.

Registration for CWAC is $10 ($12 if you do not wish to supply a
disk and return envelope or if you wish to use a Gift-Of-Time on
GEnie). Please note that you must fill out and fmail me the
registration form if you wish to use the Gift-Of-Time. I will
not mail your registered copy to you until I receive it.

The response has been adequate enough to keep me interested, but
I must admit that some registrations would be nice. To date,
including CWAC 2.04, CWAC has received a grand total of 8
registrations. As I work to enhance CWAC, perhaps the hold-outs
will work to enhance this number.
****

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3659. Re: Falcon Hard Disk Recording

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 01:47:30 UTC
From: s.bennett@uea.ac.uk
Message-ID: <s.bennett.97.0081D258@uea.ac.uk>
Source record: 180728

In article <34kqqo$hr3@u.cc.utah.edu> pl4266@u.cc.utah.edu (Paul Luscher) writes:
>Path: cpca3.uea.ac.uk!uea.ac.uk!doc.ic.ac.uk!daresbury!hgmp.mrc.ac.uk!news.dcs.warwick.ac.uk!warwick!slxsys!pipex!howland.reston.ans.net!cs.utexas.edu!news.cs.utah.edu!u.cc.utah.edu!not-for-mail
>From: pl4266@u.cc.utah.edu (Paul Luscher)
>Newsgroups: comp.sys.atari.st
>Subject: Falcon Hard Disk Recording
>Date: 7 Sep 1994 10:47:20 -0600
>Organization: University Of Utah Computer Center
>Lines: 42
>Message-ID: <34kqqo$hr3@u.cc.utah.edu>
>NNTP-Posting-Host: u.cc.utah.edu
>X-Newsreader: TIN [version 1.2 PL0]

There was a really good series of articles about D2D recording in Septembers
Sound On Sound (UK). If enough people mail me, I'll scan them and post them.

The Falcon is FINE for D2D multitracking. Digital Village in the UK has a lot
of advice and information. I'm not sure of the phone number now. I'll mail it
tomorrow
Stephen

********* Who wants to die in credit anyhow? **********

Stephen Bennett
School of Environmental Sciences
University Of east Anglia
NORWICH
UK
NR4 7TJ
(UK) 0603 504461 Home (UK)0603 592550 (work)

3660. Re: 28800Bps on a F030 ??

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 03:04:27 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <350gfr$s2m@mailer.fsu.edu>
Source record: 180704

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
> In article <2e72d6fa@f301.n282.z2.fidonet>, Theo_Runia writes:
> >
> >If you want more then you should install HS_MOD in the autofolder. It will
> >reroute baudrates, say setting to 134 baud will give 38400 etc. Just see the
> >docs for HS_MOD.
>
> HS_MOD does not increase line speed at all, it improves the TOS handlers
> for the modems, and removes some bugs....!!!.

But it does give access to higher baud rates in old programs. For example,
one could remap 300 baud to 38400 for programs that only go up to 9600 or
19200 (which is a lot of programs). It might also be able to allow programs
that assume MODEM1 to use MODEM2 or SERIAL2 (the serial CPX can do this
for sure). So, in a way, it can increase line speed.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3661. Re: GUCK 18b

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 03:31:42 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <5i6xXGW.johnhechtman@delphi.com>
Source record: 180800

Guck 18B is on Delphi as well as on at least one of the Goper sites available from Delphi, I just can't remember which one (sigh). Oops, that should read "Gopher sites". Now how can I get the dox in English? I got Guck working by using the INSTGUCK.PRG (install Guck program). It's a great file viewer that also shows pix and has forward and backward scroll and page functions!

Even better Guck unloads when not in use so it doesn't eat up memory, It also has print and print block functions but I need someone who can read German to tell me/us how those work. Any German speakers here?

3662. Re: Patches for the TT

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 06:07:10 UTC
From: etmrosc@crosby.ericsson.se
Message-ID: <1994Sep12.060710.17464@ericsson.se>
Source record: 180714

Try a program called 'sndinit'. Don't know wher eI found it but it works.
Should be the first program in your auto folder.

Regards
/Rob

3663. Re: STE_FIX.PRG sought.

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 06:13:30 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <350ria$qnk@golem.wcc.govt.nz>
Source record: 180716

In article <CvwC6w.4xp@world.std.com>, dburns@world.std.com (David R Burns) writes:
>Thanks for your response re STE_FIX.
>
>Does anybody know where I can find it? I tried umich (yes, I *did* get
>in), and Hensa. Or, can anyone tell me what bytes to alter in
>DESKTOP.INF? This would be fine; I could use the .INF with X-BOOT.
>
>Thanks again!
>
>Dave Burns
>Lowell, MA

The Patch of the Desktop.inf file is a cludge, what it does is to set the
INF file for Mono operation....

Stick to the STE Fix program, and use the real Atari one, you will also need
to get hold of Poolfx92....

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3664. Re: Atari Falcon vs IBM Compatible w/SoundBlaster

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 06:39:04 UTC
From: gaghon@nevada.edu
Message-ID: <350t28$rbm@post-office.nevada.edu>
Source record: 180715

Group 1 Software (group1@access1.digex.net) wrote:
: Can I get an honest opinion out of everyone? I have been thinking about
: picking up another PC to do Hard Disk recording on. I'm using my 1040STe
: to run Breakthru and want to record direct to disk. Should I even
: consider a Falcon (h/w and s/w is very hard to come by)? Is there any
: s/w available for IBM that will do direct to disk recording? The
: boneheads I ask at CompUSA don't understand what I mean when I ask
: that... They say, "Sure you can record to disk! Just record your sound,
: then save it to a floppy or hard drive." Hello, is anyone in there?

They don't pay them enough to know anything about computers. :)

I would highly recommend a Falcon for D2D recording. On the PC you need
hardware and expensive software for about 6-8 tracks. Software is harder
to find on Atari, but not audio software. Cubase is real easy to find,
with good support.

3665. [SOFTWARE] MiNTOS Release 1.4.1 now available.

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 08:13:32 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994Sep12.081332.17400@euclid.earth.ox.ac.uk>
Source record: 180664
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

MiNTOS is now at release 1.4.1

I've just made available via anonymous ftp (from
ftp://earth.ox.ac.uk/pub/mintos) the latest version of MiNTOS, Release
1.4.1. This is a bug fix release which has no more functionality than
Release 1.4.

Stephen Usher
--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

3666. Re: Multiprocessor Unix or Linux on a Falcon030??

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 08:29:25 UTC
From: thommy@cs.tu-berlin.de
Message-ID: <3513h5$blq@news.cs.tu-berlin.de>
Source record: 180719

peseb@freeport.uwasa.fi (Peter Back) writes:

>Would it be in anyway possible (feasible) to make (port)
>a multiprocessor Unix or Linux for the Falcon030,
[...]

The one and only multiprocessor Unix AFAIK is Solaris by
sun microsystems.
I don't think, that they are interested in a port for the Falcon.

greetinx -thommy
--
"Im Uebrigen bin ich der Meinung, dass Windows zerstoert werden sollte."

3667. Re: WANTED: ELITE II Bug Fix and PhotoCopied DOCs!

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 08:36:44 UTC
From: bensmith@teleport.com
Message-ID: <3513us$se9@sandra.teleport.com>
Source record: 180720

In <34jsfq$3e2@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz (Steve Wells) writes:

>!? The manual looked just as solid as any other I've seen, and I've
>_Never_ heard of one "wearing out".... What bug-fix anyway? AFAIK
>there isn't one!

Steve, me and my room mate both play Elite II, It's our favorite Game. We both agree! I paid $50 for it at Vision Computers here in Oregon. They sent it to me UPS. I paid $50 for it and because my roommate has no money invested in it, He didn't take good care of it. He would repeatedly leave the Manual open to different pages and sometime leave the spine of the book elevated high up kind of like an inverted V, there by causing splitting cracks in the spine. And as people know, you must have a manual or you can't play the Game because that's how the Game's copy protection works. for $50 GameTek and Konami could include a manual with a spiral binding. I need a photocopied manual so I can play the game. GameTek made the Game so so you can't play the game without the manual due to copy protection yet they include a manual that at least in my case fell apart. The least they could is include a manual with a spiral binding. If I could buy a better quality manual that would last, one with a spiral binding, I would buy it. And it would have to be able to pass the Games Copy Protection!

>How about posting something from the disk-label such as serial number!?

Steve, I'm telling you the truth, and I don't like your implications. I don't know where you come from, but where I got my Game Package is Eugene, Oregon. Sold by Vision Computers: Proprieter, Bob Burns. I looked on my registration card and their isn't a Registration number or a serial number, neither is their a serial number on either of the two disks. And the Disks on my game are blue with the Labels Screen Printed (Painted On for those of you who Don't know.) on.

If you think I'm lying, call Bob Burns, he's an Atari Dealer in Eugene, Oregon. Here is his store address:

Vision Computers
2511 W. 11th Ave. No. B
Eugene, Oregon. 97402
Phone (Voice) (503)485-1424 U.S.

Make sure you call him to verify that I bought it from him before you make any more accusations. And I expect an apology (E-Mail would be OK) when you verify my story. When you call him, ask about Ben Smith, V.P. of A.C.E. of America and former V.P. of the Portland Atari Club. If he still doesn't remember, tell Him I'm up in Portland, He made my club a special deal on STraightFAX II and sold me Elite II for $45.00 plus $4.50 COD and $2.00

shipping. Invoice #16246 07/27/94, 01:45 PM SalesMan: Bob

Please check the Facts before you become a spurious fountain of
MisInformation.

--Thanks--
---Ben---
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

3668. Re: WANTED: ELITE II Bug Fix and PhotoCopied DOCs!

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 08:51:28 UTC
From: bensmith@teleport.com
Message-ID: <3514qg$sr8@sandra.teleport.com>
Source record: 180721

In <34k9o1$57t@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>In article <34h91n$nda@linda.teleport.com>, bensmith@teleport.com (Benjamin Smith)
writes:
>>I no longer have my manual for Frontier Elite II, it wore out quickly. You
>>would think when you pay $50 for a brand new, complete set copy of a Great
>>game like Elite II, they would make a maual that lasts. Anyhows, the manual
>>is hopeless, so could someone send me a photocopy set of the manual? I
>>need it to play the game. Also, does someone have the Bug Fix or Bug Fixes
>>for Elite II. Please let me know, I'd like to get it.
>>
>>Please reply in E-Mail because I don't read the Newsgroups regularly. My
>>InterNet Address is: bensmith@teleport.com or call Ben voice anytime at
>>(503)256-9974.
>>
>>--Thanks--
>>---Ben---
>>--

>Please tell me that you have the real thing and not just a copy of
>Elite II...??

I have the real thing, just before I read your message, I replied to someone
else who accused me of having a pirate copy. Please read it, I'm sure you'll
be satisfied.

>If one finds that your Pagers are getting worn, you just go get a copy of those
>pages, they only the copy gets warn...!!!!

To photoCopy it my self would further damage the manual. The pages are
not wearing out, the spine is spliitting from top to bottom. To photoCopy it,
I would have to lay it flat with the spine sticking up. By the time I'm
done PhotoCopying the entire manual, I won't have one manual, I'll have
several pieces of the manual where it's split up and down the Spine.

>There are no patches of fixes for Elite II...

I thought their were bug fixes for Elite II because I saw someone asking
for them on the InterNet. I hope someone comes out with some bug fixes.
Sorry.

--
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Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

3669. Re: Chaos Engine on MegaSTE

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 08:57:55 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <35156j$ivt@lyra.csx.cam.ac.uk>
Source record: 180723

boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>Could someone please confirm that The Chaos Engine (great game from the
>Bitmap Brothers) works on a MegaSTE? I bought a used copy, and it
>does not boot at all on my MegaSTE. It boots on my Mega2, but is somewhat
>flaky about loading files from the second disk.

I had this problem on my ST. There wasn't anything I could do to fix it,
you just have to keep retrying....

>If the commercial version doesn't boot due to copy protection,
>I get to hunt for a cracked copy.....

I hope you have a flame proof suit.... :)

BTW has anyone got Chaos Engine to work on a Falcon, I really want to
play this game again.

Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of
cigarettes, it's dark, and we're wearing sunglasses.

Hit it.

3670. $125 Atari Sale!! PLEASE READ THIS!!!

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 09:08:55 UTC
From: bensmith@teleport.com
Message-ID: <3515r7$suj@sandra.teleport.com>
Source record: 180725
Cross-posted to: pdaxs.ads.computers,pdx.computing,pdx.forsale,or.forsale,pnw.forsale,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy

FOR SALE:

Atari 1040STF: Comes with built in Ports for Monitor, Printer, Modem, Hard Drive, External 3.5" Floppy Port, MIDI In and Out Ports, Cartridge Port plus Mouse and Joystick Ports. 1040STF has built in 3.5" Double Sided/Double Density 720K Floppy Drive. Built in drive reads 720K IBM disks. Computer has 10 Special Function Keys. Built in Numeric KeyPad. 94 Key Keyboard. Standard 1 MegaByte of Memory (RAM). Power Supply built-in, comes with Power Cable. Also comes with 2 Button Mouse for interfacing with GEM, (Graphics Enviromental Manager).

1040STF Computer Sells for $125!

Atari SC1224: Color Monitor has LED Power light on front. Has 3 Knobs on side: Brightness, Contrast and On/Volume Knob. Has Monitor Cable with 13 Pin Male Plug. Power Supply Built-in. Comes with Power Cable. Has 5 Video fine tune adjustments in back: V. Lin, V. Size, V. Hold, H. Position and H. Hold. Does both 40x25 and 80x25 Text. Does 320x200x16 Colors and 640x200x4 Colors. Does both InterLaced and NonInterLaced Graphics. Does both 50HZ and 60HZ refresh rate. Works great with Atari ST's, including 1040STF's.

SC1224 Color Monitor Sells for $125!

Your Choice, either the 1040STF or the SC1224 for $125!

Please Send E-Mail to my InterNet Address: bensmith@teleport.com Please don't reply in this Message Base as I don't regularly read the NewsGroups. Or you can call Ben at (503)256-9974.

--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

3671. Calamus Fonts, OR NOT!

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 10:28:40 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <351ago$1fa@infa.central.susx.ac.uk>
Source record: 180729

I used to use Calamus v1.09, and had LOADS of fonts - who doesn't?!

I've since moved upto S, but a number of fonts won't load, and return
the messages;

incomplete font (or something similar)

&

not registered for this versiuon of Calamus.

Anyone any ideas, as it has cut down my usable fonts somewhat.

Steven

3672. GCC 2.5.8 HELP!

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 10:39:52 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <351b5o$1jg@infa.central.susx.ac.uk>
Source record: 180730

To install this monster, exactly what files do i need??

I have;

gcc258b.zoo
libolb98.zoo
libsrc98.zoo
incl98.zoo

Where do i put these??

What about Gemlib/ as i'm doing gem programming.

Any help is much a ppreciated.

Steven
kaps3@central.susx.ac.uk

3673. NEODESK 4 NIC Problem..

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 10:41:22 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <351b8i$sp2@golem.wcc.govt.nz>
Source record: 180731

Problems with NEODESK 4 when using the Icon editor...

When in the Icon Editor, Med Res, I have 3 windows open, Directory where
the NIC files are, the Neodesk Icons and a NIC file..

I have been looking at a few NIC files and copying one or
2 Icons across, after accessing about 10, ? NIC files, I get
a Alert box stating not enough memory..!

I exit out of this, then try to close the NIC window, the thing crashed back
to TOS Desktop...

I don't remember this problem with NEOESK 3, as I performed the same thing,
some time back...

MEGA ST with TOS 1.4, ADspeed (16mhz cpu) and 2 megs of Ram,
and running NVDI 2.5, and built in Quantum LPS 240s hard drive.

I also did some speed checks...

For NEODESK 3 to reload itsself it takes 2 seconds on my system..??
with NEODESK 4 it takes some 6 seconds, why this slow, ? there is no
hard disk activity for most of this time..?

Booting after Xboot 3, this includes other programs...

NEODESK 3 = 8 seconds..
NEODESK 4 = 12 seconds...

Why this slow...?

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3674. FOR SALE: Atari ST/TT Software & Magazines : REDUCED

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 11:00:09 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <351cbp$e40@canopus.cc.umanitoba.ca>
Source record: 180718
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

NOTE: All prices are suggested, feel free to make an offer, though I
will give first priority to those offering my asking prices.

```
======================================================================
SOFTWARE
======================================================================
Night Shift.....................$ 18.00 (cute fun Lucasfilm platform/action)
Hard Drivin.....................$ 10.00 (no docs)
Firezone........................$ 8.00
Sherman M4......................$ 8.00
TV Sports Football..............$ 5.00

Michtron BBS....................$ 1.00 (classic bbs software, no box&docs)

======================================================================
MAGAZINES
======================================================================

STart magazine:
winter 86, summer 88 (no disk for either)
10/88 (v3.3) - 7/89 (v3.12)
9/89 (v4.2) - 11/89 (v4.4)
1/90 (v4.6) - 6/90 (v4.11)
the above series has disk w/each mag
*** An excellent resource for a beginner/novice! ***
--- 21 issues total + 21 disks.....$23 + shipping

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will
give first priority to those offering my asking prices. If you are
interested in any of the items, please reply via e-mail as soon as
possible. Questions are welcome. All prices are in US dollars.
Buyer pays shipping. Shipping costs are non-negotiable. Volume
discounts available.

--
<Trevor_Cordes@umanitoba.ca> $ Atari TT030 4+4MB/135 $ cds,tapes,comics,rpg,
3rd Year CompSci Honours $ SyQuest 88 & ZyXEL $ software,midi,videos,
University Of Manitoba, Canada $ *Still The Best* $ 4 SALE - E-Mail me...
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
```

3675. Re: Chaos Engine on MegaSTE

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 11:00:52 UTC
From: simonh@perth.DIALix.oz.au
Message-ID: <351cd4$kf1$1@perth.dialix.oz.au>
Source record: 180746

In <34tt3e$b35@mailer.fsu.edu> boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

>Could someone please confirm that The Chaos Engine (great game from the
>Bitmap Brothers) works on a MegaSTE? I bought a used copy, and it
>does not boot at all on my MegaSTE. It boots on my Mega2, but is somewhat
>flaky about loading files from the second disk. The manual states that

I can't confirm if it works on a Mega STe, but I can confirm that the second disk bombed out on me (4mb STe). This is an original of the software. COuld be from the same batch? Anyway, I copied the second disk with Fcopy (it doesn't seem to be protected) and when it kept reporting sector errors, I kept hitting 'Retry' until I got the whole disk read in without errors.

Now that I've copied the second disk the game works fine.

Where does the game bomb out on you Mega STe? If it's on the second disk it can't be the protection, because only the first disk is protected.

Good luck with the repair job,

Simon.

PS I have two ST's here. The second disk wouldn't copy at all on one of the machines. Maybe that's why the game boots OK on your other machine - different head alignment/motor speed/something?

3676. Re: Atari on the Internet

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 11:39:12 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cw0LpM.1oJ@westminster.ac.uk>
Source record: 180724

Simon Kalechstein (bb894@FreeNet.Carleton.CA) wrote:

: Is anyone aware of any Atari bulletin boards accessible on the Internet?

Yes....HENSA/micros is like a BBS on the Internet. Wev have file areas,
and message areas (nix) where people can read, and reply to messages,
via this conferencing system...

Telnet to micros.hensa.ac.uk, and once logged in with hensa as both
username, and password, type nix at the prompt.
Login to nix as guest and browse around...

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

3677. Re: Connect dead?

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 12:07:22 UTC
From: oelwein@dxhrb4.desy.de
Message-ID: <351g9q$gn6@dscomsa.desy.de>
Source record: 180726

>I am wondering, and hopeing not, has Wolfgang given up on Connect?

Well, I can't speak for Wolfgang, but as far as I'm informed :-) he has *not* given up CoNnect. I should know, as I'm writing the manual. I think, he'll say something, when he's back from the physics conference.

One should take into account, that Wolfgang has 1. a family and 2. a job to do and currently there's very much work, as our group for offline reconstruction software is not *that* big ... CoNnect is something to work on, when there's some time left for that. But it is definitely *not* given up. CoNnect is given up, when Wolfgang says so, not earlier.

Regards,
Philipp

3678. Re: Anyone ported AKCL or GCL to mint.....

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 12:25:38 UTC
From: bfaust@yorktown.physik.Uni-Osnabrueck.DE
Message-ID: <351hc2$sf8@deimos.rz.Uni-Osnabrueck.DE>
Source record: 180727
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
In article <34n4mp$jdq@mozo.cc.purdue.edu>,
John P Cavanaugh <cavanaug@PROBLEM_WITH_INEWS_GATEWAY_FILE> wrote:
>Just wondering if anyone had done this or if there are any
>atari.def's for them. Thanks......
>
There's a port of CLISP from B.Haible to the Atari platforms. Look
for it in 'ma2s2.mathematik.uni-karlsruhe.de', directory /pub/lisp/clisp

bernd
```

3679. New figlet in a.a.u.e.

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 13:16:56 UTC
From: t150315@proffa.cc.tut.fi
Message-ID: <351kc8$4o5@proffa.cc.tut.fi>
Source record: 180735

I just sent a new version 2.1.1 of Figlet (an ASCII font banner program) into a.a.u.e. This version has 8-bit ISO-latin characters. I have included a control file for ST character set.

- Eero -

3680. Re: Connect Uploading

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 13:35:38 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <351lfb$5bf@ugle.unit.no>
Source record: 180737

Boyd@gauss.Math.Fsu.Edu,
In a message on 11 September, wrote :

bR> Kevin Fason (kfason@csn.org) wrote:
bR>
bR> > I just started toying with Connect. I am curious how do I upload multi
bR> > files?? I tried *.*, ????????.???, and ?.?. I could not find anything
bR> > the online help. thanx!
bR> >
bR> > -Kevin Fason - "Ice Blue Eyes"
bR>
bR> You must use a file selector that supports the ability to select more tha
bR> one file. The one mentioned in CoNnect's manual is Selectric, which is
bR> available from atari.archive.umich.edu and other places.

Yup that works, and as I said in an earlier message; under multitos you can
simply drag the files to upload from a desktop window into the connect
window.

[Some stuff deleted]

bR> **
bR> * Mickey Boyd
bR> * Systems Administrator
bR> * Florida State University Mathematics Department
bR> * email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6
bR> **

Erling
(who really should be getting himself a proper .sig file soon :-/)

• ATP/Unix 1.40 • This is my tagline.

3681. Re: NOEDESK 4 to Slow to Load...

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 13:43:20 UTC
From: rflashma@mtholyoke.edu
Message-ID: <351lto$e18@mudraker.mtholyoke.edu>
Source record: 180732

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
> Please Please can the Info screen be removed
> from the NEODESK 4 when booting...??

The "info screen" does not affect load time. It is simply drawn once and then undrawn when replaced with the desktop pattern. There are no pauses built-in.

> Also the speed of loading is far to slow, it looks like
> I will be going back to using NEODESK III, to me its far to messy,
> far to cluttered...

I just did some speed comparisons on an 8Mhz ST, and did not find the difference that significant. While there is a slight additional delay in load time (due to the tighter compression routines) there are other factors that could be affecting your load time: desktop picture, gdos desktop notes, etc.

> I can't use my nice collection on NEODESK III Icons, there should have been
> a way to convert from NEODESK III to IV, the suplied program did nothing
> for my Icons...??

There is. Just open the icon editor and either open a .NIC file from NeoDesk 3 or just read in the NeoDesk 3 resource file. Either method works. The "INF file coverter" is only for converting information files (hence the name).

> Why not do the menus like the way the Germans do it, where a menu item links
> to another normaly hidden menu to the right, ? then there would be no need
> for those small windows, then all the options can be fitted on the one menu
> bar...

The sub-menu system you mention is more popular on the Macintosh. However, we decided to follow the established GEM standard that Atari has been developing in AES 4.x. That includes using Window menus before using sub-menus (which are usually meant to mean multiple options of a single command). In any case, sub-menus would not have offered a clear way to indicate to which window a command would affect (a common complaint in NeoDesk 3).

> How do I display directory items in text when using the Icon editor...??

You can't. This is a limitation, mostly due to save on the size/development time of the icon editor. The icon editor is a separate program that has a desktop that looks like NeoDesk. However, its desktop is not the NeoDesk desktop (which does have all those capabilities).

> The copy/move buttons are far to small, also cluttered with other options,
> may be these should be hidden, similar to the way Germans do it......??

I must admit, I am confused. How do you use a button that is hidden?

> To me there are far to many options, and getting far to cluttered, it looks
> like you have tried to fit the Kitchen sink in it, it needs tidying up,
> may be with hidden options/menus..

Ideas are welcome. I will add that I never thought we would reach the day
that people would say "you added too much". We've worked very hard at NOT
creating a cluttered look (thus the addition of additional menus).
However, I would be interested to hear any areas that you have specific
complaints about.

> Please note, this was after 1 hour of use, and are just my opinions, there
> could have been mistakes in the way I am using it, or even seeing it...

I'll be curious to hear your opinion about some longer use. ;-)

> But I do like the ways the German programers fit some of there options/menus
> in there programs....

A somewhat vague statement at best. Are there some specific
ideas/concepts you prefer? Keep in mind that in writing NeoDesk we've
tried to follow general guidelines of the GEM interface.

> Can some one arange for all those NEODESK 4 Icon files that are now on GEnie
> to be available on the net...??

Good luck. Last count, there were QUITE a bit on GEnie. <grin>. Plus we
are now trying to look into seeing if we can start reading in Mac icons
(I didn't say that, now did I?).

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

3682. Re: NOEDESK 4 to Slow to Load...

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 13:52:28 UTC
From: rflashma@mtholyoke.edu
Message-ID: <351mes$e18@mudraker.mtholyoke.edu>
Source record: 180733

Steve Wells (wells_s@kosmos.wcc.govt.nz) wrote:
>] I can't use my nice collection on NEODESK III Icons, there should have been
>] a way to convert from NEODESK III to IV, the suplied program did nothing

> Save your Neodesk 3 icons as a NIC file, and then open the NIC file from
> both 4 & 3 in the editor, and then drag the Neo-3 icons into the Neo-4
> icon window. Simple as that. (You can do the same thing for TOS 2+
> DESKICON.RSC files)

You can also just read the NeoDesk 3 resource files directly.

>] Please Please can the Info screen be removed
>] from the NEODESK 4 when booting...??

> This does look pretty stupid, can it??

Sorry, welcome to the modern world of copyright laws. Several countries
(and the U.S. is included) now require that copyrights be "clearly
displayed at bootup). This doesn't slow down the program loading, but it
is required (we do the same thing with Geneva).

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

3683. Re: NOEDESK 4 to Slow to Load...

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 13:53:40 UTC
From: rflashma@mtholyoke.edu
Message-ID: <351mh4$e18@mudraker.mtholyoke.edu>
Source record: 180734

Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
> Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
> >
> > Can some one arange for all those NEODESK 4 Icon files that are now on GEnie
> > to be available on the net...??

> For this last one, if Rick or any other person would like to snail-mail me
> a floppy disk with these files on it, I would be happy to put them on
> atari.archive.umich.edu (this is an open offer in general, BTW). From all
> the recent traffic, I think Rick Flashman has seen that there are lots
> of Neodesk folks on the Internet :-). Contact me via email if interested.

I really don't have the time for this. There are literally HUNDREDS of
icon files on GEnie. In addition to the THOUSANDS of windows icons out
there (which NeoDesk 4 can also read). Maybe some kind soul with a little
more free time can bring over some of the more interesting compilations.

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

3684. Re: NEODESK 4 NIC Problem..

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 14:02:11 UTC
From: rflashma@mtholyoke.edu
Message-ID: <351n13$e18@mudraker.mtholyoke.edu>
Source record: 180736

Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:
> Problems with NEODESK 4 when using the Icon editor...
> When in the Icon Editor, Med Res, I have 3 windows open, Directory where
> the NIC files are, the Neodesk Icons and a NIC file..
> I have been looking at a few NIC files and copying one or
> 2 Icons across, after accessing about 10, ? NIC files, I get
> a Alert box stating not enough memory..!
> I exit out of this, then try to close the NIC window, the thing crashed back
> to TOS Desktop...
> I don't remember this problem with NEOESK 3, as I performed the same thing,
> some time back...

I must admit, your message is a little hard to follow. You had 10 NIC
files open at once? I can see how you might run out of memory (though it
shound not crash, that does sound like a problem). I will play around
with it and see what I can find.

> I also did some speed checks...

> For NEODESK 3 to reload itsself it takes 2 seconds on my system..??
> with NEODESK 4 it takes some 6 seconds, why this slow, ? there is no
> hard disk activity for most of this time..?

Three things:

1. Add about 1-2 seconds for loading/de-compressing NeoDesk 4 (which is a
little larger than NeoDesk 3).
2. Add about 1-2 seconds for loading/de-compressing the Geneva/AES4
emulation code. (this goes away if you use Geneva)
3. Add about 1-2 seconds if you are using a IMG or other desktop picture
that requires de-coding.

> Booting after Xboot 3, this includes other programs...

> NEODESK 3 = 8 seconds..
> NEODESK 4 = 12 seconds...

Hmmm that's 4 seconds. Is it 6 or 4?

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

3685. Gemulator

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 14:03:14 UTC
From: simonh@perth.DIALix.oz.au
Message-ID: <351n32$c8j$1@perth.dialix.oz.au>
Source record: 180656

My wife, Josie, has an old 386 and a 2mb STe. She uses the 386 for programming (20%), and the STe for everything else (80%), including games, art, word processing, DTP, etc etc.

Question is, has anyone seen or used the Gemulator card? She's thinking of combining both her machines into one box (a 486), so that she can clear some desk space.

Like I said, she uses the ST 80% of the time, so it's important to her that as much stuff as possible works on the Gemulator.

We still have a 4mb STe (my machine), and we're right out of bench space! Imagine a small bedroom with two desks along one wall, with FIVE monitors, two external disk drives, a modem, two printers, a handy scanner, my 210mb hard disk, a megafile 60, a Supercharger, and other assorted bits and pieces all in a space 3 metres wide, and you start to get the picture...

Thanks for any help you can offer...

Simon

Simonh@perth.dialix.oz.au

3686. Beta testers wanted

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 14:23:18 UTC
From: surowka@usctoux1.cto.us.edu.pl
Message-ID: <Cw0tAv.JF7@usctoux1.cto.us.edu.pl>
Source record: 180722

I'm looking for testers of my Scheme implementation for ST (Scheme is
programming language, a dialect of Lisp).

Wojtek Surowka
surowka@gate.math.us.edu.pl

3687. file access permissions

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 15:04:18 UTC
From: dk3uz@isys-hh.Hanse.DE
Message-ID: <60GSBOSI@isys-hh.Hanse.DE>
Source record: 180651

/etc/passwd has attributes 644 (-rw-r--r--). /bin/passwd has the setuid-bit set (---s--x--x) and belongs to root (as does /etc/passwd). After <user> has logged in and chosen to change her/his password, /etc/passwd belongs to <user> (in group 0!) and has read/write permission for all and sundry (-rw-rw-rw-).

Is this a fault of mine (wrong configuration, what have you), of /bin/passwd of MiNT or minixfs, or ...?

rgds, Eddi

--
| AMPRNET: dk3uz@db0hht.ampr.org |
| INTERNET: dk3uz@iSYS-hh.hanse.de |
| AX.25: DK3UZ@DB0HHT.#HH.GER.EU |

3688. X-Windows server for Atari ?

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 15:08:49 UTC
From: wolfgang@iap.uni-bonn.de
Message-ID: <351qu1$29k@news.rhrz.uni-bonn.de>
Source record: 180738

Knows someon a software wich emulats a X-Windows server
like the Xappeal for the PC ?

wolfgang@iap.uni-bonn.de

3689. Re: Chaos Engine on MegaSTE

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 15:21:28 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <1702F7591S86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 180652

In article <34tt3e$b35@mailer.fsu.edu>
boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

>
>Could someone please confirm that The Chaos Engine (great game from the
>Bitmap Brothers) works on a MegaSTE? I bought a used copy, and it
>
I'd appreciate seeing this response as well posted on the net was ell. I have
a Mega STe, and was disappointed to find out that I could not run a lot of
my favorite games that DID run on my old 520ST. In fact, if anyone could take
the time, or has already done so, to compile a list of games that are
compatable with my Mega STe, that would be appreciated. I'd like to
mail order them from Toad Computer, but I'd hate to get stuck with a $50
worthless diskette ---Mark van Wyk

3690. DIAMOND BACK 3

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 15:46:06 UTC
From: brarda@vxclia.cern.ch
Message-ID: <brarda-120994174115@128.141.55.218>
Source record: 180741

I am searching informations about Diamond Back 3. I already have the
version 2 and the upgrade cost is high (25 pounds) so I wonder if I upgrade
or not.

What is the price on the market ?

If you already have upgraded to v3, I would like to have your experience.

Thanks,

Loic

3691. Forgive the ignorance / animation viewers

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 15:54:03 UTC
From: laramary@er5.rutgers.edu
Message-ID: <351tir$cq1@er5.rutgers.edu>
Source record: 180742

I've grabed a FLI viewer for the ST (1040STfm, TOS 1.04) that
works okay, but I can never find FLI files. Are there MPG or GL viewers
for the ST, or ones to convert MPG and GL to AVS? Please mail me with
any sugestions.

BTW, I'm limited to 1 meg, but have a HD. (Which reminds me, I
still have to pay for it. I am the worlds biggest procrastinator...)

--
---My brother went to the Tri-state Computer Fair--	----All praise BOB!----
and all I got was this lousy signature file!	The Church
-----------* laramary@eden.rutgers.edu *-----------	---of the Sub-genius---

3692. Re: MPEG movie player for 1040 STe?

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 16:08:25 UTC
From: mdg@ukc.ac.uk
Message-ID: <10536@gos.ukc.ac.uk>
Source record: 180739

In article <34luqg$i5e@news.bu.edu> selick@acs4.bu.edu () writes:
>
>Title says it all - I am looking to play a .mpg movie file on my
>1040 STe w/ 4 megs ram & color or b&w. Any help would be appreciated.
>-Steve
>selick@acs.bu.edu

Ok.. if enough people mail me promising to register for an STE version
of my falcon MPEG player then I will certainly do a grey-scale 68000 version.
But *BE WARNED* its not going to be fast. A colour version is not viable,
(ever seen 24bit colour converted down to 16?).

Also version 0.5 of the Falcon MPEG player will be out this week sometime.
At the same time the colour version will be sent to those people who have
registered. I *urge* you to support this product, if more people don't register
then I will not waste my time anymore - a DSP MPEG player is not something that
can be knocked up in a day.

Cheers
Griff
--

(BTW the gray-scale v0.5 MPEG player now displays at 18-21 FPS :-)

3693. Re: Chaos Engine on MegaSTE

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 16:19:36 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <351v2o$jbe@mailer.fsu.edu>
Source record: 180653

Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:
> boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
> >Could someone please confirm that The Chaos Engine (great game from the
> >Bitmap Brothers) works on a MegaSTE? I bought a used copy, and it
> >does not boot at all on my MegaSTE. It boots on my Mega2, but is somewhat
> >flaky about loading files from the second disk.
>
> I had this problem on my ST. There wasn't anything I could do to fix it,
> you just have to keep retrying....

Oh, super. Hopefully the Bitmap Bros. will be able to do more for me.

> >If the commercial version doesn't boot due to copy protection,
> >I get to hunt for a cracked copy.....
>
> I hope you have a flame proof suit.... :)

I can see how my comment might be misinterpreted as flamebait, so I'll
expand on it. Right now, I'm pissed because I bought a game and it does not
work. According to your comments above, it might never work correctly.
I am going to write a letter to the Bitmap's, and send my disks in for
replacements, noting that they state in their own manual that the game will
work on MegaSTE computers. Hopefully, they'll send me disks that will work,
and I will be happy as a clam. If this does not solve my problem, and if by
some miracle a cracked copy happens to fall into my hands, then I think it
would be reasonable for me to keep it. Please note the high density of "ifs".
With further thought and a cooler head, I might decide not to. In any case,
my response will be one that I consider honest. I am not a thief.

In my opinion, the spirit of commercial software agreements is, in general,
"You should buy this software, and you should not give away any copies".
I have no intention of breaking either of these rules, nor did I intend to
imply otherwise.

Yet another option would be for me to attempt to crack the protection myself.
I did this for my (fully original and paid for) copy of Hard Drivin' 2 so
it would work on my MegaSTE. This was probably technically illegal, but
as it was for my own use only, and done on my own personal property, I
personally considered it to be a reasonable response to the game not working
on my MegaSTE. Your mileage may vary.

> BTW has anyone got Chaos Engine to work on a Falcon, I really want to
> play this game again.

Heck, I'd like to play it for the first time! :-)

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3694. Re: GEM metafile

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 16:23:50 UTC
From: jonord@krynn.solace.mh.se
Message-ID: <jonord.779386899@krynn>
Source record: 180748

ee91ddt@brunel.ac.uk (Dimitrios Tsotsos) writes:

>: Hello,
>: could somebody write me format of Subj.?

>You can find a file with all the picture formats for ST using anonymous FTP
>on: sol.cs.ruu.nl in the directory pub/ATARI-ST/doc. It is the file:
>picfmt.zoo

Speaking of this (I haven't yet figured out on how to post with nn), have
anybody gotten the Meta.sys to work? I have managed to make it write a file
but when I try to look at it with GEMVIEW or Calamus, it appears to be empty,
although the file can be quite big.

/Jocke
--
Shine on You crazy Diamond and make sure you Keep Talking
after all, we're only ordinary men...
/|\ Joakim Nordlander jonord@solace.mh.se

3695. Re: X-Windows server for Atari ?

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 16:26:07 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.779387167@acp5>
Source record: 180740

wolfgang@iap.uni-bonn.de (Wolfgang Trappe) writes:

>Knows someon a software wich emulats a X-Windows server
>like the Xappeal for the PC ?

There is the server by PAM software which is quite slow and works on TT and
Falcon with coprocessor. The price including ethernet adapter is about
1500,-.
X/software once sold servers for ST and TT (not Falcon) which cost about the
same price, including ethernet adapter. These servers were better than the
one by PAM but as far as I know they are not supported any more.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

3696. Re: WANTED: ELITE II Bug Fix and PhotoCopied DOCs!

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 16:33:47 UTC
From: jbaumgar@bronze.coil.com
Message-ID: <351vtb$bm1@bronze.coil.com>
Source record: 180749

If I'm not mistaken, I believe the disbelief came about from your description... Where are the pages? If they fell out, each page is clearly labeled, and could be easily put back into its proper location. Mysterious disappearing pages and then a request for a photocopied manual (which is a clear violation of copyright law) can easily cause skepticism in even the most modest of intellects.

Is an apology really necessary?

--
Jim Baumgardner (jbaumgar@bronze.coil.com)
"Would you _please_ stop clicking my head?"

3697. Re: Walls of Illusion

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 16:34:54 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <351vve$dhn@vishnu.jussieu.fr>
Source record: 180747

Where can we find it? Please answer by mail since I don't read this often...

MB.

3698. Re: 3.5" IDE in Falcon??? (Yes, again)

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 16:39:28 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <352080$dhn@vishnu.jussieu.fr>
Source record: 180750

Works very fine. I've got a 420Mo for 2 monthes now, it's a little bit louder,
but faster than the 2.5" It's cheaper too, and the only thing you loose is you internal
speaker...

MB.

3699. SUN3 monitors - any help?

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 17:04:27 UTC
From: avg@cwi.nl
Message-ID: <Cw10rF.B85@cwi.nl>
Source record: 180743

Deeply nested within the 'Atari news' thread, someone suggested
that it is possible to hook up a Sun3 mono monitor to a TT with
the aid of a special cable.

I'd very much appreciate more information on this! Sun3 monitors
(practically for free) abound...

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

3700. Re: Continuous Spell Checker - Try Spelling Sentry!

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 17:12:18 UTC
From: avg@cwi.nl
Message-ID: <Cw114J.BAy@cwi.nl>
Source record: 180745

marco@sys6626.bison.mb.ca (John Perry) writes:

>A great choice for a continuous spell checker is Spelling Sentry. Here is
>the Press Release:

>==
> N E W P R O D U C T A N N O U N C E M E N T
>==

...

>Spelling Sentry's list price is $59.95 US. Spelling Sentry is
>available wherever Atari computer products are sold. It is also
>available directly from Wintertree Software Inc., at the address
>listed above.

Such a program already exists. It's called Edith Pro V1.220. It sells
for $54 (the 95 cents are for you) in the US and includes a marvellous
text editor for free.

:-)

So much for free advertising on the internet...

--
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The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

3701. Patches for the TT. I can patch u

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 17:18:32 UTC
From: avg@cwi.nl
Message-ID: <Cw11Ex.BDu@cwi.nl>
Source record: 180744

rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>>Just use the "General Setup" CPX and turn keyclick off there, then save
>>the configuration.

>Yep - done that, but I still get loud clicks when selecting options in AUTO
>programs, as the XCONTROL hasn't loaded yet!

There is a program called SPEED which is mainly intended to switch
to 16MHz at boot time on a mega STE but it also disables the key
click. So the only click you'll hear is when you hit the space bar
to stop your TT doing all kinds of meaningless checks during booting.

It is in the archive of the comp.binaries.atari.st group.

http://www.cwi.nl/~avg/BinariesSourcesArchive/speed.uue (I think)
http://www.nl.net/~zfc/index.html (if the former doesn't work)

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
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1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

3702. CompuServe-Download

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 19:16:40 UTC
From: hz@caesar.gun.de
Message-ID: <EIMTABUQ12UP@caesar.gun.de>
Source record: 180654

Hello,

is there anyone, who can explain me, how to download files from
CompuServe?
Up to now I used the German version of STalker to connect to
CompuServe. There were no difficulties to download, because this
program does include the CompuServe B-protocoll.
Now I'm changing to another terminal program called STarCall. It
does'nt include any program to transfer files by z-modem or y-modem.
Tere are no problems to transfer from user mailboxes using Michael
Ziegler GSZRZ-program by z-modem. But CompuServe does not support
z-modem.
So I am looking for an external program for y-modem to work properly;
I've tried XYZ.TTP, but it did'nt work.
Can someone tell me, how to configure GSZRZ for y-modem to download a
file from CompuServe.
Or is there any ttp-program supporting CIS-B-protocol for using as an
external programm in another terminal program?

Thanks

Hartmut
--
E-Mail-Adresse:
===============
InterNet: hz@caesar.gun.de MausNet: Hartmut Zieser@KR

3703. Elite II/Frontier military ranking

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 19:18:28 UTC
From: om@xs4all.nl
Message-ID: <3529i4$6gl@news.xs4all.nl>
Source record: 180672

Hi,

I have a friend who does not have net access, and I'am posting this on
his behalf:

Does anyone know a "easy" way to increase your military ranking in
Frontier? I'am playing at Major level for several weeks, and the
recon missions are boring me to death.

The hint document only mentions a way to get Elite ranking, but no way
to get military promotion. A copy of a high military ranking saved
game would be nice (if some is willing to send it, I know this is not a
polight question).

Please reply by mail to: om@xs4all.nl or otto@q2c.nl

Thanks!
Erik Veerman

3704. Re: GUCK 18b

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 20:28:15 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <352dkv$600@golem.wcc.govt.nz>
Source record: 180676

] Even better Guck unloads when not in use so it doesn't eat up memory, It
] also has print and print block functions but I need someone who can read Ge
] to tell me/us how those work. Any German speakers here?

I've translated INSTGUCK and GUCK into English. (90%), which makes things
a lot more obvious, I'll email it somewhere if people want?! (I doubt the
author would appreciate my methods :)

3705. Re: Upgrading 520ST memory

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 21:42:26 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.94Sep12174226@acae127.cadence.com>
Source record: 180671
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <Cvs6sJ.F4z@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:

> >>What is the "piggyback" memory upgrade that I have heard mentioned previousl
>
> Definately not for the faint hearted, and not to be advised nowadays.
>

why not! my orig 520st upgraded this way (on the day i got the machine from the store) still sits next to my TT (and is working just fine!). here are gerts (revised) instructions:

NOTE: This is an REVISED,TESTED version of the original text downloaded from CompuServe. December 6, 1985

(This was REVISED AND TESTED by an annonymous engineer on Atari's developement staff. The addition of the resistors should provide a long life to your machine, but the warning below is STILL IN EFFECT. This is not an official sanction of the modification. USE WITH CARE!!!)

Here's the 1 Meg upgrade directions:

I have brought this over un-editted from the arpanet info-st mailing list. I TAKE NO RESPONSIBILITY FOR ITS CONTENT OR ACCURACY. I HAVE NOT TRIED THIS MODIFICATION ON MY OWN ST AS YET. I AM PASSING THIS ALONG TO THOSE WHO DO WISH TO TRY IT. FOLLOW THE DIRECTIONS AT YOUR OWN RISK.
--Dwight McKay (75776,1521)

From: gert@pescadero

WARNING: This is a hardware modification that will void the warranty of your 520ST. If you do not have the appropriate tools or experience you have a substantial chance of ruining your 520ST. Proceed at your own risk! This modification has been in my 520ST without any problems for 6 days now. However, I have (of course) not checked with knowledgable sources at Atari to verify if this modification endangers the long term machine reliability and/or software compatibility (I suspect it may endanger their software compatibility if enough of us do it!)

Tools & components needed :

16 256k * 1 RAM chips, 150 ns access time type, e. g. NEC 41256C-15 (avilable at e. g. Fry's Electronics, Sunnyvale, CA for $2.77 each)

A good quality, preferrably temperature controlled soldering iron, with a minature tip (tip should be narrow enough to avoid touching 2 I. C. pins at the same time). E. g. Weller type soldering station.

Good quality resin core solder (thin).

Approximately 4 foot of #24 AWG insulated wire and a good stripper for it and 2 feet of #22 AWG solid tinned copper bus wire. You will have to route 3 wires over a sequence if I.C. pins.

Desoldering wick and solder suction tool.

Philips type screwdriver (for opening your ST), tweezers, pliers, etc.

A steady hand and self-confidence.

Explaination of the modification :

(Please read the rest of this document before starting. It may save you time and an 520ST)

The current memory inside the 530ST consists of 16 256K*1 RAM chips. Address (A0..A8) lines are common to all those chips. The WriteEnable line is also common to all chips. Data (in and out) lines are of course individual. The RAS (row-address strobe) line is common to all chips. The 8 chis foring the high order byte group have one common CAS line, and the 8 forming the low order byte group have one common CAS line (CAS is used as enable for write operations, such that WriteEnable can be common to both groups). The high order group from MSB to LSB consists of U45, 44, 43, 42, 38, 34, 33, 32. The low order group of U30, 29, 28, 25, 24, 28, 27, 26. Note that all chips are adjacent, though the numbering has gaps. RAS0, CAS0H, and CAS0L are supplied from U1 pin 8,6 and 7 respectively (The 0 indicates bank 0)

Bank 1 that you are going to build in will be "piggy-backed" on top of the current chips, where all pins of the new chips EXCEPT RAS (pin 4) and CAS (pin 15) are soldered to the old chips equivalent pins. Thus they will end up sharing addresses, data, WriteEnable and power and ground with the existing chips.

All RAS pis of the new chips are wired together and will be supplied with the "RAS1" signal generated on pin 18 of U15 (the memory controller, marked 3H-2119C or so). The CAS pins of the 8 new high order byte chips (on top of U45..U32) are wired together and supplied from the "CAS1H" signal

generated on pin 22 of U15. Analogously, the CAS pins of the new U30 to U16 are wired together and supplied with "CAS1L" from pin 21 of U15.

How to go about it:

Step 1: Open up your 520ST, pull off the keyboard connector and remove the main circuit card from its top and bottom shielding. Make sure to remember which screws go where and note the keyboard connector orientation.

Step 2: Desolder all of the capacitors adjacent to the existing RAM chips. (DO NOT SKIP THIS STEP. You'll lose time if you do, and worse, the modification will no be reliable since you can't solder pins obstructed by the capacitors reliably (if at all)). To desolder them, I found it easiest to heat the island on the non component side, and bend the wires straight. After doing that or each capacitor, turn over to the component side and heat the islands wile pulling the capacitor out with the tweezers.

Step 3: Open up the holes of all the desoldered capacitors, using a combiation of de-soldering wick and suction tool. Do this from the non component side. If certain holes are difficult to open up, you may want to use a wood splinter. (push it through while heating). Be carefull to remove all solder debris!! THE REASON for opening the holes NOW is that they will be less accessible once you've done the other steps! Patience is a virtue.

(NOTE: Step 2 & 3 are the only ones that may damage your ST PC board. Be sure not to use excessive force while pullling out the capacitors. If you damage your PC board anyway, cure the problem now and not later).

Step 4: In this step we will piggyback the new RAM's on top of the old oes. Be sure to connect all pins except pin 4 (RAS) and 15 (CAS). The best way to go about this is to do chip by chip. First, bend the pins of the new RAM's suchthat hey are perpendicular to the package (instead of having slightly spread "cowboy legs"). Use pliers to bend pin 4 and 15 such that the legs are 180 degrees from their normal position, so they stick up in the air above the plane of the top surface of the chips. Don't make an absolute sharp 180 degree bend since some manufacturers' pins may snap off. Leave a little curve in the leg, but insure that is above the plane of the top surface of the chip.

Using #22 AWG to #16 AWG tinned solid copper wire you will form three buses along the top surface of the new d-rams. Cut a #22 AWG solid copper wire the length of the 16 d-rams on the PCB. The RAS bus is formed by soldering all the pin

4's of the new d-rams to the solid copper wire. The bus wire must be seated against the top surface of the new d-rams without a gap. This insures clearance between the top shield and the pins of the d-rams.

After soldering all 16 d-rams to the bus clip off any portion of the pins that extend above the top of the bus wire. Now cut a #22 AWG solid copper wire the length of the 16 d-rams. Place the bus wire along the top surface of the new d-rams in contact with all the pin 15's of the new d-rams. Solder every pin 15 to this bus and as above insure that the wire is seated solidly against the top surface of the new d-rams. Cut off all excess pin length sticking up above the top of the bus wire. Using diagonal cutters remove the section of the bus connecting the new U30 pin 15 to the new U32 pin 15. This divides the bus in half with the new U16, 17, 18, 24, 28, 29 having a common pin 15. The new U32, 33, 34, 38, 42, 43, 44, 45 now have a common pin 15, seperated from the other common bus.

(NOTE: until step 6 is finished, do no in any way apply power to your ST. This intermediate state of affairs will damage your memory chips!!)

Step 5: Remount all the desoldered capacitors. Bend the pins like they were before resoldering, suchthat they will not touch the lower shielding. Solder from the non component side.

Step 6: Orient the 520ST PCB so that you are looking at the solder side of the PCB (non-component side), with the row of d-rams nearest you. Find the double square pattern of pads at the 68-pin socket of the memory controller, U15 (3H2119). The following is a guide to locating the six memory controller pins necessary to complete the wiring. The socket is numbered conterclockwise, starting with pin 1, the square pad (look closely) in the middle of the bottom outside row. The sequence, moving counterclockwise from pin 1, first on the outside square ONLY: (NOTE: the sequence ")(" means to make a 90-degree turn counterclockwise, i.e. around the corner)

1,3,5,7,9)(10,12,14,16,18,20,22,24,26)(27,29,31,33,35,37,39,41,43)(44,46,48,50,52,54,56,58,60)(61,63,65,67

The sequence, moving counterclockwise along the inside square only, and starting with the left side of the bottom row:

(62,64,66,68,2,4,6,8)(11,13,15,17,19,21,23,25)(28,30,32,34,36,38,40,42)(45,47,49,51,53,55,57,59)

Six 68-ohm 1/4W plus/minus 10% carbon film resistors must be added when adding memory. These series terminating resistors minimize undershoot which may damage BOTH BANKS of d-rams if omitted. Solder a 68-ohm resistor to pin 18 of U15, RAS1. Solder a #24 AWG stranded wire from the remaining end of the 68-ohm resistor to the pin 4 bus (RAS) of all the new d-rams. that is the new U16, 17, 18, 24, 25, 28, 29, 30, 32, 33, 34, 38, 42, 43, 44, and 45.

Solder a 68-ohm resistor to pin 22 of U15, CASH1. Solder a #24 AWG stranded wire from the remaining end of the 68-ohm resistor to pin 15 bus (CAS) of the new U45,44,43,42,38,34,33,32.

Solder a 68-ohm resistor to pin 21 of U15, CASIL. Solder a #24 AWG stranded wire from the remaining end of the 68-ohm resistor to pin 15 bus (CAS) of the new U30, 29,28,25,24,18,17,16.

For best results in all three cases above solder the wires coming from the resistors to the middle of the three bus wires in a "T" fashion rather than at one end of the buses.

Use a continuity tester to find the following three traces -- do not depend on visual inspection. Now install three 68-ohm series terminating resistors in the original 512K bank of ram. Be very careful while soldering to these narrow traces, since excessive heat can easily lift a trace from the board. Use an Exacto knife to gently remove solder mask from traces.

Cut the trace leading from pin 8, RAS0, of U15 near U15. Solder a 68-ohm resistor in series with the trace.

Cut the trace leading from pin 6, CAS0H, of U15 near U15. Solder a 68-ohm resistor in series with the trace.

Cut the trace leading from pin 7, CAS0L, of U15 near U15. Solder a 68-ohm resistor in series with the trace.

Step 7: Sit back. Use Brain. Do you feel confident about the quality of your work? No mistakes? Check evrything once again if you are but a little uncertain. Applying power with errors might make your ST into a decorative, nonfunctional piece of art. OK. Either rebuild your ST into its shielding and cabinet, or put it onto a surface clear of wires and solder remians and connect it to monitor, disk and supply. Boot it.

It it boots, you're probably there. Test if the new memory works by looking at the phystop variable ($42E) with SID if you have the developer stuff. It should read $100000 (1M hex). Also note that memcntlr ($424) now holds 5 instead of 4, and that v_bas_ad ($44E) now holds $F80000 (screen bitmap

origin). If you don't have the developer stuff, try a single drive copy and check that you get the whole disk in one buffer instead of two.

If the new memory does not seem to exist, use SID to deposit and retrieve words on locations $80000 and up (1/2 Meg hex). If bit errors occur, the ST bootROM did not detect the extension (it checks all bits of 512 locations by testing a psedo random sequence, before accepting a memory bank). Try to pin point the faulty chip(s) and remove the error.

If it doesn't boot, you're in trouble. I'm sorry. It is difficult to give hints on what to do here. So many possibilities. Desoldering the new chips probably won't work (if the old ones were functional, the ST would still boot). Check for hidden short:circuit on the RAM pins. May also be that you have a flaky new pin connection.

That's all there is...
--
cheers,
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

3706. Re: Falcon HD access errors

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 21:52:59 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <Cw1E4B.Bp1@cix.compulink.co.uk>
Source record: 180673

In message <34v366$lck@nyheter.chalmers.se>, d8klojo@dtek.chalmers.se said:

>What on earth is ratehd doing?

IIRC an updated version of ratehd was released earlier this year.

>2. Erroneous reads (Help!!!)

Do you have termination resistors fitted to the external drive?

Barry

3707. Thanks to all (was: Atari Comm software...)

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 22:18:00 UTC
From: leininger@vaxmom.scri.fsu.edu
Message-ID: <12SEP199417183220@vaxmom.scri.fsu.edu>
Source record: 180655

Many thanks to all who responded to my request for advice about ST communication software. The second response I recieved was from a fellow who works a stone's throw from me, so he's preparing several floppies with different programs on them; I'll mail them to my parents and they can see what they like. Thanks to all who've responded (which is quite a few!).

Hank Leininger
leininger@vaxino.scri.fsu.edu

3708. Atari on the Internet

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 22:18:00 UTC
From: Darren.Trutzenbach@f616.n2605.z1.fidonet.org
Message-ID: <613_9409130401@nisc.fidonet.org>
Source record: 180684

In a message of 10 Sep 94 20:40:12, Bb894@freenet.Carleton.Ca wrote:

B> Is anyone aware of any Atari bulletin boards accessible on the Internet?
B>
B> Thanks very much!
B>
B> Sim

Sure do,

Hi am the sysop of the Round Table here in NJ, i ahve UUCP E-mail and Usenet newsgroups, nothing fancy like a direct line yet though.... give us a call...

```
+=-----============================================================-----=+
| R_O_U_N_D T_A_B_L_E B.B.S, Shamong NJ USA (609)268-7524 |
| ATARI Exclusive, 16.8 Baud + CD-ROM |
| +=-------------------------------------------------=+ |
| ~ Sysop: D.Trutzenbach@f616.n2605.z1.fidonet.org ~ |
|Fidonet 1:2605/616 Atarinet 51:1/18 NeST 90:301/18 Tablenet 26:1/1|
+=-----============================================================-----=+
```

3709. Re: USR Courier 28.8 DS on falcon

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 22:42:46 UTC
From: ole@murphy.sh.sub.de
Message-ID: <H.ekBN.MNo1R0H4Qb2@murphy.sh.sub.de>
Source record: 180689

In <34ga71$ff8@merlion.singnet.com.sg>, leecl@merlion.singnet.com.sg (Lee Chin Lim) writes:
>Can anyone tell me how I can get my Falcon030 to work with USR
>Courier 28.8 DS. I could not get DTE above 19200bps. Tried Hsmodem but
>it just won't initialise the modem.
>I'm running a BBS with Ratsoft and Binkley. Ratsoft is the front end.
>Ratsoft has a few pre-config settings in Modem_PS.RST. They don't work
>for me and I even tried modifying it. Somehow DTE could not be set
>higher then 19200.
>I've managed to run the courier 28.8 with other comms programs and had
>been able to get 28.8 bps connects but has yet been successful with
>upload/downloads.
>

I'm using the program FAST_Ser 0.96b and 57600bps. Maybe some other programs can switch the port to 57600bps too.

ole
--
********** 5. Elmshorner Computertage vom 29.10.94 - 30.10.94 **********
* Veranstalter : Computer Club Elmshorn e.V., Postfach 261, 25302 Elmshorn, *
* Telefon: (49)4121 83298, Telefax: (49)4121 82016 *

Ole Marienhagen e-Mail : marienhagen@tu-harburg.d400.de
Tel.: (49)4121/92349 or ole@murphy.sh.sub.de
Fax : (49)4121/92302 or ole@murphy.sh.sub.org
If possible use the first e-Mail address.

Murphy's word is law.

3710. Re: 28800Bps on a F030 ??

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 23:09:51 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <352n3v$7bn@golem.wcc.govt.nz>
Source record: 180660

In article <350gfr$s2m@mailer.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
>> In article <2e72d6fa@f301.n282.z2.fidonet>, Theo_Runia writes:
>
>But it does give access to higher baud rates in old programs. For example,
>one could remap 300 baud to 38400 for programs that only go up to 9600 or
>19200 (which is a lot of programs). It might also be able to allow programs
>that assume MODEM1 to use MODEM2 or SERIAL2 (the serial CPX can do this
>for sure). So, in a way, it can increase line speed.

NO WAY, You need the RSVE Mod, there is no Speed Increase at all with HS_MOD,
you need RSVE to do that....

>* Mickey Boyd *
>* Systems Administrator *
>* Florida State University Mathematics Department *
>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3711. Re: Falcon Hard Disk Recording

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 23:09:53 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cw1HoH.GuH@cix.compulink.co.uk>
Source record: 180675

>- Is the falcon's audio input MONO?

No, it's stereo.

>- What do I plug into the DSP port?

Various optional hardware add-ons.

>- How many Tracks can I hear at once with CUBASE AUDIO?

8 or 16. If using the 16 tracks mode you lose the effects.

>- Do I really need to buy a $3000 DSP/ SCSI processor to do
>professional quality recording with a FALCON ?

No!

>- Is the 68030 processor dast enough to handle 16 bit stereo
>Playback and Stereo Recording ?

Yes. It can handle 8*16bit stereo tracks at the same time.

Ofir ogal@cix.compulink.co.uk

3712. Re: Calamus font HEAVEN (or do I need this many to do a flyer)

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 23:09:55 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cw1HoK.Gv2@cix.compulink.co.uk>
Source record: 180674

>: If you read his (gal's) message, he states that he is paying for online
>: time NOT by the byte, so if he is uudecoding, then that takes time
>: (even if it takes sweet bugger all time).
>
>: newsgroups is simply not cool, because some folks have to pay for each byte
>: (whether is it useful readable information, or not).
>
>: Well he should know how long the text is going to be, by looking at his
>: news reader, it will tell him how many lines there are. I will stand up
>: for Frederick in this instance, because it is clearly stated that it
>: is a CALAMUS FONT, and if Gal does not use calamus as he state's, then
>: what is the point of having the fonts???? They cant be used on any other
>: DTP program. I think Ofir Gal is just having a winge for the sake of it.

No I am not. The way Usenet works on CIX, I first download messages, then
decide if I want them or not. Don't you people know any Netiquette? And on
CIX we pay for the time, not by the byte.

In any case, I thought it was common knowledge that this area is NOT for
binaries, unless they are very small. Don't assume that everyone has the
same Net access system.

Ofir ogal@cix.compulink.co.uk

3713. Re: NVDI PROBLEMS!

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 23:09:58 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cw1HoM.Gvp@cix.compulink.co.uk>
Source record: 180657

>I read a review of NVDI V2.50 in an older issue of ST Review and it said
>that installing the program was easy. All that is required is to load up an
>installation program which then asks you for the disk serial number, your
>address and the drive you want to boot NVDI from and that's it! What does
>it mean by DISK SERIAL NUMBER and ADDRESS??

The serial number should be written on your master disk and your address
is your home address.

Ofir ogal@cix.compulink.co.uk

3714. Atari Ghostscript 3.01 Beta Release Available

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 23:15:25 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <Cw3r3G.Fxv@world.std.com>
Source record: 180616
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.announce

Hi,

A beta release of Aladdin Ghostscript 3.01 is now available from

ftp://lifshitz.ph.utexas.edu/pub/atari/ghostscript/gs301bt1.zoo.

The code in this archive is a 68000 executable, and has all of the PostScript support files and three fonts (Courier, Times-Roman, Charter-Italic) compiled into the code. This reduces the baggage that accompanies GS, but it makes the executable rather large (~800K). Also included in the archive are a bunch of files to support the new on-line help features.

The extensive changes in the Atari interface are certain to have introduced bugs, so please expect them. When enough kind people have made useful bug reports and most problems appear to be fixed, I plan to make available several versions with various levels of hardware support. There will probably also be versions without the start-up files compiled into the executable.

The Atari interface has changed a good deal since GS 2.61. Look at http://godel.ph.utexas.edu/Members/timg/gs/gs.html if you want an overview of what has changed before you download anything.

Tim Gallivan
timg@landau.ph.utexas.edu

3715. Re: WANTED: ELITE II Bug Fix and PhotoCopied DOCs!

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 23:28:01 UTC
From: warwick@cs.uq.oz.au
Message-ID: <352o61$4tp@uqcspe.cs.uq.oz.au>
Source record: 180659

jbaumgar@bronze.coil.com (James E. Baumgardner II) writes:

>If I'm not mistaken, I believe the disbelief came about from your
>description... Where are the pages? If they fell out, each page is
>clearly labeled, and could be easily put back into its proper location.
>Mysterious disappearing pages and then a request for a photocopied manual
>(which is a clear violation of copyright law) can easily cause skepticism
>in even the most modest of intellects.

>Is an apology really necessary?

I don't see that it is. The request was EXTREMELY spurious. I cannot
imagine how a photocopied manual could possibly be of assistance to the
original requester. They have the manual. They can photocopy it just
as well as anyone else. They can also get it rebound (cheaper than
photocopying!).

Whether or not the original request was legitimate or not, I'm GLAD to
see other readers concerned and cautious about the request.

BTW, even if you do have a copy of a book, it is illegal to take a copy
from someone else. For example, if I have an old worn-out edition of
Gulliver's Travels, I am not entitled to a photocopy of a new edition.
(Morally I may be, but legally I am not)

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /
/ * <-- Computer Science Department, / WIT SPACE TO LET
_.-._/ University of Queensland, /
v Brisbane, Australia. /

3716. Re: Calamus font HEAVEN (or do I need this many to do a flyer)

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 23:33:12 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cw1IrC.Hy9@cix.compulink.co.uk>
Source record: 180661

>: Fair enuf!!! I just sent an apology off to Ofir Gal, I didnt realise

No problem :-)

>: by what you say, that Cix is the son of COMPUSERVE when it comes to

CiX is *much* cheaper than Compuserve is in the UK. The main disadvantage we have in the UK is that there are no free local calls(*). We pay for the phone line *and* the service, hence the wish to stay online as little as possible.

:-)

Roland.

@CiX

* Not entirely true I know, but correct for 99% of people!

3717. Re: virtual memory on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 23:33:13 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cw1IrE.Hyw@cix.compulink.co.uk>
Source record: 180662

>>to run on a 4Mb Falcon? (I want to compile ~10K lines of source, longest
>
>All I know J.Bammi uses OUTSIDE on his TT and Warwick Allison (GCC developers

Check that they are using GCC with outside in only 4MB however. I asked
this question a few weeks ago and was told 'sure it works fine', but on
closer investigation, everybody who had got Ouside to run with GCC had
more than 4MB. I never did find anybody who had got it working with only
4MB of memory.

:-(

Roland.

@CiX

3718. Re: MPEG movie player for 1040 STe?

Newsgroup: comp.sys.atari.st
Date: 1994-09-12 23:33:15 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cw1IrF.HzH@cix.compulink.co.uk>
Source record: 180663

>Ok.. if enough people mail me promising to register for an STE version
>of my falcon MPEG player then I will certainly do a grey-scale 68000 version.

Does the current Falcon version work on the TT?

Thanks

Roland.

@CiX

3719. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 00:47:30 UTC
From: dpj@delphi.com
Message-ID: <ZOwSfoq.dpj@delphi.com>
Source record: 180658

Simon Haynes <simonh@perth.DIALix.oz.au> writes:

>Like I said, she uses the ST 80% of the time, so it's important to her
>that as much stuff as possible works on the Gemulator.

If you're using mostly applications. Gemulator will run most that I have seen. If you're looking to run MIDI and/or games, I would not recommend getting it. What programs is your wife looking to be able to run?

Dana @ STReport International Online Magazine

3720. Re: 28800Bps on a F030 ??

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 01:25:19 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <352v1v$d4g@mailer.fsu.edu>
Source record: 180666

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
> In article <350gfr$s2m@mailer.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
> >Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
> >> In article <2e72d6fa@f301.n282.z2.fidonet>, Theo_Runia writes:
> > >
> >But it does give access to higher baud rates in old programs. For example,
> >one could remap 300 baud to 38400 for programs that only go up to 9600 or
> >19200 (which is a lot of programs). It might also be able to allow programs
> >that assume MODEM1 to use MODEM2 or SERIAL2 (the serial CPX can do this
> >for sure). So, in a way, it can increase line speed.
> >
> NO WAY, You need the RSVE Mod, there is no Speed Increase at all with HS_MOD,
> you need RSVE to do that....

<sigh> Read, Roger. The key statement is "...give ACCESS to higher...".
With MegaSTE/TT/Falcon machines, the faster serial potentials are already
there, but not all programs allow one to use them, as many were written when
9600 or 19200 was the max serial speed attainable on an ST. HSMODA04 can
fix this in the manner described above.

Incidentally, for virtually all programs (except those that directly support
RSVE, like CoNnect), one still needs to use HSMODA04 in conjunction with the
RSVE mod to have access to the faster Modem1 speeds. Thus, I believe it
is accurate to say that HSMODA04 gives one the ability to use the serial
hardware in the machines at the fastest speeds, RSVE or stock.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3721. Re: Upgrading 520ST memory

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 01:34:04 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <352vic$d4g@mailer.fsu.edu>
Source record: 180667
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Jwahar R. Bammi (bammi@acae127.cadence.com) wrote:
> In article <Cvs6sJ.F4z@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan")
writes:

> > >>What is the "piggyback" memory upgrade that I have heard mentioned previousl
> > Definately not for the faint hearted, and not to be advised nowadays.
>
> why not! my orig 520st upgraded this way (on the day i got the
> machine from the store) still sits next to my TT (and is working just
> fine!). here are gerts (revised) instructions:
>
> NOTE: This is an REVISED,TESTED version of the original text
> downloaded from CompuServe. December 6, 1985

Thanks much. I'll stick this in an lzh file and file it on atari.archive
for future reference, if you don't mind.

I think I have managed to design my own SIMM upgrade, borrowing very
heavily from an existing memory upgrade instruction set currently on a.a.u.e.
If I get it to work, I'll put my instructions there as well. Actually, given
that all goes as planned, I'm amazed that it is this easy (famous last words).
I've also learned a bit about how modern memory works while researching this
project.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3722. Re: X-Windows server for Atari ?

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 01:43:28 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <353040$d4g@mailer.fsu.edu>
Source record: 180668

Wolfgang Trappe (wolfgang@iap.uni-bonn.de) wrote:
> Knows someon a software wich emulats a X-Windows server
> like the Xappeal for the PC ?

I believe there was a German product that did this, several years ago. I
don't think it ever made this side of the pond, unfortunately.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3723. Re: NVDI Registration woes

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 02:32:51 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cw1r2r.K5@cix.compulink.co.uk>
Source record: 180669

>With all the talk about the great NVDI 3.00 coming out, I finally sent in
>my registration card for NVDI 2.50. However, it bounced back in the mail
>today - with a stamp on the back saying "Firma erloschen".
>
>The card was sent to BELA Computer GmbH
>Postfach 1244
>W-6236 Eschborn.
>
>Anyone have a better address - as current postings here suggest that the
>company is indeed alive and kicking...

Yes:

Behne & Behne Systemsoftware GbR
Lindenkamp 2 * 31515 Wunstorf
Fax.: +49 5031 8629

Ofir ogal@cix.compulink.co.uk

3724. Re: Newdesk.inf

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 03:02:18 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <779509766.2@mettav.exnet>
Source record: 180628

It was none other than -Unknown- that wrote on 7 Sep 94 that ,

-> I saw an AUTO folder program that fixes it, but you must be running
-> WINX. I don't remember the name, but it should be in umich under

not quite correct .You have to load GEM into RAM to use both SHBUF and WINX
either with GEMRAM with just loads GEM or with ROMSPEED which loads the entire
ROM into RAM . GEmram uses much less memory to work but does have a number of
incompatibility's (none thankfully which effect me !), romspeed is required to
use OUTSIDE (Virtual memory manager) however.

-> either :-). If you find a fix that works without WINX, let me know;
-> I'd like to have something like that too.

no idea the file name on FTP sites but through the EST file network it was
called SHBUF13.ZIP

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (100:1011/0.8)

3725. GEM SPOOL(er) 3.2?

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 03:07:24 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <779509766.3@mettav.exnet>
Source record: 180630

It was none other than -Unknown- that wrote on 07 Sep 94 that ,

-> I found out there are two? programs:
-> One is called GEM SPOOL, is shareware and at version 2.2.
-> The other is called GEM Spooler. This one is commercialand at
-> version 3.1 (or 3.2?).
-> I suppose they are different programs.

perhaps but the screen shots I've seen of this V3.2 look remarkably similar in
design to the old SW version ...maybe a commercial dev.of the old share product
?

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (100:1011/0.8)

3726. Re: Turbo GIF freezing???

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 03:12:50 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <779509766.4@mettav.exnet>
Source record: 180627

It was none other than Kim Andersen that wrote on 07 Sep 94 that ,
>> Problem I have with T_GIF is that when I drop a file on it (Or DClick
>> a GIF after installing it) it does nothing at all . Straight back to
>> the desktop.
KA> Try install it as an application on the desktop. I have it running
KA> like that and everytime i doubbleclick on a gif file, T_GIF loads and
KA> show the file very fast.

tried that but it must be objecting to something else running ...Blowboot resolution perhaps ?

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (100:1011/0.8)

3727. Re: QUESTION: Put accessories in folder?

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 03:24:32 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <779509766.5@mettav.exnet>
Source record: 180629

It was none other than -Unknown- that wrote on 9 Sep 94 that ,

-> There's an AUTO folder program called The Accessory v1.4(?) (look

:-) don't start this one off again ...are you sure it is not V1.3 ...I should know I accidently started this off the first time around .

:-)
////
Graham Irvine
grin.mettav.exnet.com

* Origin: Graham's 32Mhz Falcon030 PowerPoint (100:1011/0.8)

3728. Re: Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 03:29:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <779509766.6@mettav.exnet>
Source record: 180631

It was none other than "Roland Givan" that wrote on 10 Sep 94 that ,
>> what's the display you get in TT-high ? I thought to get a better
"G> resolution
"G> 1280x960 monchrome.
"G> Its like having an SM124 which is *four* times the size (actually
"G> slightly bigger! ;-)

That's pretty good ... not on a Standard SM124 though ? I assume on one of
those TT monitors.

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (100:1011/0.8)

3729. Re: QUESTION: Put accessories in folder?

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 03:32:30 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <779509766.7@mettav.exnet>
Source record: 180626

It was none other than Group 1 that wrote on 10 Sep 94 that ,

G1> No, your not lame. I've asked this question many times myself. The
G1> .ACC files have to stay in your root directory while auto-load prgs
G1> go in the auto directory.

Not true ...there is a program ACC.PRG which allows Acc's to be loaded from a folder .MultiTOS also allows it as does TCache (Which works on a Falcon where ACC.PRG does NOT .)

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (100:1011/0.8)

3730. Re: HP 520 Ink Printer

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 03:34:19 UTC
From: abarbiero@delphi.com
Message-ID: <ZW7RfWj.abarbiero@delphi.com>
Source record: 180665

Bill Blose <Bill.Blose@f0.n0.z0.fidonet.org> writes:

>I have the printer connected to my 4 meg STE. As far as I have heared
>there are no drivers for the printer, but you can operate it like a
>regualr ink jet (300 dpi by 300 dpi). So far I'm very pleased with it and
>await for a driver to take full advantage of it.

The DJ520 can ONLY print 300X600 with the internal fonts, all external
downloaded fonts (like just about ANY Speedo fonts) will only go
300x300....

Andreas@AEO

3731. Newdesk.inf

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 03:39:58 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <779509766.8@mettav.exnet>
Source record: 180620

It was none other than Arto Jalkanen that wrote on 7 Sep 94 that ,
AJ> If I've understood correctly (my uncomfortable experiences do back
AJ> this up) TOS has this 4k barrier on NEWDESK.INF file. I experienced
AJ> computer crashing and odd behaviour as my newdesk file grow over 4k.
AJ> Is there any patch that could fix this? You really can include far

There is a program called shell buffer (SHBUFxx) xx= size of newdesk buffer
which solves this . It needs either ROMSPEED or GEMRAM installed first though.

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (100:1011/0.8)

3732. HD problem

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 04:59:13 UTC
From: faldska@imap1.asu.edu
Message-ID: <faldska-1209942159130001@129.219.2.67>
Source record: 180678

My hard drive has ceased to work anymore. I believe it is a faulty boot sector that is the problem. Is there any way for me to fix the boot sector without corrupting the rest of the HD? Any help would be greatly appreciated. Thanks

Dave

3733. Re: Put ACC's in folder? Use Chameleon!

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 05:07:38 UTC
From: mcwilliams@wmich.edu
Message-ID: <1994Sep13.010738.21345@wmichgw>
Source record: 180670

In article <34v0h9$fq9@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
> In article <1994Sep9.115732.21252@wmichgw>, mcwilliams@wmich.edu (Brian McWilliams) writes:
>> I know I'm lame and should know this, but isn't there a way I can
>>create a folder for my accessories that will still allow the ST to see them
>>at boot time? Name a folder called ACCESSRY or some such thing?
>>
>> Brian Mc
>>
>
>
> Yes you need the ACC13.PRG, I have not seen this later version on the net,
> but it lets you have all your ACC in a ACC folder only on Drice 'C'...
>
> There are problem with the lower versions so stick to 1.3....
>
>
I think I tried this program, and it still expects to see .RSC files
in the root directory. Chameleon really kicks butt!

Brian Mc

>
> ____
> |Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
> |+64 4 298-7249 r.sheppard5@genie.geis.com |
> ---
>

3734. Re: Connect Uploading

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 06:17:34 UTC
From: kfason@csn.org
Message-ID: <Cw21HB.ILr@csn.org>
Source record: 180677

: You must use a file selector that supports the ability to select more than
: one file. The one mentioned in CoNnect's manual is Selectric, which is
: available from atari.archive.umich.edu and other places.
ok, I'll grab it and see what I think of it, though like you I may not
want to give up my UISIII.

I've played with teh GemRZSZ as well, but I prefer the internal one. I
think it looks cooler.

Though the MultiTOS idea is not bad... I may try that and have MTOS cut
multitasking to almost null... If I can only remember the command..
(anyone?) think it was slices= or something like that.

thanx ya'll!

-Kevin Fason
- "Ice Blue Eyes"

kfason@CSN.Org

Atari Falcon030	Early to bed, Early to rise
US Robotics Courier	Makes one healthy, wealthy, &
Atari Jaguar	BBORRRRRRIIIIIIINNNNNNGGGG!!!

3735. Re: Chinese

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 06:21:35 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Sep13.062135.26814@news.unige.ch>
Source record: 180679

In article 21978@seas.smu.edu, nicole@seas.smu.edu (Nicole Martin) writes:
>>There once was some stuff at kth.se (130.237.72.201) in
>>CJK/atari/CHINDEX.
>>
>>I linguist/sinologue named Hartmut Bohn posted about it:
>>(bohn@utrurt.uucp) a couple of years ago.
>>
This was an index to chinese radicals; very nicely done, too, if
you want it. I tried to register for the full version, but could
get no reply by email or snailmail.

****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

3736. Re: D2M-DEMO

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 06:24:48 UTC
From: Werner_Laass@traveller.fido.de
Message-ID: <2e755a46%fido.de@p25.f20.n2000.z242.fidonet.org>
Source record: 180533

In a message of <12 Sep 94 00:43:36>, azog (242:4900/99.0) writes:

a> D2M_DEMO, which looks like a really nice paint program. Unfortunately,

a> There is no rereference to any netmail address either. Does anyone

Hi Billy,

the program D2M comes from:

PARX / rue du Jeu de Paume / F-53000 LAVAL
Fax: (16) 43 56 80 47
... they are presenting D2M and a lot of things more on the

* international ATARI POWERSHOW 1994
* 23. - 24. 9. 94 / 10 - 18 o'clock
* D-79114 Freiburg /Bugginger Str. 38
* Ev. F A C H H O C H S C H U L E

a great and big show (1000 qm in a University->FH) but
NOT commercial, (not a dealers "competence-party"),it is
created by: AKA (Anwender Kreis ATARI, a circle of professional
ATARI-Users, helping other users to kill problems they
have with Soft- Hardware or dealers)
Kontakt: Werner Laass /D-79102 Freiburg / Neumattenstr. 12
Tel+Fax: 0761-34483 Germany
... if you want more, send me your adress please, perhaps
in a letter with your problems, I'll present it PARX on
our show, OK? (hurry up, only 9 days till to the show)
Werner_Laass@traveller.fido.de

3737. Re: MPEG movie player for 1040 STe?

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 08:02:15 UTC
From: daveh@netcom.com
Message-ID: <davehCw26Br.1u0@netcom.com>
Source record: 180681

How about the following for an idea for an mpeg player on a standard
ST, decompress the mpeg files to a series of spectrum 512 pictures and
then play the sequence of spectrum pictures by simply loading them and
displaying them? I know this will take time to convert and alot of HD
space but should give good results even on a standard ST.

Dave.

In article <10536@gos.ukc.ac.uk> you wrote:
: In article <34luqg$i5e@news.bu.edu> selick@acs4.bu.edu () writes:
: >
: >Title says it all - I am looking to play a .mpg movie file on my
: >1040 STe w/ 4 megs ram & color or b&w. Any help would be appreciated.
: >-Steve
: >selick@acs.bu.edu

: Ok.. if enough people mail me promising to register for an STE version
: of my falcon MPEG player then I will certainly do a grey-scale 68000 version.
: But *BE WARNED* its not going to be fast. A colour version is not viable,
: (ever seen 24bit colour converted down to 16?).

: Also version 0.5 of the Falcon MPEG player will be out this week sometime.
: At the same time the colour version will be sent to those people who have
: registered. I *urge* you to support this product, if more people don't register
: then I will not waste my time anymore - a DSP MPEG player is not something that
: can be knocked up in a day.

: Cheers
: Griff
: --

: (BTW the gray-scale v0.5 MPEG player now displays at 18-21 FPS :-)

M.D.Griffiths (mdg@ukc.ac.uk) wrote:
: In article <34luqg$i5e@news.bu.edu> selick@acs4.bu.edu () writes:
: >
: >Title says it all - I am looking to play a .mpg movie file on my
: >1040 STe w/ 4 megs ram & color or b&w. Any help would be appreciated.
: >-Steve
: >selick@acs.bu.edu

: Ok.. if enough people mail me promising to register for an STE version
: of my falcon MPEG player then I will certainly do a grey-scale 68000 version.
: But *BE WARNED* its not going to be fast. A colour version is not viable,
: (ever seen 24bit colour converted down to 16?).

: Also version 0.5 of the Falcon MPEG player will be out this week sometime.
: At the same time the colour version will be sent to those people who have
: registered. I *urge* you to support this product, if more people don't register
: then I will not waste my time anymore - a DSP MPEG player is not something that
: can be knocked up in a day.

: Cheers
: Griff
: --

: (BTW the gray-scale v0.5 MPEG player now displays at 18-21 FPS :-)

3738. Re: Put ACC's in folder? Use Chameleon!

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 08:29:18 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <353nsu$8jn@nyheter.chalmers.se>
Source record: 180682

```
In article <1994Sep13.010738.21345@wmichgw>,
Brian McWilliams <mcwilliams@wmich.edu> wrote:
>In article <34v0h9$fq9@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.)
writes:
>> In article <1994Sep9.115732.21252@wmichgw>, mcwilliams@wmich.edu (Brian McWilliams)
writes:
>> Yes you need the ACC13.PRG,
>>
> I think I tried this program, and it still expects to see .RSC files
> in the root directory. Chameleon really kicks butt!
>
> Brian Mc
>
>
The version of accessory I used when I had a ST did find the .rsc when
they were put in the ACCS directory. I think that was 1.3, but I'm not
sure...
```

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

3739. GOOD FONT EDITOR!

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 08:53:00 UTC
From: jan.sjoberg@p5.secom.ct.se
Message-ID: <2e757726@ct.se>
Source record: 180599

Is there a GOOD font editor out there somewhere wich handles Speedo, Postscript and Calamus fonts all in one? Or a convert program wich really works?

Greets from

Jan Sjoberg, Sweden

3740. $125 Atari ST Hardware Sale!! PLEASE READ THIS!!

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 08:57:23 UTC
From: bensmith@teleport.com
Message-ID: <353phj$hg9@linda.teleport.com>
Source record: 180680

FOR SALE:

Atari 1040STF: Comes with built in Ports for Monitor, Printer, Modem, Hard Drive, External 3.5" Floppy Port, MIDI In and Out Ports, Cartridge Port plus Mouse and Joystick Ports. 1040STF has built in 3.5" Double Sided/Double Density 720K Floppy Drive. Built in drive reads 720K IBM disks. Computer has 10 Special Function Keys. Built in Numeric KeyPad. 94 Key Keyboard. Standard 1 MegaByte of Memory (RAM). Power Supply built-in, comes with Power Cable. Also comes with 2 Button Mouse for interfacing with GEM, (Graphics Enviromental Manager).

1040STF Computer Sells for $125!

Atari SC1224: Color Monitor has LED Power light on front. Has 3 Knobs on side: Brightness, Contrast and On/Volume Knob. Has Monitor Cable with 13 Pin Male Plug. Power Supply Built-in. Comes with Power Cable. Has 5 Video fine tune adjustments in back: V. Lin, V. Size, V. Hold, H. Position and H. Hold. Does both 40x25 and 80x25 Text. Does 320x200x16 Colors and 640x200x4 Colors. Does both InterLaced and NonInterLaced Graphics. Does both 50HZ and 60HZ refresh rate. Works great with Atari ST's, including 1040STF's.

SC1224 Color Monitor Sells for $125!

Your Choice, either the 1040STF or the SC1224 for $125!

Please Send E-Mail to my InterNet Address: bensmith@teleport.com Please don't reply in this Message Base as I don't regularly read the NewsGroups. Or you can call Ben at (503)256-9974.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

3741. Re: program to play sample at bootup wanted

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 09:18:39 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <353qpfEruu@uni-erlangen.de>
Source record: 180683

hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:

```
>Is there a program that can make my STE play a sample (like a greeting message)
>when I boot the machine?

watch out for the next version of Fortune - it will not only support the
Falcon sound system, but also be able to play samples on STE/ST - during boot-
time or anytime.

The current version of fortune is available at atari.archive.umich.edu
--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies
```

3742. Re: X-Windows server for Atari ?

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 10:52:15 UTC
From: torhov@ifi.uio.no
Message-ID: <35408v$96j@kolsaas.ifi.uio.no>
Source record: 180685

In article <351qu1$29k@news.rhrz.uni-bonn.de>, wolfgang@iap.uni-bonn.de (Wolfgang Trappe) writes:
> Knows someon a software wich emulats a X-Windows server
> like the Xappeal for the PC ?

This was mentioned in a previous issue of ST-Computer some months ago. There was even a screenshot, but I can't remember anything from it, except that I think it was strictly for the TT.

--
Tor Egil (torhov@ifi.uio.no)
URL: http://www.ifi.uio.no/~torhov/

3743. Re: Terminal/comm software for the 1040ST?

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 11:39:06 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <35430q$i18@golem.wcc.govt.nz>
Source record: 180699

```
In article <34v04n$se5@aggedor.rmit.EDU.AU>, s9205525@otto (Glenda MOON) writes:
>
>
>
>: If you substitute VT100 for ANSI, then FREEZE DRIED TERMINAL is much
>: faster than the above mentioned programs. It is also far more user
>: friendly and it has far more powerful online editing features.
>: It is also Shareware!!!! (register with the U.K. agent only!!!!!).
>: .....John Moon s9205525@otto.bf.rmit.edu.au

Don't ever send money for F.T.T. its no longer supported at all,
and the Author is no longer intrested, this Info came from one of the later
GEnieLamp mags..

--------------------------------------------------------------------------------
|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |
--------------------------------------------------------------------------------
```

3744. VGA and TT

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 11:39:48 UTC
From: sforseil@vub.ac.be
Message-ID: <354324$5fr@rc1.vub.ac.be>
Source record: 180687

I got a nice multisynch SVGA monitor, but if I use it with
the TT, the image is squeezed (it doesn't accept TT's low hor frequ I
think).

Does someone know the cheaper way to use a SVGA monitor on
a TT (at TT's resolutions, i.e. 640x480x16)?

Thanks.


```
++============================================================++
|| Forseilles Stephan || sforseil@ulb.ac.be ||
|| Av. FRISSEN 1/14 || ------------------------------||
|| 1160 Bruxelles || Fido: 2:291/705.3503 ||
|| BELGIUM || Phone: +32 2 675-61-09 ||
||------------------------------------------------------------||
|| Home Page at http://rcibm.ulb.ac.be:8000/~sforseil ||
||------------------------------------------------------------||
|| Anarchy is not disorder. Anarchy is the absence of orders. ||
++============================================================++
```

3745. Re: Neodesk4/Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 11:41:29 UTC
From: mparrott@hebron.connected.com
Message-ID: <354359$12f@hebron.connected.com>
Source record: 180558

Thanks for the reply to my comments! Now to mention the item I forgot about... will future versions/revisions to NeoDesk 4 all one to toggle the speed of a CaTTamaran accelerator for programs which are installed applications or which make use of .NPI files? It would be quite handy for those few bit of software that don't like running above 32 MHz for very long at a time...

Thanks again!

Michael

3746. Help, no name server

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 11:48:07 UTC
From: odd63@ida.liu.se
Message-ID: <1994Sep13.114807.29779@ida.liu.se>
Source record: 180686

Could some kind soul e-mail me the numbers for some ftp sites, cause my site doesn't have a name-server, I need the full address.

/Patrik
odd63@und.ida.liu.se

3747. Re: Turbo GIF freezing???

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 12:45:12 UTC
From: incp@miraculix
Message-ID: <3546so$dd7@ikarus.rz.tu-clausthal.de>
Source record: 180690

Steve Johnson (steve-j@teleport.com) wrote:

: I had that problem too -- apparently it's a conflict with another
: program (AUTO or .ACC) as booting 'clean' doesn't do this. However,
: the problem I have with TurboGIF is that it does some strange things
: to my display (i.e. it will display the picture, but either very
: dimly or with the image going from light to dark -- the picture is
: normal color on the top or bottom of the image, but gradually gets
: darker toward the opposite end of the image. This problem isn't a
: conflict with other software because it's even without ANY AUTO
: programs or .ACCs that this happens. Yeah, it's fast, but only at
: displaying crap! <grin> TurboGIF gets a big thumbs-down from me.
That's strange... I use TurboGIF 1.3 and a whole bunch of ACCs and
AUTO progs loaded. It works perfectly. My system: Falcon 4/65, TOS 4.01
Remember, TurboGIF is a Falcon program. I don't think it will run on any
other Atari.

bye,
Chris
--
+----------------------------------+--------------------------------------+
| Christian Perle | So, if you feel a little glum |
| Schulstr. 13 | to Hergest Ridge you should come |
| 38678 Clausthal-Zellerfeld +---------------------Mike-Oldfield----+
| Germany | ComputerGuitarKitesBicyclesBeerPizza |
+----------------------------------+--------------------------------------+

3748. Re: MPEG movie player for 1040 STe?

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 12:50:46 UTC
From: incp@miraculix
Message-ID: <354776$dd7@ikarus.rz.tu-clausthal.de>
Source record: 180691

Dave Halliday (daveh@netcom.com) wrote:
: How about the following for an idea for an mpeg player on a standard
: ST, decompress the mpeg files to a series of spectrum 512 pictures and
: then play the sequence of spectrum pictures by simply loading them and
: displaying them? I know this will take time to convert and alot of HD
: space but should give good results even on a standard ST.
The latest version of 1STGuide is able to play mpeg files. It works even
in monochrome, the display is dithered to the actual number of colors.
It's not fast, but at least you can look what's in an mpeg file ;-)

bye,
Chris
--

+----------------------------------+--------------------------------------+
| Christian Perle | So, if you feel a little glum |
| Schulstr. 13 | to Hergest Ridge you should come |
| 38678 Clausthal-Zellerfeld +----------------------Mike-Oldfield----+
| Germany | ComputerGuitarKitesBicyclesBeerPizza |
+----------------------------------+--------------------------------------+

3749. Re: Put ACC's in folder? Use Chameleon!

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 12:52:18 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <3547a2$spd@msuinfo.cl.msu.edu>
Source record: 180688

In article <1994Sep13.010738.21345@wmichgw>, mcwilliams@wmich.edu (Brian McWilliams) writes:
>In article <34v0h9$fq9@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz >(Roger Sheppard.) writes:
>> In article <1994Sep9.115732.21252@wmichgw>, mcwilliams@wmich.edu (Brian >>McWilliams) writes:
>>> I know I'm lame and should know this, but isn't there a way I can >>>create a folder for my accessories that will still allow the ST to see them >>>at boot time? Name a folder called ACCESSRY or some such thing?
>>>
>> Yes you need the ACC13.PRG, I have not seen this later version on the net,
>> but it lets you have all your ACC in a ACC folder only on Drice 'C'...
>>
>> There are problem with the lower versions so stick to 1.3....
>>
> I think I tried this program, and it still expects to see .RSC files
> in the root directory. Chameleon really kicks butt!

ACC13.PRG looks for .RSC files in the ACCS folder. Maybe you had an earlier version. Chameleon is great for certain accessories, but I've found that some are incompatible with it. Accessories that have to alter settings at boot (like G+Plus and Warp9), and CLIs that run as accessories give particular problems. I use the Chameleon (v1.19) for accessories that it doesn't have problems with (which is *most* accessories) and those that I don't need on a regular basis. This allows me to have two "revolving" accessory slots.

Tom
hopper_t@msupa.pa.msu.edu

3750. Re: For Sale: Atari Falcon030 4/85

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 12:59:22 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94256.085922STIRRE31@MAINE.MAINE.EDU>
Source record: 180692

Allright. Response has been less than overwhelming. I am
willing to negotiate the price. Right now, I would like to
offer the Falcon, monitor, printer, and 2400 baud modem
for $1150. Please e-mail me if interested.
-scott tirrell
p.s. This does include a copule of boxes of disks. Among my
games, for instance, there is Sim City, Hoyle's Book of Games,
Police Quest II, Cyberdrome, Walz and many more!

3751. Program To Play Sample At

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 13:46:00 UTC
From: dan.dreibelbis@balmybeach.tor250.org
Message-ID: <8406bd96@balmybeach.tor250.org>
Source record: 180695

HT> Is there a program that can make my STE play a sample (like a
HT> greeting message) when I boot the machine? I know there are
HT> programs that do that, but they replace the "ping" sound
HT> inside themachine. I don't necessarily want the same (talking
HT> message) to replace the warning"pling". And is it possible to
HT> have another program play different samples depending on what
HT> kind of a situation the machine was in (different kind of
HT> errors messages= different kind of "beeps")

Hallvard:

There's an AUTO folder program called DA_SOUND that allows for playing of digital samples on bootup. Also, Superboot V.8 allows for booting up with a starting sound as well. I use both - first Superboot for my opening sound, and then DA_SOUND to run a Holodeck "program complete" sample to tell me all my AUTO folder programs have been launched.

For tying in samples onto system events, get GEMsound - I've used it for about two years for assigning sounds to things like windows opening and closing, alert boxes, the system bell, and the file selector. Highly recommended shareware.

... HappyHappyJoyJoyHappyHappyJoyJoyHappyHappyJoyJoyHappyHappyJoyJoy
___ Mountain Reader II - #00000007

3752. Re: SUN3 monitors - any help?

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 14:26:39 UTC
From: oberle@lenz.uni-koblenz
Message-ID: <354cqv$jou@newshost.uni-koblenz.de>
Source record: 180635

```
In article B85@cwi.nl, avg@cwi.nl (Annius Groenink) writes:
>
>Deeply nested within the 'Atari news' thread, someone suggested
>that it is possible to hook up a Sun3 mono monitor to a TT with
>the aid of a special cable.
>
>I'd very much appreciate more information on this! Sun3 monitors
>(practically for free) abound...
>

How can this work when the refresh rate for an old SUN mono monitor
is 66 Hz and 72 Hz for the TT?

Christoph
```

3753. Re: Is there still demogroups on ST?

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 14:29:11 UTC
From: vdleij@phil.ruu.nl
Message-ID: <vdleij-130994162911@ana-dyn-31.mac.phil.ruu.nl>
Source record: 180693

Yeah,

Let's all get into programming things one can do.

Joost.

3754. Re: NVDI Registration woes

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 18:16:10 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <354q9a$g1g@info2.rus.uni-stuttgart.de>
Source record: 180694

In <Cw1r2r.K5@cix.compulink.co.uk> ogal@cix.compulink.co.uk writes:

> >Anyone have a better address - as current postings here suggest that the
> >company is indeed alive and kicking...
>
> Yes:
>
> Behne & Behne Systemsoftware GbR
> Lindenkamp 2 * 31515 Wunstorf
> Fax.: +49 5031 8629

If you have the same problems with German addresse as I have with US addresses:
Read the "*" as a "new line".
I used this format in my FAQ to save some paper (and trees if many people
print my FAQ)

Gerd

This is written with 100% recycled electrons.

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

3755. Re: Chaos Engine on MegaSTE

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 18:30:22 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <354r3u$r8b@mailer.fsu.edu>
Source record: 180697

L676791@LMSC5.IS.LMSC.LOCKHEED.COM wrote:
> In article <34tt3e$b35@mailer.fsu.edu>
> boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
> >Could someone please confirm that The Chaos Engine (great game from the
> >Bitmap Brothers) works on a MegaSTE? I bought a used copy, and it
> >
> I'd appreciate seeing this response as well posted on the net was ell. I have
> a Mega STe, and was disappointed to find out that I could not run a lot of
> my favorite games that DID run on my old 520ST. In fact, if anyone could take
> the time, or has already done so, to compile a list of games that are
> compatable with my Mega STe, that would be appreciated. I'd like to
> mail order them from Toad Computer, but I'd hate to get stuck with a $50
> worthless diskette ---Mark van Wyk

I know how you feel :-). First, there are a set of games that won't work on any STE. Then, there is the subset of games that will work on a 520/1040STE (with TOS 1.6x), but not a MegaSTE (TOS 2.x). It is my guess that this is due to some fairly low-level changes in the floppy routines in TOS 2.x, so folks that have installed special boards that allow the use of TOS 2.x in older STs would probably also experience the problem (however, all the boards that I know of that do this also allow one to install an older TOS and switch between them, lucky buggers).

The symptoms of this problem are fairly obvious. The game in question will fail to boot correctly, usually very quickly. For example, Defender II will produce bombs as soon as the bootsector is read and executed. In the case of the Chaos Engine, the bootsector is read, then the memory test comes up (usually negated by an executable boot disk, so an obvious symptom of a problem), some drive noise occurs, and the desktop pops up. If the game gets past the initial bootup stage and then dies, it is probably STE incompatible in general.

It is interesting to note that one of the most common viruses on the ST, the Key (or Signum) virus, does not execute properly with TOS 2.x. Infected disks will fail to work, for no apparent reason. So, if you have some disks that should work fine (i.e. they only have regular files on them), but they don't, check them with Vkiller or other virus checker. I discovered a bunch of disks that had be reinfected with the Key virus this way (a bit embarassing, for someone in my field :-). It is possible that some of your game disks could have this problem, though usually game disks have executable bootsectors of their own. It is worth looking into, though, as I did manage to get a few more games to work after wiping the *$%&@# Key virus off of them.

As for a comprehensive list, I don't know of one. If you have some particular games you would like to email me about, and if I happen to have them, I would be happy to assist you.

Incidentally, Toad and others might be willing to verify that a game works in a MegaSTE before selling it to you. I have never asked them to do this, as I usually try to find out ahead of time before purchasing (via a post), but I think this would be a reasonable request for shelfstock. If they have to order the game for you, all bets are off.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3756. Re: HD problem

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 18:46:28 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <354s24$r8b@mailer.fsu.edu>
Source record: 180698

Dave Oleksy (faldska@imap1.asu.edu) wrote:
>
> My hard drive has ceased to work anymore. I believe it is a faulty boot
> sector that is the problem. Is there any way for me to fix the boot
> sector without corrupting the rest of the HD? Any help would be greatly
> appreciated. Thanks

Yup, though most of them require a bit of preparation. First, have you tried to boot up your hard drive software via floppy, and see if your data is still there? If so (and it is there), there is usually an option to just rewrite the partition information (you do have a printout of this, right!) or to reenable autoboot. This is definitely true of the ICD software. If you are using the Supra stuff, I think this is still true, but not sure. If you would like to post or email me a more complete description of your equipment and problem, I might be able to help you further. Please include exact versions of software used, TOS version, host adaptor, etc.

After you fix your problem, I suggest you purchase either ICD CleanupST or Oregon Research's Diamond Edge (preferably both). Both of these packages can fix corrupted files and disk structure, and allow you to save the critical information (bootsector, FATs, etc.) periodically to a floppy, so recovering from such a problem is quick and trivial. In addition, Diamond Edge has lots of other features (partition copys, defragmenting, etc. etc.). In fact, either of these programs might be able to solve your current problem, depending on your setup. The price of such software is quite small compared to losing all your stuff!

It is important to not modify the disk in any way until you know all of your options, as doing so might eliminate some of them!

Hope that helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3757. Re: QUESTION: Put accessories in folder?

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 19:29:26 UTC
From: Martin.Stacey@255-80-1.centron.com
Message-ID: <04d_9409160748@centron.com>
Source record: 180591

In a message of <09 Sep 94 12:57:32>, mcwilliams@wmich.edu (2:2501/102) writes:

m> I know I'm lame and should know this, but isn't there a way I can
m> create a folder for my accessories that will still allow the ST to see
m> them at boot time? Name a folder called ACCESSRY or some such
m> thing?

If you are talking the accessories that have the extender .ACC as opposed to the more recent incarnation in the form of .CPX then there is an auto folder program that can be used that allows accesories to be loaded from within a folder (I think it was on the HENSA system file list).

If however you mean .CPX that have become more common in recent years with the introduction of Ataris xcontrol panel accessory and newer versions of TOS then these can be loaded from within any folder
you choose, there is a section in the xcontrol panel that lets you set the path to them.

If you are unable to find the auto folder program mentioned then come back to me and I'll dig it out from the cupboard full of floppies and upload it somewher for you.

Regards

mas@walusoft.centron.com
+--+
| Standard disclaimer: The views of this user are strictly his own |
| ===> Gated @ Centronics BBS [centron.com] +44-1473-273246] <=== |
+--+

3758. Re: WANTED: ELITE II Bug Fix and PhotoCopied DOCs!

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 20:00:57 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3550dp$nsb@golem.wcc.govt.nz>
Source record: 180603

```
] Steve, I'm telling you the truth, and I don't like your implications. I don
] know where you come from, but where I got my Game Package is Eugene, Oregon
] Sold by Vision Computers: Proprieter, Bob Burns. I looked on my registratio
] card and their isn't a Registration number or a serial number, neither is

I accused nothing, the original message looked like the average "Can I have
a manuel so I can play my pirate game" message. More information
originally would have been fine. Your reasons sound fair enough.

Try writing to the company, asking if you can return the original manual
in return for a new one....
```

3759. Re: Terminal/comm software for the 1040ST?

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 20:03:20 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3550i8$nsb@golem.wcc.govt.nz>
Source record: 180602

```
] >: If you substitute VT100 for ANSI, then FREEZE DRIED TERMINAL is much
] >: faster than the above mentioned programs. It is also far more user
] >: friendly and it has far more powerful online editing features.
] >: It is also Shareware!!!! (register with the U.K. agent only!!!!!).
] >: .....John Moon s9205525@otto.bf.rmit.edu.au
]
] Don't ever send money for F.T.T. its no longer supported at all,
] and the Author is no longer intrested, this Info came from one of the later
] GEnieLamp mags..
```

Uhoh, someone mentioned FDT, Flame-war starring Roger as the main anti-FDT man looms near! :)

It is supported as is. Just no future revisions (e.g. you can register, and apparently get a key, if as John says, you get it from the guy in the UK!)

3760. Atari st supplies

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 20:39:02 UTC
From: schootn3@wfu.edu
Message-ID: <3552l6$71j@eis.wfunet.wfu.edu>
Source record: 180696

[No readable article body recovered]

3761. Legal Question

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 21:23:53 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <355599$12f7@msuinfo.cl.msu.edu>
Source record: 180700

I have downloaded the accessory Notepad v1.3 by Michael Zuhl of Germany. The original version (and all docs) are in German, but I liked the program so much that I translated the text in the accessory to English. I haven't seen this program on any libraries outside of Germany, and would like to make my "Englishised" version available. I plan on doing this by including all the original files, the English version of the accessory, and a small text file stating Michael Zuhl's copyright for both versions. Nowhere do I take credit for the program or ask for any money, and I state that the English version is unsupported by the author.

Does anyone know if this is legal? Better yet, does anyone happen to have an email address for Michael Zuhl so I can get in touch with him and ask his permission to post?

Thanks,
Tom
hopper_t@msupa.pa.msu.edu

3762. Re: Connect Uploading

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 21:29:04 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <3555j0$7ks@ugle.unit.no>
Source record: 180601

Kfason@csn.Org,
In a message on 13 September, wrote :

kR> : You must use a file selector that supports the ability to select more t
kR> : one file. The one mentioned in CoNnect's manual is Selectric, which is
kR> : available from atari.archive.umich.edu and other places.
kR> ok, I'll grab it and see what I think of it, though like you I may not
kR> want to give up my UISIII.
kR>
kR> I've played with teh GemRZSZ as well, but I prefer the internal one. I
kR> think it looks cooler.
kR>
kR> Though the MultiTOS idea is not bad... I may try that and have MTOS cut
kR> multitasking to almost null... If I can only remember the command..
kR> (anyone?) think it was slices= or something like that.

SLICES=[number]

Number is (surprice) a number between 1 and 3 (including).

kR> thanx ya'll!
kR>
kR> -Kevin Fason
kR> - "Ice Blue Eyes"
kR>
kR> kfason@CSN.Org
kR> ---
kR> | Atari Falcon030 | Early to bed, Early to rise |
kR> | US Robotics Courier | Makes one healthy, wealthy, & |
kR> | Atari Jaguar | BBORRRRRRIIIIIIINNNNNNGGGG!!! |
kR> ---

Erling

 ATP/Unix 1.40 This is my tagline.

3763. Re: TOS 2.06 For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 23:16:16 UTC
From: JHOOPER@ua1vm.ua.edu
Message-ID: <17030100F0.JHOOPER@ua1vm.ua.edu>
Source record: 180604

I have a Tech Board for plug-n-go conversion of a Mega ST to TOS 2.06. This unit is in original box, with all manuals, the disk for it, etc. It is just exactly what TOAD (where I got it) sells for $150; I would like $100. Make me an offer. It gives the new desktop, and works fine, unless you need Base 2; I use that, and can't make them work together.

3764. Re: New figlet in a.a.u.e.

Newsgroup: comp.sys.atari.st
Date: 1994-09-13 23:46:21 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <355dkd$qe0@golem.wcc.govt.nz>
Source record: 180610

In article <351kc8$4o5@proffa.cc.tut.fi>, t150315@proffa.cc.tut.fi (Tamminen Eero) writes:
>I just sent a new version 2.1.1 of Figlet (an ASCII font banner
>program) into a.a.u.e. This version has 8-bit ISO-latin characters.
>I have included a control file for ST character set.
>
>
> - Eero -
>

As this does not sound like any thing to do with Telecoms,
how come its ended up in the Telecom directory on A.A..???

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3765. Re: Chaos Engine on MegaSTE

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 01:28:08 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <355jj8$d4k@mailer.fsu.edu>
Source record: 180618

Simon Haynes (simonh@perth.DIALix.oz.au) wrote:
> In <34tt3e$b35@mailer.fsu.edu> boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>
> I can't confirm if it works on a Mega STe, but I can confirm that the second
> disk bombed out on me (4mb STe). This is an original of the software. COuld
> be from the same batch? Anyway, I copied the second disk with Fcopy (it
> doesn't seem to be protected) and when it kept reporting sector errors, I kept
> hitting 'Retry' until I got the whole disk read in without errors.
>
> Now that I've copied the second disk the game works fine.

I just did the same thing, and the game now works fine on my Mega2. Thanks
much!

I will be taking up the MegaSTE problem with the Bitmap Brothers. Maybe
I can convince them to release a patch program, or special loader for
MegaSTEs (here's hoping). This game looks a LOT better on an STE, so I
think it is worth the effort to try. Anyway, I'll post if I am successful.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3766. Repalay Cartridge

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 04:23:40 UTC
From: Matt.McAlister@dataport.com
Message-ID: <7c4_9409132050@dataport.com>
Source record: 180605

I've recently d/l'ed a copy of Sound Lab 1.1 which is a excellent prog and I want to know how much are the Replay cartridge's from microdeal?

InterNet: Matt.McAlister@dataport.com
FidoNet : Matt McAlister 1:143/106

3767. Re: D2M-DEMO

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 04:45:05 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <uXimsc4w165w@sys6626.bison.mb.ca>
Source record: 180632

azog@world.std.com (azog) writes:

> I just downloaded something from one of the a.a.u.e mirrors called
> D2M_DEMO, which looks like a really nice paint program. Unfortunately,
> its all in French. There is a short english readme file, but all it
> says is whats been upgraded from the last release...
>
> RSC file be created? I am not going to use it, nor will I even
> register it, if I cant understand it! Which is a shame, since it looks
> very nice...
>
> Thanx
>
> --
> Billy D'Augustine azog@world.std.com
>

i understand this program is capable of Morphing as well. I have the same information as you and can't help you further. Sorry

Eva

3768. Re: virtual memory on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 04:54:06 UTC
From: Spencer.Davies@mettav.exnet.com
Message-ID: <779509766.1@mettav.exnet>
Source record: 180619

US> From: seimet@chemie.uni-kl.de (Uwe Seimet)
US> Organization: University of Kaiserslautern, Germany
US> Message-ID: <seimet.779196189@acp5>
US>
US> You need the current version 3.3 of OUTSIDE to work with GCC, at
US> least if you use MiNT and MinixFS. 4 MByte are enough, OUTSIDE works
US> on all machines with at least 2 MByte RAM and MC68030.
US>
Uwe,
Apart from supporting GCC what other benefits does outside 3.3 offer
over previous versions? Also what is the easiest way to upgrade (I have 3.10) ?

Spencer

spencer@boondock.mettav.exnet.com

* Origin: The Net is Yours,USE IT!Don't Abuse IT! (Turbonet 100:1011/0.2)

3769. Loosing 4.5Mb when installing new HD :-(

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 07:39:59 UTC
From: mboom@mswe.dnet.ms.philips.nl
Message-ID: <1994Sep14.083959.132108@mswe.dnet.ms.philips.nl>
Source record: 180649
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello,

I recently bought a digital 500Mb hard disk for my TT. When the drive is
connected I loose 4-5Mb TT-RAM space. This is not dependend on the
partition scheme.

When I disconnect the new 500Mb drive and leave the 240Mb drive installed,
I stil have 9.5 Mb out of 10Mb free. With the 500Mb drive, it decreases
to around 5Mb free out of 10Mb. This is absurd.

I am using AHDI601 which has not give me any problems so far...

Can anyone shine some light on this problem and how to solve it?

Marcel.

#include <stddiscl.h> Are you sure you won't change your mind?
email: mboom@mswe.dnet.ms.philips.nl Why, what's wrong with the one I have?
voice: +31 40 762007 / +31 4408 3531 Spock in ST4

3770. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 08:24:21 UTC
From: nino@mips.complang.tuwien.ac.at
Message-ID: <356bvl$ros@news.tuwien.ac.at>
Source record: 180636

Uwe Seimet (seimet@chemie.uni-kl.de) wrote:
: nino@mips.complang.tuwien.ac.at (Marinos Yannikos UN) writes:

: >: But how do you remap the physical memory with a 68010 in order to get memory
: >: placed at the logical address which caused the bus error? You need a PMMU
: >: for that because the 68010 can't remap memory pages.

: >Probably by doing it in software:
: >If you get a bus error, for example from executing move d0,(a0)

: This won't work because the MC68000 is not able to restart or continue most
: instructions. A good example for something that won't work is the 'movem'
: command if it is aborted because of a bus fault.

... Which is exactly what I wrote, i.e. that the CPU needs to be left
in a defined state, which is not the case in the 68000, but it is in
the 68010 (as Jens K. wrote).

-nino
--
Marinos Yannikos (nino@mips.complang.tuwien.ac.at)
Stud.Ass. (Vertr. U.Neumerkel bis 30.9.94), E185/1 +431 58801/4477
~~~~~~
~~~~~~

3771. Re: WANTED: ELITE II Bug Fix and PhotoCopied DOCs!

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 09:06:41 UTC
From: bensmith@teleport.com
Message-ID: <356ef1$j9h@linda.teleport.com>
Source record: 180633

In <3550dp$nsb@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz (Steve Wells) writes:

>] Steve, I'm telling you the truth, and I don't like your implications. I don
>] know where you come from, but where I got my Game Package is Eugene, Oregon
>] Sold by Vision Computers: Proprieter, Bob Burns. I looked on my registratio
>] card and their isn't a Registration number or a serial number, neither is

>I accused nothing, the original message looked like the average "Can I have
>a manuel so I can play my pirate game" message. More information
>originally would have been fine. Your reasons sound fair enough.

>Try writing to the company, asking if you can return the original manual
>in return for a new one....

That wouldn't work. If I were to send for a new manual, it would have to
be of better quality than my old one. And I mean a spiral bound manual.
Otherwise, it will also wear out. Thats why I wan't PhotoCopies, so I can
three hole punch it and then put it in a three ring binder. My manual is
some where between falling apart andusable. If I were to photocopy it, I
would photocopy the whole manual. I would have to lay it flat with the
pages open for the entire manual which would probably further damage the
spine. I wan't photocopies so I can save whats left of the manual. Someday
I might wan't to sell my copy after I tire of playing the game, but nobody's
going to want to play such a complicated game without a manual.

--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

3772. Re: Turbo GIF freezing???

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 09:37:28 UTC
From: steve-j@teleport.com
Message-ID: <356g8o$91m@kelly.teleport.com>
Source record: 180639

In article <3546so$dd7@ikarus.rz.tu-clausthal.de>,
Christian Perle <incp@miraculix> wrote:

>: I had that problem too -- apparently it's a conflict with another
>: program (AUTO or .ACC) as booting 'clean' doesn't do this. However,
>: the problem I have with TurboGIF is that it does some strange things
>: to my display (i.e. it will display the picture, but either very
>: dimly or with the image going from light to dark -- the picture is
>: normal color on the top or bottom of the image, but gradually gets
>: darker toward the opposite end of the image. This problem isn't a
>: conflict with other software because it's even without ANY AUTO
>: programs or .ACCs that this happens. Yeah, it's fast, but only at
>: displaying crap! <grin> TurboGIF gets a big thumbs-down from me.

>That's strange... I use TurboGIF 1.3 and a whole bunch of ACCs and
>AUTO progs loaded. It works perfectly. My system: Falcon 4/65, TOS 4.01
>Remember, TurboGIF is a Falcon program. I don't think it will run on any
>other Atari.

Duh! I'm not stupid! <grin> I'm running a Falcon030 4/80 w/
TOS 4.04 and TurboGIF most definitely does not work correctly
(as I said, it doesn't even work right when run from a 'clean'
boot).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3773. Anthony Mezin!!

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 10:41:54 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <356k1i$bkf@infa.central.susx.ac.uk>
Source record: 180609

Come on Anthony, sort your account out!

Having tirelessly typed the SL review, your account promptly bounced it as you have no more disk space left.

Took me ages as well!

Steve@Brighton

3774. Re: SoundLab

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 11:28:59 UTC
From: mparrott@hebron.connected.com
Message-ID: <356mpr$n03@hebron.connected.com>
Source record: 180611

> I was wondering, does anybody know the status of SoundLab?

Kinda...

> I have a unregistered version of v1.1, and the docs refer to the
> fact of the author working on a vastly imporved v2.0. Does anybody
> know what is happening?

Damien now has a "real" job programming for (ugh) PC's. The work is more lucrative than the Atari shareware market and takes up more time, but the truth is that he'd _rather_ be programming for the Atari. The greater truth is, he also must eat. :)

As for when SL 2 might come out, your guess is as good as anyone's right now. There's at least one PC and one Atari project ahead of any other work right now, with at least two other projects (including SL 2) waiting in the wings after that. Obviously, the well-paying job is going to take precedence, with Atari projects being done as time allows.

> Does anybody else have a later version than 1.1?

I believe if you register, you will receive version 1.11, which contains some bug fixes and minor feature upgrades. I highly recommend registering, along with sending a letter of support to Damien, if you'd really like to see a new version of Sound Lab, or any of the DMJ products. The more folks he knows are out there and willing to support, the easier it will be for him to justify using his free time to work on Atari projects!

Michael

3775. Noedesk 4 To Slow To Load

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 12:35:00 UTC
From: dan.dreibelbis@balmybeach.tor250.org
Message-ID: <c9ac75f4@balmybeach.tor250.org>
Source record: 180556

On Roger's problems with Neodesk4

RS> Also the speed of loading is far to slow, it looks like I will
RS> be going back to using NEODESK III, to me its far to messy,
RS> far to cluttered...

Doesn't seem to be too slow to load for me - at least, compared
to the amount of time a Macintosh takes to boot up! Are you booting
from floppy or a hard drive?

RS> I can't use my nice collection on NEODESK III Icons, there
RS> should have been a way to convert from NEODESK III to IV, the
RS> suplied program did nothing for my Icons...??

HUM? I was able to use my custom icons from Neodesk3 right into
Neodesk4 loading them right into it.

... C'mon, and wreck my car! - They Might Be Giants
___ Mountain Reader II - #00000007

3776. PCDITTO II for sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 12:53:25 UTC
From: lannie@ins.infonet.net
Message-ID: <356ro5$5s7@insosf1.infonet.net>
Source record: 180641

I have a PCDITTO II board and software for sale. Anyone interested,
send me mail to Lannie@ins.infonet.net.

It worked like a charm when I had an Atari.

Thanks,

Lannie Schafroth
Iowa Network Services, Inc.

3777. Gnu Shell 22 (gnush22.zip)

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 13:08:47 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <356skv$dq7@infa.central.susx.ac.uk>
Source record: 180648

Is there anyone out there using this gcc shell??

I have it installed on my system, with all the paths set etc. BUT on compile, no .o file is written, in fact, as far as I can see, it's not posible to get .prg file out of it in any way.

The hard drive whirs alot and after 5 or 6 seconds, the message 'Compiler Returns 1' is displayed. Occasionally, a ????????.o file gets written to the drive but this is 0k long.

Anyone any ideas - i'm loathe to use a cli to run GCC.

Thanks,

Steven.
kaps3@central.susx.ac.uk

3778. Re: Neodesk4/Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 13:09:20 UTC
From: ace@ars.ath.forthnet.gr
Message-ID: <01664ISRAAQAYNQXYVB@ars.ath.forthnet.gr>
Source record: 180572

I Use Neodesk 3.04 with Geneva. They work perfect together...
I don't know about Neo V4 but i 'll buy it soon. I saw the Neodesk 4 demo and it was really amazing..(i noticed about the load delay you mention in your letter). Tell me..the background file operations, worked allright with Geneva?? Are they fast enough with a simple ST? or they hook the whole system??

Friendly
ACE
Greece
* CQWK 1.3 * Unable To Locate Coffee -- Operator Halted

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services

3779. Re: Chaos Engine on MegaSTE

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 13:18:37 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <356t7d$li5@lyra.csx.cam.ac.uk>
Source record: 180642

boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>> >Could someone please confirm that The Chaos Engine (great game from the
>> >Bitmap Brothers) works on a MegaSTE? I bought a used copy, and it
>> >does not boot at all on my MegaSTE. It boots on my Mega2, but is somewhat
>> >flaky about loading files from the second disk.

The problem I had with the disks are that when it tries to load a new level, it sometimes says something along the lines of this is the wrong disk, try again. After several more attempts it usually works. The game does not bomb out at all with this problem. This is using a 2.5 meg STFM TOS 1.4. I don't *think* it is a disk problem as it isn't the same part that goes wrong every time. Sometimes it would work perfectly first time.

>> >If the commercial version doesn't boot due to copy protection,
>> >I get to hunt for a cracked copy.....
>>
>> I hope you have a flame proof suit.... :)

>I can see how my comment might be misinterpreted as flamebait, so I'll
>expand on it. Right now, I'm pissed because I bought a game and it does not
>work.

I don't blame you. (note the smiley above!)

I am not sure what stage it gets to when I try it on my Falcon. I will check again.
If companies must protect their games, why not just use a random word out of the manual, rather than physically protecting the disks? Surely this would be harder to bypass, and if you have a large enough manual, you will have plenty of words to choose from :)

Phil
[E-mail pd@mole.bio.cam.ac.uk]

--
It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of cigarettes, it's dark, and we're wearing sunglasses.

Hit it.

3780. Anybody having experience with LINUX ?

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 13:47:46 UTC
From: lafreund@cip.e-technik.uni-erlangen.de
Message-ID: <356uu2Em2u@uni-erlangen.de>
Source record: 180606

Hello!

Ist there anybody with experience with LINUX for ATARI ?
How much memory does it need (on harddisk and in RAM) ?
Ist it fast enough to run on an old ATARI MEGA ST 4 ?
Are there any problems to install the kernel ?

Thanks for your help,

Lars

lafreund@cip.e-technik.uni-erlangen.de

3781. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 14:13:44 UTC
From: gaghon@nevada.edu
Message-ID: <3570eo$eml@post-office.nevada.edu>
Source record: 180615

Simon Haynes (simonh@perth.DIALix.oz.au) wrote:
: My wife, Josie, has an old 386 and a 2mb STe. She uses the 386 for
: programming (20%), and the STe for everything else (80%), including games,
: art, word processing, DTP, etc etc.

: Question is, has anyone seen or used the Gemulator card? She's
: thinking of combining both her machines into one box (a 486), so that
: she can clear some desk space.

: Like I said, she uses the ST 80% of the time, so it's important to her
: that as much stuff as possible works on the Gemulator.

: We still have a 4mb STe (my machine), and we're right out of bench
: space! Imagine a small bedroom with two desks along one wall, with
: FIVE monitors, two external disk drives, a modem, two printers, a
: handy scanner, my 210mb hard disk, a megafile 60, a Supercharger, and
: other assorted bits and pieces all in a space 3 metres wide, and you
: start to get the picture...

If I were you I might consider going the other way. Gemulator is good for
apps, but it does not play games well. And if the software uses hardware
tricks instead of OS calls, there is a good chance it won't work.

Why not get a 4meg no hard drive Falcon. Use your 210mb hard drive on it.
SCSI? plug it in the back.
IDE 3.5"? Then, get the third party cable or box, that allows 2.5 to 3.5 IDE
hookup. You can use the VGA monitor from the 386 if you wish.

Also there will be soon Falcon Speed 486 card available. There is already
a 286, that seems as fast as a 386 (as far as video).

Vince

3782. Re: Legal Question

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 14:25:04 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9409141336.AA05264@ilmen.lanl.gov>
Source record: 180607

In article 12f7@msuinfo.cl.msu.edu, hopper_t@msupa.pa.msu.edu () writes:
>
>I have downloaded the accessory Notepad v1.3 by Michael Zuhl of Germany.
>The original version (and all docs) are in German, but I liked the program
>so much that I translated the text in the accessory to English. I haven't
>seen this program on any libraries outside of Germany, and would like to
>make my "Englishised" version available. I plan on doing this by including
>all the original files, the English version of the accessory, and a small
>text file stating Michael Zuhl's copyright for both versions. Nowhere do I
>take credit for the program or ask for any money, and I state that the
>English version is unsupported by the author.
>
>Does anyone know if this is legal? Better yet, does anyone happen to have
>an email address for Michael Zuhl so I can get in touch with him and ask
>his permission to post?

As far as the 'legality' issue goes, it really depends on what rights are
claimed by the author and what statements of license, if any, accompany his
shareware program. Some authors include a statement which says "No changes
may be made to the program or its documentation without the written consent
of the author" or words to that effect.

But -realistically- speaking, the author should be tickled pink that you
liked his program so much as to do a free translation. You appear to have
covered yourself well by not taking credit, asking for money, etc. I'd go
ahead and post it but still try to contact the author for permission. You
are doing him and the Atari community a favor, after all (Thanks!).

Cheers,

-Hutch- @ Fair Dinkum Tech

3783. Re: WANTED: ELITE II Bug Fix and PhotoCopied DOCs!

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 14:36:06 UTC
From: mhsmith@ornews.intel.com
Message-ID: <3571p7$j4b@ornews.intel.com>
Source record: 180608

>>Please tell me that you have the real thing and not just a copy of
>>Elite II...??

>I have the real thing, just before I read your message, I replied to someone
>else who accused me of having a pirate copy. Please read it, I'm sure you'll
>be satisfied.

>>If one finds that your Pagers are getting worn, you just go get a copy of those
>>pages, they only the copy gets warn...!!!!

>To photoCopy it my self would further damage the manual. The pages are
>not wearing out, the spine is spliitting from top to bottom. To photoCopy it,
>I would have to lay it flat with the spine sticking up. By the time I'm
>done PhotoCopying the entire manual, I won't have one manual, I'll have
>several pieces of the manual where it's split up and down the Spine.

>>There are no patches of fixes for Elite II...

>I thought their were bug fixes for Elite II because I saw someone asking
>for them on the InterNet. I hope someone comes out with some bug fixes.
>Sorry.

Ben,

What kind of bugs/problems are you experiencing? I'm thinking about
buying this soon as I get the color monitor working on my Mega STE.

Are there any issues with compatibility with Mega STes? I don't
remember what kind of system you have.. Please enlighten us on these
bugs so others don't waste money on software that won't work in their
environment.

thank

Michael

--
=-=-=-

3784. HARDISK

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 15:01:49 UTC
From: larserik@oslonett.no
Message-ID: <35738t$275@hasle.oslonett.no>
Source record: 180650

HELP !!!!

I try to format a Quantum 425i S SCSI disk in my MEGA STE but HDX
just won't :-(("check your connection and try again")

FHDX will format it, but only makes 4 partisions og max 32 Mbyte
(and that's only 128 MB of the whole 425 Mbyte !!!)
Supra harddisk formatter has more partisions but each is max 16 Mbyte

And if I try to repartision the disk with HDX after formatting with
FHDX or Supra I only get a "error in boot-sector - reformat disk" !

Everything works great on a TT - but I don't have a TT....

Does anyone know what to do (anyone from Atari out there ?)

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

3785. Re: Calamus font HEAVEN (or do I need this many to do a flyer)

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 16:21:48 UTC
From: s9205525@otto
Message-ID: <3577us$sqr@aggedor.rmit.EDU.AU>
Source record: 180552

: CiX is *much* cheaper than Compuserve is in the UK. The main disadvantage
: we have in the UK is that there are no free local calls(*). We pay for the
: phone line *and* the service, hence the wish to stay online as little as
: possible.

: Actually, here in Oz a few years ago, the government was looking like
: charging per minute for local calls, but there was so much public
: outrage about the proposal that it was dropped like a hot potatoe
: thank christ. We are pretty lucky down here as far as phone calls
: go. We only have a standard 25 cent charge for a local call irrespective
: of the time used. Is it THAT expensive over there in the UK?????
: ...John Moon

3786. Re: Terminal/comm software for the 1040ST?

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 16:43:21 UTC
From: s9205525@otto
Message-ID: <35797a$suh@aggedor.rmit.EDU.AU>
Source record: 180612

:] Don't ever send money for F.T.T. its no longer supported at all,
:] and the Author is no longer intrested, this Info came from one of the later
:] GEnieLamp mags..

: Uhoh, someone mentioned FDT, Flame-war starring Roger as the main anti-FDT
: man looms near! :)

: It is supported as is. Just no future revisions (e.g. you can register,
: and apparently get a key, if as John says, you get it from the guy in
: the UK!)

: Yes Ben Van Bokkem (INTERNET BBS) is the European agent for FZDT.
: Aaron Hopkins the author of the program is not to be dealt with as you
: would probably not get a copy of the program OR YOUR MONEY from him.
: Ben will give it to you know problems, (he is a really nice person)
: once he receives the money from the purchaser, he places the key
: on his board (INTERNET BBS) and all you have to do is download it
: it is only a few k in size so even on the slowest modem it only takes
: a few seconds. I had a big hassle trying to get the key from Hopkins
: but IMHO it is the best comms prog for the Atari. Mind you it does
: not stand up to the stuff that you can get on the hi end MAC and
: PC world, but perhaps an ATARI version of Mosaic etc. would soon
: change that. Look I have Connect, Flash 1 & 2, STalker and a few
: other pieces of stuff, but FZDT is the best. If only Hopkins had
: stayed on the Atari platform, then who knows what he could have
: developed!!!! (not to mention a bit of togetherness on the business
: side of things 8-( ).......John Moon

3787. $RANDOM environment setting

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 16:47:58 UTC
From: troyc@bnr.ca
Message-ID: <3579fu$907@bmerha64.bnr.ca>
Source record: 180613

I was playing around with trn and Pnews last night. I created the following directories for outgoing news articles:

/usr/spool/news/outgoing

Using Pnews I posted to a newsgroup called "local.news". Everything worked fine, but in the above directory, the article was in a file called "a". I looked at the inews script (I guess that's the one) and saw that it was CATting the article to the file a.$RANDOM

Now, since it was in a script, then it was supposed to append what I assume is a random number defined by the environment varaible RANDOM. Where does this variable get its value? Currently there is no value for it, which is why the article is coming out as "a".

Looking at the local system, I see that inews is a program, not a script.

Has anyone got any kind of news to work? How did you set things up?
If not, then why bother porting trn in the first place?

Currently I am only looking to have news post on my local machine and have the local users be able to read it. Later, when the PPP drivers for Mintnet are done and I can hook up to my workstation from home, then I will want a newsfeed to the outside world. I just want to get this working first.

Troy Carpenter
Bell-Northern Research
Atlanta, Georgia
troyc@bnr.ca

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

3788. Mail programs for MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 16:53:00 UTC
From: troyc@bnr.ca
Message-ID: <3579pc$95n@bmerha64.bnr.ca>
Source record: 180614

Are there any mail programs for MiNT? I have elm, but there was very little documentation on how to set it up. Plus, I don't have any kind of sendmail program. I don't know the spool directory structre, read/write permissions, or anything like that.

I would like to be able to send email to other users on my system, and have it report if they have new mail or not at login time.

So has anyone done, or is working on, any of the unix mail utilities?

By the way, has anyone else had problems with CRON not working lately?

Troy Carpenter
Bell-Northern Research
Atlanta, Georgia
troyc@bnr.ca

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

3789. Re: Anybody having experience with LINUX ?

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 17:37:25 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <357ccl$5vk@ra.ibr.cs.tu-bs.de>
Source record: 180617

Freund Lars (lafreund@cip.e-technik.uni-erlangen.de) wrote:

: Hello!

: Ist there anybody with experience with LINUX for ATARI ?
: How much memory does it need (on harddisk and in RAM) ?
: Ist it fast enough to run on an old ATARI MEGA ST 4 ?
: Are there any problems to install the kernel ?

I have no experience with LINUX but I read

maus.os.linux68k

on a regular basis.

Linux needs (and will need in future releases) at least
a 68030. (The 68881/2 will no longer be needed once the
emulator is written)

It does not work with the ACSI now but someone is working on it.

It will work with a PAK/3 (030) some time in the near future.
(That's what I'm waiting for)

The currrent release 0.9pl 2 seems to work on TT and Falcon.

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

3790. AT/IDE interface for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 18:03:00 UTC
From: samuel.arvidsson@p13.secom.ct.se
Message-ID: <2e775510@ct.se>
Source record: 180597

All the information is obtained from Chara' Data AB in Sweden.

The adapter is a little circuit board that fits on the CPU and it has a socket where you can fit TOS 2.06 ROM's (which works on the ST!).
It handles 2 IDE HD's.
You can have an internal 2.5" HD or an external 3.5" HD (internal in the Mega ST). The adaptor works fine even if you already have an HD in the DMA port.
Included in the package is SCSI Tools Jr 4.xx which handles ACSI,SCSI and AT/IDE drives. The adaptor can be used in a ST or a Mega ST. It does not work on STE.

Here is the prices (in SEK):
AT-BUS 2.06 card 995:-
Mounting-kit Mega ST 3.5" 295:-
Cable for internal 2.5" HD 195:-
Cable for 3.5" HD 179:-
TOS 2.06 ROMkit (swedish ones!) 695:-

About 7.2 SEK is 1US$ and about 11 SEK is 1 pound..

Chara' Data AB
Jungfrugatan 13
575 31 EKSJ&#65533;
- SWEDEN -

Phone: +46-(0)381-13100
Fax: +46-(0)381-10402

- Samuel Arvidsson 2:200/612.13 __ ___ __ -
- / \ _ \ / \ 4 MB RAM -
- Vroomfondel/NeanderThal FALCON< <> >_< >< <> > -
- __/ __/ __/ 428 MB IDE -
- Email: samuel.arvidsson@p13.secom.ct.se 133 MB SCSI -

3791. Re: Walls of Illusion

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 18:21:38 UTC
From: Max.Denebian@p480.f318.n105.z1.fidonet.org
Message-ID: <779589040.AA01057@jina.rain.com>
Source record: 180643

> Are any of you playing this excellent RPG? I'm rather stuck ATM. I've
> discovered quite a few levels and mapped most of them but a few places
> are still closed to me.

I'd like to be playing it, but the copy one of your across the pond pals sent me won't work on either of my computers. And to top that off, I lost the envelope he sent the disk in, and couldn't properly thank him!
Of all the luck...

How do you find the time to play all these games, Col?? And how far did you get in Frontier? You ever figure out how to get those HUGE ships ya always see docked around the space stations???

3792. Re: Chinese

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 18:43:34 UTC
From: Max.Denebian@p480.f318.n105.z1.fidonet.org
Message-ID: <779589040.AA01058@jina.rain.com>
Source record: 180644

> From: nicole@seas.smu.edu (Nicole Martin)
> Newsgroups: comp.sys.atari.st
> Organization: SMU - School of Engineering and Applied Science
>
> There once was some stuff at kth.se (130.237.72.201) in
> CJK/atari/CHINDEX.
>
> I linguist/sinologue named Hartmut Bohn posted about it:
> (bohn@utrurt.uucp) a couple of years ago.

Thanks to you and to the netmail posters of the mail I recieved regarding my inquiry as to the whereabouts and/or existence of Chinese language software. I sent a Netmail to Hartmut, and hopefully he's still at the same address!

Again, if anyone knows of any Chinese (Mandarin) language software such as word processors, or text editors, or flash cards or anything that would help one learn the language, I'd be interested to know whats out there and where I could find it! Thanks again!

3793. Re: Put ACC's in folder? Use Chameleon!

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 18:50:48 UTC
From: bign@iac.net
Message-ID: <357gm8$m7r@great-miami.iac.net>
Source record: 180560

Brian McWilliams (mcwilliams@wmich.edu) wrote:
: In article <34v0h9$fq9@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.)
writes:
: > In article <1994Sep9.115732.21252@wmichgw>, mcwilliams@wmich.edu (Brian McWilliams)
writes:
: >> I know I'm lame and should know this, but isn't there a way I can
: >>create a folder for my accessories that will still allow the ST to see them
: >>at boot time? Name a folder called ACCESSRY or some such thing?
: >>
: >> Brian Mc
: >>
: >
: >
: > Yes you need the ACC13.PRG, I have not seen this later version on the net,
: > but it lets you have all your ACC in a ACC folder only on Drice 'C'...
: >
: > There are problem with the lower versions so stick to 1.3....
: >
: >
Has anyone gotten GemEnv to work. It is supposed to allow this type of
thing.

3794. Re: WANTED: ELITE II Bug Fix and PhotoCopied DOCs!

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 18:53:46 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <357grq$t1o@mailer.fsu.edu>
Source record: 180553

Benjamin Smith (bensmith@teleport.com) wrote:
> In <3550dp$nsb@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz (Steve Wells) writes:
> That wouldn't work. If I were to send for a new manual, it would have to
> be of better quality than my old one. And I mean a spiral bound manual.
> Otherwise, it will also wear out. Thats why I wan't PhotoCopies, so I can
> three hole punch it and then put it in a three ring binder.

Ben, why don't you just take it to a copy shop, have them drill it for
a spiral binding, install such, then make a photocopy of that? Yes, the
spine will crack and separate when you do it, but the spiral binding will
hold it together (and in fact give you what you wanted in the first place).
I have repaired several old manuals this way (or retrofit them with spiral
bindings, so they would lay flat). I did it by cutting the spine off the
manual with a bandsaw, then having spiral bindings installed as described
above (this removes only a tiny amount of material from the document, thus
preserving all the text and such). The same thing could be done with a
large capacity paper cutter (a common piece of equipment in copy shops).
Fixing such a document is trivial and inexpensive (I don't think I have
ever spent more than $5 or so, and that is probably how much it would cost
to photocopy). In fact, most copy shops list "rebinding" in their "We can
do this" lists.

Good luck.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3795. Faster Than Light

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 18:57:26 UTC
From: Max.Denebian@p480.f318.n105.z1.fidonet.org
Message-ID: <779589040.AA01059@jina.rain.com>
Source record: 180645

I've dialed into Faster Than Light and Interplay, their marketer for the sequel to Dungeon Master, Dungeon Master II, Skullkeep. First the good news.

SKullkeep will be released in time to fill everyone's Christmas stocking on the PC on disk and CD rom. The Amiga version will follow afterwards.

Now for the bad news.

Interplay says they have loads of Jags sitting around, but are not marketing any titles that the 'producer' named 'Fergus' I talked to knew about. Hmmm. He says they use them to look at games with.

Will Interplay be releasing FTL's Skullkeep (DM II) on the Jag? Fergus didn't know, but says as far as he knows, he doubts it. Something about the 'restrictive licenseing agreement from Atari'. He wouldn't elaborate on that one.

The title is already released for the SEGA market in Japan. So if you know anyone in Japan, there you go. (Let us know if it's any good!)

Also contacted was Faster than Light, and as per their modus operandi,
I couldn't get past the front desk lady. No matter WHO I asked to talk to, or how much I pleaded with her to let me speak to 'THEM' upstairs, (THEM being the software programmers, apparrently FTL is pretty small), THEY were
unavailable. How come, I asked? Well, one of THEM is in Norway on vacation (undoubtedly spending the profits from DM I!!), and the other two
(of whom she knew of) were out to lunch. They work late, she said. I looked at my watch and it read Three O'Clock. Hmmm, late lunch? Oh yes,
they work very late. Mayby if you call back in an hour??

But I did get her to be as non committal as she could as to what other platforms the program would be forthcoming. She admitted to the PC, the Amiga, the Mac, and would not rule out the Atari Jaguar. (Call back in an hour, and mayby you'll get lucky enough to talk to one of the
programmers.)

So there you have it. FTL still as non-committal as they can be, and still using the receptionist as a customer relations executive. It's quite exasperating... I'd think they'd either let us know they have no interest in supporting the Jag, or they'd go out and develop for it.
It's always a bit hairraising when I see a company which us Atari people made loads of money for, turn their back on us, and feed their talents towards the lucky Japanese... (or for that matter, the PC world...)

3796. Re: QUESTION: Put accessories in folder?

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 18:59:33 UTC
From: rb@rbsoft.bias.uni-bremen.de
Message-ID: <357h6l$9te@gina.zfn.uni-bremen.de>
Source record: 180564

In article <779509766.7@mettav.exnet>, Graham.Irvine@mettav.exnet.com (Graham Irvine) says:
>folder .MultiTOS also allows it as does TCache (Which works on a Falcon where
>ACC.PRG does NOT .)
I know ;-{)} ACC13 doesn't work on ataris with other processors then the good old 68000 because it doesn't support the different stack-frame of newer motorolas.
btw. Mag!x also allows to put ACC's in a folder.

cu B.

3797. Re: Chaos Engine on MegaSTE

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 19:03:48 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <357hek$t1o@mailer.fsu.edu>
Source record: 180623

Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:
> The problem I had with the disks are that when it tries to load a new
> level, it sometimes says something along the lines of this is the wrong
> disk, try again. After several more attempts it usually works. The game
> does not bomb out at all with this problem. This is using a 2.5 meg STFM
> TOS 1.4. I don't *think* it is a disk problem as it isn't the same part
> that goes wrong every time. Sometimes it would work perfectly first time.

Try copying the second disk onto a fresh floppy. This fixed all of the
problems I had with the second disk. My boot problems with the MegaSTE
are still there though :-(.

> If companies must protect their games, why not just use a random word out
> of the manual, rather than physically protecting the disks? Surely this
> would be harder to bypass, and if you have a large enough manual, you will
> have plenty of words to choose from :)

My guess is that password protection is easier to crack than weird physical
format protection, using one of those magic "stop the program anywhere and
inspect memory" cartridges. Some of the physical format methods actually
require special equipment to create (like Mac variable speed drives), and are
therefore harder to duplicate. It might also be an attempt (a twisted one,
IMHO) to make things easier on the user. Anyway, I would sure like to see
password protection used more, so I could install some of the bigger games
on a hard drive. Too bad hard drives were not standard equipment right
when STs came out, as this would probably have encouraged such an attitude
with the game writers. That's what we get for being on the cutting edge
in 1985, I guess :-).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3798. Re: SUN3 monitors - any help?

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 19:05:23 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <357hhj$t1o@mailer.fsu.edu>
Source record: 180624

```
Christoph Oberle (oberle@lenz.uni-koblenz) wrote:
> In article B85@cwi.nl, avg@cwi.nl (Annius Groenink) writes:
> >
> >Deeply nested within the 'Atari news' thread, someone suggested
> >that it is possible to hook up a Sun3 mono monitor to a TT with
> >the aid of a special cable.
> >
> >I'd very much appreciate more information on this! Sun3 monitors
> >(practically for free) abound...
> >
>
> How can this work when the refresh rate for an old SUN mono monitor
> is 66 Hz and 72 Hz for the TT?

I believe I was the one that mentioned this first, and I did state that
it was a dim memory and perhaps bogus. I do hope it is not, though.

--
*******************************************************************************
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
*******************************************************************************
```

3799. Re: NOEDESK 4 to Slow to Load...

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 19:13:26 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <357i0m$fqs@charm.magnus.acs.ohio-state.edu>
Source record: 180573

>>] Please Please can the Info screen be removed
>>] from the NEODESK 4 when booting...??
>
>> This does look pretty stupid, can it??

I beg to differ!-) I like the startup screen, it has a nice slick futuristic look to it, yet it also looks fairly professional. Hope I recieve my upgrade in the mail soon, I've played with the demo too long now!

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"To my mind the most frightening book ever published is Lewis F. Richardson's 'Statistics of Deadly Quarrels'. You've probably never heard of it even though its relevance to the mess you're in is at least as great as that of Darwin's 'On the Origin of Species,' which you learned about in fourth grade. And that's because it's so completely terrifying only those 'experts' who are adequately armoured with preconceived contrary ideas which will enable them to disregard Richardson's work completely ever get to study it."
- Chad C. Mulligan

3800. Re: spgdos and spectre

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 19:39:10 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <357jgu$t1o@mailer.fsu.edu>
Source record: 180634

dhgpa!rstolk@hvgtw.att.com wrote:
> who can help me get all Iever wanted to know about
> speedo gdos
>
> e.g. what is it, how to use it, how to instaal it
>
> what does /and is aasing.sys how to use it etc.etc.etc.....

The manual one gets when purchasing the product does an excellent job
of explaining all this, particularly installation.

dhgpa!rstolk@hvgtw.att.com wrote:
>
> who knows if I can run spectre (mac-emmu) on my TT
> with the rom-file ?

This is not the right place to ask questions about the cracked Spectre
versions out there (those that have the Mac ROMs contained in disk files,
with cracked Spectre software). I suggest you call Apple, describe what you
have, give them your name and address, and wait patiently by the phone for
awhile. With any luck, they will be very enthusiastic about contacting
you.

--
****
* Mickey Boyd *
* Systems Administrator *
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****

3801. Re: $125 Atari ST Hardware Sale!! PLEASE READ THIS!!

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 19:55:42 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <17031B5D4S86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 180622

Please sir, lower your voice. If I'm interested in purchasing your stuff, I'll read your post. Otherwise, I'll ignore it. You don't have to beg me or others to read your ad. It won't do any good. ---Mark van Wyk

3802. spgdos

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 20:03:00 UTC
From: dhgpa!rstolk@hvgtw.att.com
Message-ID: <9409141204.AA01930@ig1.att.att.com>
Source record: 180647

who can help me get all Iever wanted to know about
speedo gdos

e.g. what is it, how to use it, how to instaal it

what does /and is aasing.sys how to use it etc.etc.etc.....☐

thanks

richard

3803. spectre on tt

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 20:05:00 UTC
From: dhgpa!rstolk@hvgtw.att.com
Message-ID: <9409141206.AA02272@ig1.att.att.com>
Source record: 180646

who knows if I can run spectre (mac-emmu) on my TT
with the rom-file ?

thanks

richard

3804. Re: X-Windows server for Atari ?

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 20:09:48 UTC
From: Alexander_Bochmann@traveller.fido.de
Message-ID: <2e7767ee@p1.f20.n2000.z242.fidonet.org>
Source record: 180502

...message from Uwe Seimet to news.rhrz.uni-bonn.de :

>> Knows someon a software wich emulats a X-Windows server
>> like the Xappeal for the PC ?
US> There is the server by PAM software which is quite slow and works on
US> TT and Falcon with coprocessor. The price including ethernet adapter
US> is about 1500,-.

Hm, I think Biodata also had an X server for the TT (and perhaps Mega STe), but I've only seen it once, about 2 years ago, when I was there for some BioNet 100 training.

AFAIK, they handed over the development of their Atari stuff to someone else some time ago, but I don't remember the name right now. I can try to find out, though...

/\|ex.
ab@traveller.fido.de

3805. searching for a Tape Backup SW

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 20:35:27 UTC
From: mh@gmwd.de
Message-ID: <356nke$jht@Bonn.Germany.EU.net>
Source record: 180640

Hi,

I&#65533;m searching for a Tape Bachup Program for an ATARI TT with a Viper C2525S
525MB SCSI Tape streamer directly connected to the SCSI-Bus.

3806. Re: Elite II/Frontier military ranking

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 20:46:06 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <357nee$9eg@golem.wcc.govt.nz>
Source record: 180621

] Does anyone know a "easy" way to increase your military ranking in
] Frontier? I'am playing at Major level for several weeks, and the
] recon missions are boring me to death.

The only way is the slow way! And there is nothing "new" in the game.
(No hidden enemies, strange & new missions etc.) Just trading and
missions!

3807. Re: Falcon HD access errors

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 20:55:19 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <357nvn$m54@nyheter.chalmers.se>
Source record: 180557

This is a combined reply to the articles by Barry Wilson and
Gert van der Knokke.

In article <Cw1E4B.Bp1@cix.compulink.co.uk>,
BARRY WILSON <wilsontjb@cix.compulink.co.uk> wrote:
>IIRC an updated version of ratehd was released earlier this year.

Where can this be found? Is it commercial?

>Do you have termination resistors fitted to the external drive?

Yes, and see below.

In article <...>,
Gert van der Knokke <gert@ttgk.textlitho.nl> wrote:
>Maybe the cache of the drive is confusing ratehd ?

Yes, I assume that can explain the slow times. It can't explain the weird
differences in access times when using different graphics modes, though.

>What kind of cable have you used for the SCSI ? If it's fairly long try a
>shorter cable, maybe the drive doesn't have termination resistors fit or
>parity is active (although this should give far more errors I think)

The cable is not long at all (it was ment to be used in a tower I bought
recently, but so far only the HD is in the tower).
The terminators are in place and parity works fine.

>I'm not sure about BlowUp Hard II but if it changes the bus speed it could
>cause trouble.

BlowUP does not change the bus speed, but it forces the graphics chips to
use more of the band-width. This is what I think is causing the problems,
but I've not heard from anyone else who've had problems.
Could the hardware bug that normally involves sound DMA have something to
do with my problems perhaps?

Are there any other BlowUP users with fast SCSI drives around?

I ran my test program a hundred times in a monochrome mode with no errors.
I've also copied hundreds of mega bytes around in the same mode without
any problems. If I use my normal 1008x608x16 mode, I get _one_ word error
somewhere in the first (of 75) mega bytes my test program reads. In another
mode (256 colours) I get 15-20 errors, also in the first of 75 Mb read.
The errors don't occur every time I run the test program. More like 40% of
the time.

I can't be the only one with these problems, can I?

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

3808. James Lendino Contact me

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 21:58:37 UTC
From: mcdower@tui.lincoln.ac.nz
Message-ID: <mcdower.5.2E77720D@tui.lincoln.ac.nz>
Source record: 180625

Yep you guessed it I recently ran through my email folders, and
accidently deleted the email address for James R Lendino, Brrooklyn, New
York. I think it statred somethiung like jrl8@columbia.....?
If your reading this please reply.....

3809. Re: virtual memory on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 23:25:34 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cw57qn.8zC@cix.compulink.co.uk>
Source record: 180554

> You need the current version 3.3 of OUTSIDE to work with GCC, at least
> if you use MiNT and MinixFS. 4 MByte are enough, OUTSIDE works on
> all machines with at least 2 MByte RAM and MC68030.

Has anybody with a 4MB 68030 machine *actually* run GCC under MiNT with
VM successfully?

When I asked this question a couple of months ago I could not find a single
person who actually ran this configuration. People either had more than
4MB of memory or weren't trying to use GCC/MiNT in the first place. ;-)

(or in one case had the above configuration but couldn't get it to work)

Thanks

Roland.

@CiX

3810. Re: Gnu Shell 22 (gnush22.zip)

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 23:25:37 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cw57qp.906@cix.compulink.co.uk>
Source record: 180555

> 'Compiler Returns 1' is displayed. Occasionally, a ????????.o file

Well UNIX style programs should return 0 for successful completion, so I
was presume that GCC can't find some of its files. Possible due to
environment variables not being set up correctly?

> Anyone any ideas - i'm loathe to use a cli to run GCC.

I don't use this shell myself. In fact I'd be loathe to use anything
other than a CLI with GCC!

:-)

Roland.

@CiX

3811. Need advice on replacement drive for SH204

Newsgroup: comp.sys.atari.st
Date: 1994-09-14 23:52:14 UTC
From: dunham@mpd.tandem.com
Message-ID: <1994Sep14.235214.18405@integrity.uucp>
Source record: 180577

Yes, I have one of those really ancient critters, the famous Atari SH204. When I got it (from someone on the net), it still worked, although he told me it was potentially flakey. Well, now it's nothing but a pile of flakes. Since it appears to be the drive itself that's died, I have hopes of just replacing it and being back in business. With luck, I'll be able to turn this drive over to my son for use at college.

The questions: What must I look for in a replacement drive? My understanding is that the SH204 uses an MFM drive, and small ones are occasionally available Real Cheap. I've also recently seen a 140 MB Maxtor for sale on the net that was represented as MFM. Is there a limit to what the SH204 can handle? Is there some other question that I've forgotten to ask that'll bite me if I don't?

AdvTHANKSance,

--
Jerry Dunham DoF #1.5 dunham@mpd.tandem.com
Tandem Computers, Inc., ISD dunham_jerry@tandem.com
Austin, TX (512)244-8598
Any sufficiently advanced technology is indistinguishable from a rigged demo.

3812. Re: Chinese

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 00:48:10 UTC
From: Lexicor@world.std.com
Message-ID: <Cw5BKA.9uB@world.std.com>
Source record: 180571

I would be very interested in knowing what tools there are for Chinese writing, I didn't think that there was any for the Atari ST. The real problem for chinese writing word processors is that you need to make a whole new "Chinese TOS" or a separate program that will write Chinese using a regular Keyboard. Just Chinese "fonts" will no be enough to write anything as chinese doesn't work on an alphabet type system.

If you just want certain fonts for dtp or graphic purposes I suggest you scan them or paint them on the atari. For DOS the "ET" package is very good.

Cheers

Yat

3813. Re: virtual memory on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 00:50:39 UTC
From: Lexicor@world.std.com
Message-ID: <Cw5BoF.ALA@world.std.com>
Source record: 180570

In article <779509766.1@mettav.exnet>,
Spencer Davies <Spencer.Davies@mettav.exnet.com> wrote:
4h
>over previous versions? Also what is the easiest way to upgrade (I have 3.10) ?
>
>Spencer

In the USA contact

Lexicor Software
36 Queensberry Street
Boston, MA 02215
email: info@lexicor.com

and if you sent in your registration card it shouldn't be a problem

Cheers

Yat

>
>spencer@boondock.mettav.exnet.com
>
> * Origin: The Net is Yours,USE IT!Don't Abuse IT! (Turbonet 100:1011/0.2)

3814. Custom 44MB Syquest 4sale; Mac/Atari

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 00:52:28 UTC
From: fusiong@STD.teradyne.com
Message-ID: <9409150053.AA00287@std.teradyne.com>
Source record: 180637

```
Custom 44MB Syquest drive. Has ICD host adapter
and cable and software for Atari use.
Has 50-pin Centronics port for MAC use.

Perfect for Spectre users. No cartridge.

Switch allows you to select the port.

$350 or best offer.

contact: fusiong@std.teradyne.com

It costs more than a vanilla Syquest because
of the ICD host adapter. Ready to plug and play
with Atari STs, etc.
```

3815. 520STfm for sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 00:52:32 UTC
From: fusiong@STD.teradyne.com
Message-ID: <9409150049.AA00277@std.teradyne.com>
Source record: 180638

```
Atari 520STfm
Monochrome Monitor
2 Meg ZRAM Memory expansion
extra 3.5" DS/DD external floppy drive

Spectre GCR Mac Emulator with Mac ROMs and 3.0 software release
PC Ditto PC emulator
WordWriter STD Word Processor
Flash Communications Software
Atari ST Book
E.A. Brown cable for attaching 5.25" floppy drive

Best offer
contact: fusiong@std.teradyne.com
```

3816. Medieval Chess

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 01:16:01 UTC
From: vicb@clark.edu
Message-ID: <35878h$6vj@clark.edu>
Source record: 180559

Could someone please upload this to an ftp site somewhere, and then
let me know which one?

Thanks.

Victor Bruhn

3817. Re: $RANDOM environment setting

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 02:17:26 UTC
From: warwick@cs.uq.oz.au
Message-ID: <358arm$mnr@uqcspe.cs.uq.oz.au>
Source record: 180551

troyc@bnr.ca (Troy Carpenter) writes:

>"a". I looked at the inews script (I guess that's the one) and saw that it
>was CATting the article to the file a.$RANDOM

$RANDOM is not in sh or csh, only ksh and bash.

I can't see why anyone would use it like the above, because for example:

```
echo "foo" >a.$RANDOM
rm a.$RANDOM
```

Will use different random numbers for each case, thus not removing the file!

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /
/ * <-- Computer Science Department, / WIT SPACE TO LET
_.-._/ University of Queensland, /
v Brisbane, Australia. /

3818. Neo4

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 03:45:54 UTC
From: ralunsfo@uncc.edu
Message-ID: <358g1i$ch8@news.uncc.edu>
Source record: 180578

Does anyone know if the drive windows (directory) on the Neodesk4 desktop can be changed in the commercial version? I tried on the demo and cannot find a way to do it. I sure hope so :)

Russ
ralunsfo@unccsun.uncc.edu

3819. Neodesk4 again

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 04:16:16 UTC
From: ralunsfo@uncc.edu
Message-ID: <358hqq$d1d@news.uncc.edu>
Source record: 180582

I was wondering if Neodesk4 is stable when used under MultiTos, and if this is worse, better than, or just subjectively different than using the standard desktop. I am considering Geneva also, any MultiTos reports?

Russ
ralunsfo@unccsun.uncc.edu

3820. Re: Loosing 4.5Mb when installing new HD :-(

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 06:08:57 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <Cw5qEx.I93@hpbbrd.bbn.hp.com>
Source record: 180562
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Marcel Boom, doing Galileo (mboom@mswe.dnet.ms.philips.nl) wrote:
> When I disconnect the new 500Mb drive and leave the 240Mb drive installed,
> I stil have 9.5 Mb out of 10Mb free. With the 500Mb drive, it decreases
> to around 5Mb free out of 10Mb. This is absurd.
>
> I am using AHDI601 which has not give me any problems so far...

Did you install any cache programs?
--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>--

3821. Atari ST HardWare Sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 06:34:45 UTC
From: bensmith@teleport.com
Message-ID: <358pu5$2ru@elaine.teleport.com>
Source record: 180593

Atari ST HardWare For Sale!!

Atari SC1224 Color Monitors $125, 1040STF Computers $125, 520ST Computer with external Power Supply and 1 MEG upgrade plus RF Modulator $75, SF314 DSDD Disk Drive $75 and an Atari SLM804 Laser Printer, like new, 8 PPM, 300 DPI, Comes with everything that you would get when you buy it new from an authorized dealer, works great, can do upto 8.5"x14" sheets and can do plastic overheads, complete for $350!

Please reply in E-Mail to bensmith@teleport.com or call ben at (503)256-9974.

--Thanks--
---Ben---
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

3822. Re: Need advice on replacement drive for SH204

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 07:44:42 UTC
From: wz@echo.chem.TU-Berlin.DE
Message-ID: <wz.779615082@echo>
Source record: 180590

dunham@mpd.tandem.com (Jerry Dunham) writes:

>Yes, I have one of those really ancient critters, the famous Atari SH204.

>The questions: What must I look for in a replacement drive? My under-
>standing is that the SH204 uses an MFM drive, and small ones are
>occasionally available Real Cheap.

AFIK any MFM drive will work. With the SH204 you are lucky because this should have a sepparate ACSI to SCSI adapter and the Adaptec SCSI to MFM controller. Though you may remove the Adaptec MFM controller and plug in a SCSI drive. (In this way formating the SCSI may not work but SCSI drives are preformatted these days.)

Bye Wolfgang

3823. Re: virtual memory on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 07:45:15 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.779615115@acp5>
Source record: 180598

Spencer.Davies@mettav.exnet.com (Spencer Davies) writes:

> Apart from supporting GCC what other benefits does outside 3.3 offer
>over previous versions? Also what is the easiest way to upgrade (I have 3.10) ?

You need OUTSIDE 3.3 if you want to run MinixFS on partitions with a sector
size of more than 512 bytes. There were some other changes, too but I can't
remember them all right now. There is also a new version of the HDDRIVER
hard disk driver software included in OUTSIDE 3.3.
The easiest way to upgrade is to ask you distributor about it, Lexicor I
guess.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

3824. Re: HELP! Alternatives to multitasking?

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 08:17:05 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <5s+yv45.johnhechtman@delphi.com>
Source record: 180569

The multi-tasking progeam Geneva is _supposed_ to work even with TOS 1.0 cpu's. As a Geneva owner, I can assure you it works well for me, but I have TOS 2.06. You could of course get T2.06 for about $150 from Wizztronics with the roms, but I think your biggest problem will be free ram. You'll need more than 1 meg to get the most out of your Midi programs and _any_ program that permits multi-tasking (Geneva, Magix!, etc.). It's often a better plan to buy a used cpu than to upgrade both ram and TOS. I recently got a 4 meg T2.06 1040ste for a friend for only $275 from Rising Star Computers. That's way less than the cost of both upgrades and it was clean!

3825. Re: GUCK 18b

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 08:23:47 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <xO-QXg7.johnhechtman@delphi.com>
Source record: 180592

Steve Wells <wells_s@ix.wcc.govt.nz> writes:

>I've translated INSTGUCK and GUCK into English. (90%), which makes things
>a lot more obvious, I'll email it somewhere if people want?! (I doubt the
>author would appreciate my methods :)

Send it to ME!!! Please! I tried running the docs through the German-to-
English translator program and got a lovely word salad that was heart-
breakingly close to being understandable (sigh).

3826. Will I ever get SpeedoGDOS 5.0b??

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 10:17:30 UTC
From: oberle@informatik.uni-koblenz.de
Message-ID: <3596vq$k3f@newshost.uni-koblenz.de>
Source record: 180505

It seems that COMPO doesn't want to support their customers.
Four weeks ago, I called them in Aachen (D) and asked whether
they could send me the newer SpeedoGDOS 5.0b as a replacement
for my 5.0a that doesn't run under MagiC. "No problem", said
the man on the phone, "you'll get the new version for free."

He also agreed to send back my old original 4.2 diskette that
I had to send to them as a proof of purchase (I bought an
update 4.2 -> 5.0). He only asked me to write a letter once
more which I did right away, on the same day.

After three weeks, I sent them another letter to remind
them of their promise. But nothing happened and now I'm
still waiting. I ask myself whether this is their new
policy to keep ATARI users from changing to a MAC or PC.

Is there anybody who has made comparable experiences?
Or does someone here already have version 5.0b?

Regards,

Christoph

3827. Re: virtual memory on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 10:56:44 UTC
From: evgaster@hvsae01.ns-nl.att.com
Message-ID: <Cw63qK.7AK@nntpa.cb.att.com>
Source record: 180507

I see very little mentioning of VRAM030. Anybody out there using it?

I am trying to use it on my 4M Falcon with Multitos and a ksh, in a tos window, for GCC work. Most of the time the system hangs once cc1 really gets on to the job. I can reproduce the problem about 9 out of 10 times, but don't feal anywhere close to a solution.

Does this sound familiar?

regards,
Ed

3828. Re: Will I ever get SpeedoGDOS 5.0b??

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 12:12:14 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <359dmu$1vf2@info2.rus.uni-stuttgart.de>
Source record: 180561

In <3596vq$k3f@newshost.uni-koblenz.de> oberle@informatik.uni-koblenz.de writes:

[...]
> Is there anybody who has made comparable experiences?
> Or does someone here already have version 5.0b?
5.0b still has many bugs. I have the impression they are working hard on 5.0c
and want to wait until they've done it.

> Regards,
> Christoph
Gerd

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

3829. Atari 520 ste system

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 12:39:06 UTC
From: st92nxqj@dunx1.ocs.drexel.edu
Message-ID: <359f9a$cub@dunx1.ocs.drexel.edu>
Source record: 180567

I am selling my 520 ste with 4mb /120mb hd sc1224 color monitor, 2400 baud modem, beatle mouse, lots of of Atari and Mac software and Spectre GCR with original Mac roms. I am asking $550 or best offer. Leave email at st92nxqj@dunx1.ocs.drexel.edu

Orlando Santiago call 215-457-6074 for more info

Harddrive has the LINK scsi adapter

welling to also sell system for $400 if someone throws in the GEmulator Board

3830. Re: Neodesk4/Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 12:48:55 UTC
From: rflashma@mtholyoke.edu
Message-ID: <359frn$qfl@mudraker.mtholyoke.edu>
Source record: 180511

Mike Parrott (mparrott@hebron.connected.com) wrote:
> Thanks for the reply to my comments! Now to mention the item I forgot
> about... will future versions/revisions to NeoDesk 4 all one to toggle
> the speed of a CaTTamaran accelerator for programs which are installed
> applications or which make use of .NPI files? It would be quite handy for
> those few bit of software that don't like running above 32 MHz for very
> long at a time...

We prefer not to add things which are not that popular. However, if
someone wants to donate us a CaTTamaran accelerator for testing, we will
gladly go out of our way to support it. <grin>

Rick Flashman, President Gribnif Software
Tel 413.247.5620 P.O. Box 779
Fax 413.247.5622 Northampton, MA 01061-0779
For support/information please email "gribnif@genie.geis.com"

3831. Re: Neo4

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 12:55:40 UTC
From: rflashma@mtholyoke.edu
Message-ID: <359g8c$qfl@mudraker.mtholyoke.edu>
Source record: 180510

Russell A Lunsford (ralunsfo@uncc.edu) wrote:
> Does anyone know if the drive windows (directory) on the Neodesk4 desktop
> can be changed in the commercial version? I tried on the demo and cannot
> find a way to do it. I sure hope so :)

I'm guessing you mean the colors and object shapes.

On newer machines with XControl you can change the window colors with
Atari's own window color utility. With Geneva, you can change any of the
3D look (including turning it off if you want). Mostly the limitations on
what you can change are operating system based (does the AES support
changing those items). NeoDesk 4 will either use its default settings of
whatever the AES asks it to do.

Rick Flashman, President Gribnif Software
Tel 413.247.5620 P.O. Box 779
Fax 413.247.5622 Northampton, MA 01061-0779
For support/information please email "gribnif@genie.geis.com"

3832. Re: Repalay Cartridge

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 13:40:54 UTC
From: em09@liverpool.ac.uk
Message-ID: <Cw6BC6.B30@liverpool.ac.uk>
Source record: 180489

Matt McAlister (Matt.McAlister@dataport.com) wrote:
: I've recently d/l'ed a copy of Sound Lab 1.1 which is a excellent prog and I
: want to know how much are the Replay cartridge's from microdeal?

: ---
: InterNet: Matt.McAlister@dataport.com
: FidoNet : Matt McAlister 1:143/106
: ---

I bought mine from a place in Manchester England for just 99.99 UKP

If you want details, email me and I will dig them out for you.

John.
--
Mechanical Engineering Department John Boyes
University of Liverpool
P.O. Box 147 Email: em09@liverpool.ac.uk
Liverpool Phone: +44 (0)151-794-4861
L69 3BX (U.K.) Fax: +44 (0)151-794-4848

3833. Re: Terminal/comm softwa

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 14:00:02 UTC
From: Nesral@closer.brisnet.org.au
Message-ID: <a28_9409170517@softtech.brisnet.org.au>
Source record: 180458

Hi John I have here a demo version of Flash II it is written by a local guy here in Brisbane but you have to get it from the States any way the info is all on the disk. You may find it a substitute for FDTP. Hopkins got my money too. Anyway I have uploaded it onto ATOM BBS (07) 812-1249 and Closer to Home BBS (074) 976-293 (a public access BBS) or if you want give me your address and I will send it snail mail.

Regards Geoff L.

3834. Hardisk

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 14:00:04 UTC
From: Nesral@closer.brisnet.org.au
Message-ID: <a29_9409170517@softtech.brisnet.org.au>
Source record: 180456

HI Lars I have a MEGASTe 4/50 and the guys in Perth Western Austrailia had trouble putting a larger HD in it when i purchased it, in the end we gave up. Irecently was talking to them about the fact that Ishar II would work of the HD on a TT but not on the MSTe and was told that that was because the MSTe is (internally) NOT FULLY SCUSSI COMPATIABLE. So what does it all mean, well, it beats me. I have given up and purchased a second hand Megafile 30 which i intend to up grade with a SeQuest 105 removeable HD. The only thing i can suggest is to purchase an Atari Compendium and see if the info in there will help, but it is a lot of money for a pig in a poke.

Anyway hope that helps.

Seeyoulatermate

Geoff of OZ.

3835. Re: dvi previewer capable of displaying postscript fonts on atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 14:08:12 UTC
From: rm03@cscmgb.cc.ic.ac.uk
Message-ID: <1994Sep15.140812.1125@cc.ic.ac.uk>
Source record: 180563
Cross-posted to: comp.sys.atari.st,comp.text.tex

in article <janssen.779103752@galaxy.ph.tn.tudelft.nl>, Rik Janssen (janssen@ph.tn.tudelft.nl) wrote:

>Wanted: a dvi previewer for the atari 1040 ST (no harddisk) which also
> previews using postscript fonts.
[...]

You could try using DVIPS to produce a postscript file, then use Ghostscript (available on a.a.u.e.) to preview it. Not the fastest solution, but it will work and should be reasonably accurate.

-- Robert Mellish, F.O.G. --
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
-- I could've been someone. (Well, so could anyone.) --

3836. Re: Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 14:24:41 UTC
From: sccoe@ucscb.UCSC.EDU
Message-ID: <359lf9$l0t@darkstar.UCSC.EDU>
Source record: 180565

h but.....The Falcon can handle 1200 X 900 no prob on any joe-schmoe SVGA monitor (with Screenblaster or Blowup or whatever, all rather cheap add-ons). And the Falcon can do it with color. I use a rather nicer resolution of 1200 * 700 with 4 colors for DTP work.

So I don't see why that was brought up as an arguement against the Falcon, as the Falcon is clearly superior in this category. Of COURSE it isn't as fast, but I THINK that's the only advantage of the TT (that and maybe the VME).

3837. Wanted: TCP/IP package for Atari with PPP or SLIP network driver

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 14:33:48 UTC
From: souva@aibn55.astro.uni-bonn.de
Message-ID: <SOUVA.94Sep15163349@aibn55.astro.uni-bonn.de>
Source record: 180574

Is there any tcp/ip package for the Atari (commercial, shareware, pd, or whatever)? If yes, is there any PPP or SLIP interface software for it?

Regards,
Ignatios Souvatzis
--
Ignatios Souvatzis (also ignatios@cs.uni-bonn.de)
Cute quote: "Bill Gates should limit his salary to the number of bytes addressable by the latest version of MS-DOS, and be taxed based on the number of bytes of RAM needed by the latest version of MS-Windows" (PI92AE@pt.hk-r.se)

3838. 3 Monitors for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 14:39:21 UTC
From: sccoe@ucscb.UCSC.EDU
Message-ID: <359map$l32@darkstar.UCSC.EDU>
Source record: 180566

I've got 3 monitors I wanta sell here....

#1) A "14 SVGA Mega-Image. Nice Falc monitor with all the adjustment knobs in front. Good for high-res.

#2) An SM124, Atari monochrome monitor. Paper-white screen, nice and crisp for DTP / word processing.

#3) An SC1224 Atari RGB monitor, really nice with the Jaguar or for true-color work.

I'll sell #1 for $200, and #2 & #3 for $100 each....
BUT, I won't sell any of them unless I can sell ALL of them....comprende?
cya!

3839. Re: Loosing 4.5Mb when in

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 15:17:06 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <359ohi$d85@ugle.unit.no>
Source record: 180575

Mboom@mswe.Dnet.Ms.Philip,
In a message on 14 September, wrote :

m4> Hello,

Hi.

m4> I recently bought a digital 500Mb hard disk for my TT. When the drive is
m4> connected I loose 4-5Mb TT-RAM space. This is not dependend on the
m4> partition scheme.
m4>
m4> When I disconnect the new 500Mb drive and leave the 240Mb drive installed
m4> I stil have 9.5 Mb out of 10Mb free. With the 500Mb drive, it decreases
m4> to around 5Mb free out of 10Mb. This is absurd.
m4>
m4> I am using AHDI601 which has not give me any problems so far...
m4>
m4> Can anyone shine some light on this problem and how to solve it?

Well, at least I have a theory.
Are you by any chance using cachexxx in your auto folder ?
The reason I ask, is because if you have very large sectorsizes (which
automatically shows up if you have big partitions), the cache will be very
big. If you have installed, say 90 cacheentries for both FAT and DATA, then
you will use (90 + 90)*clustersize bytes for the cache.
Now, if your clustersize is 32k, this will amount to approx. 5 Megabytes.

If this is the case, just rename cachexxx.prg to something less.
BTW: if I am not mistaken, cachexxx prints out how much memory it occupies
during initialization.

Hope this helps,
Erling

m4> Marcel.
m4>
m4> ---
m4> #include <stddiscl.h> Are you sure you won't change you
m4> email: mboom@mswe.dnet.ms.philips.nl Why, what's wrong with the one I
m4> voice: +31 40 762007 / +31 4408 3531 Spock in ST4

 ATP/Unix 1.40 This is my tagline.

3840. Re: Chaos Engine on MegaSTE

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 15:18:54 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <1703274F2S86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 180580

Incidentally, Toad and others might be willing to verify that a game works in a MegaSTE before selling it to you. I have never asked them to do this, as I usually try to find out ahead of time before purchasing (via a post), but I think this would be a reasonable request for shelfstock. If they have to order the game for you, all bets are off.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

By the way, I have asked one retailer, to verify that the games he sells works on my Mega STe. The retailer is B & C Computer of Santa Clara, California. Since he's one of the few Atari dealers left, I don't want to flame him too badly, but whenever I ask if a game will work on my Mega STe, they tell me, probably, but they can't guarantee it, they won't open the box to check it on a Mega STe in the store, and if you open the box, you bought it. No returns. Therefore, I don't buy many games from them. Too bad. I upgraded my old 520ST for a Mega STe several years ago, and generally I've been satisfied, but it's a damned shame that I can't take advantage of one of the few features that Atari offers over the "competition," namely colorful, arcade quality games. It's nice to play around with a clever game program after a hard day of telecommunicating, desktop publishing, and spread sheeting. --Mark van Wyk

3841. Re: HARDISK

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 15:39:00 UTC
From: samuel.arvidsson@p13.secom.ct.se
Message-ID: <2e787912@ct.se>
Source record: 180596

14 Sep 94, Lars-Erik Oesterud wrote something like this to All :

LO> From: larserik@oslonett.no (Lars-Erik Oesterud)
LO>
LO> HELP !!!!
LO>
LO> I try to format a Quantum 425i S SCSI disk in my MEGA STE but HDX
LO> just won't :-(("check your connection and try again")
LO>

Which version of HDX?

LO>
LO> Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
LO> Atari Developer Pager +47 96634222 larserik@oslonett.no
LO> SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

- Samuel Arvidsson __ ___ __ -
- / \ _ \ / \ 4 MB RAM -
- Vroomfondel/NeanderThal FALCON< <> >_< >< <> > -
- __/ __/ __/ 428 MB IDE -
- Email: samuel.arvidsson@p13.secom.ct.se 133 MB SCSI -

3842. Re: Neo4

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 15:45:23 UTC
From: rflashma@mtholyoke.edu
Message-ID: <359q6j$qql@mudraker.mtholyoke.edu>
Source record: 180568

Rick Flashman (rflashma@mtholyoke.edu) wrote:
> Russell A Lunsford (ralunsfo@uncc.edu) wrote:
> > Does anyone know if the drive windows (directory) on the Neodesk4 desktop
> > can be changed in the commercial version? I tried on the demo and cannot
> > find a way to do it. I sure hope so :)

> I'm guessing you mean the colors and object shapes.
> On newer machines with XControl you can change the window colors with
> Atari's own window color utility. With Geneva, you can change any of the
> 3D look (including turning it off if you want). Mostly the limitations on
> what you can change are operating system based (does the AES support
> changing those items). NeoDesk 4 will either use its default settings of
> whatever the AES asks it to do.

Following up on the private e-mail I got from you. The problem you were
having was because you need to place an extra copy of NEOLOAD.PRG in your
AUTO folder for this feature to work. This isn't explained in the demo
documentation, as we never intended it to be installed completely. This,
however, is explained in the documentation and is done automatically by
the installation program.

Rick Flashman, President Gribnif Software
Tel 413.247.5620 P.O. Box 779
Fax 413.247.5622 Northampton, MA 01061-0779
For support/information please email "gribnif@genie.geis.com"

3843. Info About Cyber- series

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 16:04:19 UTC
From: rhett@bigwpi.WPI.EDU
Message-ID: <359ra3$9i8@bigboote.WPI.EDU>
Source record: 180514

I was looking through some back issues of Antic and found one of their
old catalogs. In it was a device for the Cyber-series software called
cyber control which interfaced the ST with compatible sony vcr's
buying the five pin remote jack. did this device ever get produced,
does it work, and does anyone know where i can get one along with the
cyber-series software for my ST? any help would be much appreciated.
also, the stereotek glasses- i want a pair with LCS Wandereer and
shoot the moon... where can i find these?

thanks in advance

rhett@wpi.wpi.edu

3844. RE: STE_FIX.PRG sought.

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 17:55:48 UTC
From: "CALARCO,PASCAL VINCENT,MR" <FBIU000@MUSICB.MCGILL.CA>
Message-ID: <15SEP94.13964669.0128@VM1.MCGILL.CA>
Source record: 180576
Body handling: HTML body converted to readable text

In article dburns@world.std.com (David R Burns) writes:
>I bought a used 1040STe, but the STE_FIX.PRG was not included. I can't
>seem to find it anywhere. I think it is an AUTO folder program that will
>bring my TOS v.1.06 up to v.1.62? This should allow me to get to LOW RES
>easily?
>
>Any help appreciated.
>
>Dave Burns
>Lowell, MA
>
>.
>.

Hmm...I'd try ftp atari.archive.umich.edu --or-- ftp wuarchive.wustl.
edu

I don't think the STE_FIX.PRG brings the OS up to 1.62, it just fixes
the boot-into-low-rez bug that 1.60 has. Good luck! If you still
can't find it there, mail me back & I'll send you a uuencoded copy
of the prg .

Pascal Calarco

3845. Atari Clubs

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 18:25:00 UTC
From: bertil.jagard@p14.straight.ct.se
Message-ID: <faabb04b@ct.se>
Source record: 180549

Hi All Atari freaks.

I'm a board member and SysOp of the Swedish Atari Club.. I would come in
contact with other Atari Clubs etc around the world to share info etc about
the Atari market. Please answer in Email.

Best regards Bertil Jagard SysOp Swedish Atari Club..

```
================================================================================
= Email: bertil jagard@straight.ct.se FidoNet 2:203/221 NeST 90:1101/104 =
= Swedish Atari Club, Box 11416, S-404 29 Gothenburg, Phone +46-31-7060992=
= Email: sak@straight.ct.se, STraight BBS +46-31-363973 =
================================================================================
___ Terminate 1.50
```

3846. Atari Software for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 18:35:56 UTC
From: patrick@nightingale.nurs.utah.edu
Message-ID: <35a46c$8qu@u.cc.utah.edu>
Source record: 180581

Recently a number of Items of Atari software happened
my way at an IRS auction and I would like to sell them.

The "S" under "MISC." means they are still in shrinkwrap.
The number beside it is the number of copies I have as
of 9/15/94. Also, the Calamus program was in shrinkwrap
but I removed it to see why it cost so much. (Still not
sure why it does. :-) Maybe someone can clue me in on that
one.

I haven't put in a lot of info on these because I have
no idea what the response will be. If you have questions,
please ask.

Highest reasonable offer takes item/Preference to buyers
of multiple items. The way I'll do shipment is to charge
the price of the product plus whatever shipping is negotiated.
When the check clears I will ship the item/items.

Reply to patrick@nightingale.nurs.utah.edu and make me an offer.

GAMES COMPUTER INFO MISC.
Dive Bomber ST512K-color S
Wanted " S
Arcana ST512K-color S
Psyborg ST/STe S
Knightmare ST/STe 512k S 3
D Generation ST S
Flight Sim II ST S
Space Station Oblivion ST512K-color S
GFL Championship Football " S
C. Yeagers Adv. Flt.Trainr 2.0 " S
Gods (The bitmap bros) ST S
Battlehawks 1942 ST 520/2040/Mega/512K-color
Bridge 5.0 ST
Plan 9 from OuterSpace ST/STe S
McDonaldland ST S
Marble Madness ST 520/1040-color S
F19 Stealth Fighter ST
Ishar "Legend of the Fortress Falcon S
Leisure Suit Larry (3 pack) ST
Leisure Suit Larry III ST S
Chess Champion ST S
Shuttle-Space Flt Simulator ST S 2
Indy (Indiana Jones) ST S 2
Air Support ST S

Rampart ST S
Just Another War in Space ST/MegaST-color
Sleepwalker STe only-color S
Crossword Creator ST/STe S
Diablo ST S

MISC
Turbo Jet ST and Mega 1MB S
Safari Fonts 1 ST (pagestream & Calamus) S
LDS Cmpter Creations 1 & 2 Atari S
LDS Vol 1 ST S
UIS3 (Universal Item Selector)ST and Mega S 2
Dr. Bobs Scan Lite 520/1040/Meag/STe/TT S 2
The Scouter Comp. Creations Atari S

EDUCATIONAL
Magical Myths ST512K S
Advent. of Sinbad " S 2
Tales from the Arabian Nites ST512K S
Fun School 2 ST/STe S
Biology Vol 4 ST S

MATH
Algebra I, Vol I ST S
MathTalk ST 520/1024-color S
ADI (11-12 y/o) ST/STe/Mega S
ADI (13-14 y/o) ST/STe/Mega S

PRODUCTIVITY
Calamus Desk Top Publ. ST
Personal Finance Mgr. ST S
Data Manager Professional ST 520/1040/Mega
DT Paint ST S
Basic (lang.) Atari 400/800
Cyber Sculpt ST
Speedo G-DOS scalable fonts ST S 2 (only one in shrinkwrap)
Compo Write On ST S
Trio-graphics software ST S

SYSTEMS
TC! Power PC S
Menu Plus ST/STe S
GFA Utilities (vector, object, companion) ST S
Maxi File ST S
AssemPro ST
PC Ditto ST
Hard Disk Tool Kit-SCSI Tape Kit ST
HiSoft Wercs ST S

HARDWARE
Xtr-RAM ST Deluxe 520STFM/1040STF/1040STFM/Mega 1ST and Mega 2ST
Max = 4 MB S

Atari Mouse ST M1 serial mouse

3-520ST I don't know if they all work or not. No monitors.

2-keyboards

1-power transformer

Finance Card Atari Portfolio

Books
Amiga tricks and tips
Atari ST tricks and tips S
Atari ST graphics and sound S
Atari ST LOGO user's guide S
SpaceQuest Hint Book S
SpaceQuest II Hint Book S
Kings Quest II Hint Book S

Misc.
R/C AeroChopper radio control air and chopper simulation for pc

--
------------------------------ ----------------------
Patrick Langford \ University of Utah \
Associate Programmer \ College of Nursing \
patrick@nightingale.nurs.utah.edu \ 25 So. Medical Drive \
<NeXTMail YES> \ SLC, UT 84112 \
---------------------------------- ----------------------

3847. Re: Wanted: TCP/IP package for Atari with PPP or SLIP network driver

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 18:40:32 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <35a4f0$nrj@mailer.fsu.edu>
Source record: 180579

Ignatios Souvatzis (souva@aibn55.astro.uni-bonn.de) wrote:
> Is there any tcp/ip package for the Atari (commercial, shareware, pd,
> or whatever)? If yes, is there any PPP or SLIP interface software for
> it?

Look in the /Network directory on atari.archive.umich.edu for the TCP/IP FAQ
and a bunch of software.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3848. SC1224 for cost of shipping

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 19:43:14 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <35a84i$nrj@mailer.fsu.edu>
Source record: 180587
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have an SC1224 monitor that I am willing to give to anyone willing to
pay the shipping to get it to them. The only catch: it doesn't work!
It is in great physical shape, and had a very nice picture when working,
so I hate to just throw it away. It does not come on at all when power is
applied (no hum or anything). It could be something big (like the flyback),
or it could be a loose wire or other trivial problem. Heck, it would make
a great aquarium for some enterprising Atari fanatic.

If anyone wants to tinker on this beast, or just needs it for parts, send
me some email.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3849. Re: Medieval Chess

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 20:20:24 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <35aaa8$nls@golem.wcc.govt.nz>
Source record: 180584

] Could someone please upload this to an ftp site somewhere, and then
] let me know which one?

I got it from atari.archive.umich.edu in the atari/games/ directory,
it should still be there. All we need is someone to combine Tower Power
and Medieval Chess and we'd have a near perfect Archon clone! :)

3850. Help: any sources for a 720K drive?

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 20:52:11 UTC
From: traynost@craft.camp.clarkson.edu
Message-ID: <35ac5r$ckq@library.erc.clarkson.edu>
Source record: 180583

Hi, just a quick one, my 3.5" 720 died over the weekend, and it is one of
the real early 1040STFm's with a push button like:

```
----------
/ /
/ /
----------
```

Do they still make em like that or do i have to do a "disk ectomy"?
Thanks for the help.

```
-------------------------------------------------------------------------------
Scott T. Traynor @ | "Brain! Brain! What is Brain?"
traynost@craft.camp.clarkson.edu | -Star trek The Old Generation :)
| "You Grunts wanna live forever?"
"ME Mispell? Naaaa!" | -Unknown Platoon Sargent
-------------------------------------------------------------------------------
```

3851. Continuous Spell Checker

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 21:58:00 UTC
From: Don.Schmidt@f0.n0.z0.fidonet.org
Message-ID: <779690771.AA01102@jina.rain.com>
Source record: 180519

> A great choice for a continuous spell checker is Spelling Sentry.
AG> Such a program already exists. It's called Edith Pro V1.220.
Seems to me Thunder, a spell checker which could be online or after
document was written has been around for six or seven years now.
... *** From sunny Vancouver, USA ***
___ Mountain Reader II - #Beta 001

3852. Ad

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 22:00:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <2e78d21e@ct.se>
Source record: 180509

```
| ______ | -*-Start your modem and call-*- | ______ |
| ( ST ) | -*-KOCKENS BBS-*- | ( ST ) |
| |____| |-*-Over 2000 Filez to ATARI ST,STE,TT,FALCON-*-| |____| |
| < oo > | -*20 Onlinegamez*- | < oo > |
| |\__/| | -*200 Echomail Areaz*- | |\__/| |
| \____/ | -*-SysOp :King Bjk-*- | \____/ |
|____________|_____________________________________________|____________|
| -NeST 90:1102/0- |-InterNet @kockens.ct.se-| -BlackNet 66:102/111- |
| -SakNet 79:121/0- | BBS/Fax | -FujiNet 7:102/0- |
| -FidoNet 2:200/423- | +46-46-250256 | -Tel3Net 42:1001/200- |
```

3853. Re: Anybody having experience with LINUX ?

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 23:05:40 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cw71HG.Kwx@cix.compulink.co.uk>
Source record: 180588

> to run on an old ATARI MEGA ST 4 ? Are there any problems to install

You need a 68030 AFAIK, so unless you get a PAK3 you're not going to get
very far using LINUX on a MST4.

:-(

Roland.

@CiX

3854. Re: MTOS & development env. problems: Help!

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 23:05:41 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cw71HI.KxI@cix.compulink.co.uk>
Source record: 180585

> 2) Does anyone else out there have a similar system to mine? Do you

My system not all that different.

I'm using GCC 2.33 under MiNT 1.11 in a single full screen session. It works just fine. The shell I'm using is KSH 4.8.

Up until a few weeks ago my main system was a MSTE, and I had MTOS running with GCC using TOSWIN so I could have multiple shells in different windows. I've had this running on my TT, but haven't reinstalled it after I had a serious disk crash last week. Worked fine though.

The other option is to buy Lattice C. Hisoft in the UK are selling off old copies cheap. I bought a copy of 5.52 last year for 50ukps. It was worth it just for the manuals! The compiler is exellent, though I'm more impressed with the MiNT libraries for GCC.

My advice is to ignore Geneva for the moment and just concentrate with getting *one* shell session up and running under MiNT. Once you have done that, try the full MTOS with TOSWIN as your TOS window manager (much better than Miniwin IMO).

:-)

Roland.

@CiX

3855. Monochrome monitor for sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 23:29:13 UTC
From: osteele@u.washington.edu
Message-ID: <35alc9$o2m@news.u.washington.edu>
Source record: 180586

Monochrome monitor in EXCELLENT shape for sale: $85 (or best offer) + shipping. If you want to make a lower bid, do it, I'll collect all and decide within a week who gets it.

3856. Re: Faster Than Light

Newsgroup: comp.sys.atari.st
Date: 1994-09-15 23:57:44 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <35an1o$pgs@ugle.unit.no>
Source record: 180589

Max.Denebian@p480.F318.N1,
In a message on 14 September, wrote :

[Some stuff deleted]

MT> Also contacted was Faster than Light, and as per their modus operandi,
MT> I couldn't get past the front desk lady. No matter WHO I asked to talk t
MT> w much I pleaded with her to let me speak to 'THEM' upstairs, (THEM being
MT> tware programmers, apparrently FTL is pretty small), THEY were
MT> unavailable. How come, I asked? Well, one of THEM is in Norway on vacat
MT> oubtedly spending the profits from DM I!!), and the other two
MT> (of whom she knew of) were out to lunch. They work late, she said. I lo
^^^^^^^^^^^^^
MT> my watch and it read Three O'Clock. Hmmm, late lunch? Oh yes,
MT> they work very late. Mayby if you call back in an hour??

Hmm, you are sure you did not dial the wrong number and got into the
HitchHikers Guide To the Galaxy headquarters ???

(sorry, could not resist)
Erling

• ATP/Unix 1.40 • This is my tagline.

3857. IB Drive/Disks/DOS 3.3 - REALLY CHEAP

Newsgroup: comp.sys.atari.st
Date: 1994-09-16 00:43:03 UTC
From: osteele@u.washington.edu
Message-ID: <35apmn$pn3@news.u.washington.edu>
Source record: 180600

IB Drive in great working condition with about 15 blank 5.25" disks and
DOS 3.3. Excellent package for any IBM emulator used with an ST!

All this just $20 + shipping or best offer (willing to trade).

3858. Re: Microdeal's Replay 16

Newsgroup: comp.sys.atari.st
Date: 1994-09-16 02:15:43 UTC
From: js10039@cus.cam.ac.uk
Message-ID: <35av4f$49t@lyra.csx.cam.ac.uk>
Source record: 180506

In article <34rehk$1fs@access1.digex.net>,
Group 1 Software <group1@access1.digex.net> wrote:
> I've got a Microdeal Replay 16 sampling cartridge. It records samples
>and plays them back just fine through their software and also Breakthru.
>However when I try to sample using STOS sampling software, I get all
>kinds of noise (sounds like really loud interference).
>
> Does anyone have any ideas on why this is and if I can fix this? I had
>read in ST Format (I think) that this should work.

I called Microdeal soon after my cart arrived about this - they said I should try disabling mouse event reporting on the ikbd. (The noise coming out was like the sample plus 50-200Hz hum over the top.) I tried moving the mouse (using my existing 68k asm routines) and the quality dies a slow painful one, but running the routine at IPL=5 with all other MFP interrupts disabled didn't fix the problem, so it seems I'm interrupting at the wrong time also. (The sample DOES play cleanly through internal DMA.)

They really ought to have included source routines for this. If anyone has 68k assembler routines to do this, please post them, as the cartridge is next to useless to me unless I can figure out how to do my own I/O.

(Also, are Replay's own sample manipulations as slow as ****, or have I just been spoilt by all the 486DX66s at uni?)

John

3859. Printer redirector wanted

Newsgroup: comp.sys.atari.st
Date: 1994-09-16 04:19:27 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <35b6cf$e8l@mailer.fsu.edu>
Source record: 180504

Can anyone tell me the names of some programs that can redirect output
from the printer port to a file? Basically, I have a program that can
output PostScript, but only directly to the printer port (really dumb, that).
Anyway, I want to be able to get this into a file so I can take it to a
PostScript printer elsewhere.

I thought these were fairly common, but I could only find one on
atari.archive.umich.edu, and it does not work very well. The one I found
is called ICCA (I can capture anything, cool name at least). Any pointers
to such programs would be greatly appreciated. Thanks in advance.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3860. I have a copy of Gemini that's old. Is there a update?

Newsgroup: comp.sys.atari.st
Date: 1994-09-16 05:21:08 UTC
From: s.bennett@uea.ac.uk
Message-ID: <s.bennett.101.000E92D2@uea.ac.uk>
Source record: 180539

Title line says it all
Cheers

********* Who wants to die in credit anyhow? **********

Stephen Bennett
School of Environmental Sciences
University Of east Anglia
NORWICH
UK
NR4 7TJ
(UK) 0603 504461 Home (UK)0603 592550 (work)

3861. Re: Medieval Chess

Newsgroup: comp.sys.atari.st
Date: 1994-09-16 05:32:33 UTC
From: diehl@grin.io.org
Message-ID: <35balh$4a8@ionews.io.org>
Source record: 180501

Vic Bruhn (vicb@clark.edu) wrote:

: Could someone please upload this to an ftp site somewhere, and then
: let me know which one?

: Thanks.

: Victor Bruhn

The game is shareware, and the demo for it is not playable; it just sits there and plays with itself (ahem) for a while, but it won't let you have a go. You need to register for that.

--

```
_____________________________ _________________________________
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

3862. Postscript Previewer?

Newsgroup: comp.sys.atari.st
Date: 1994-09-16 06:55:38 UTC
From: biot015@wrzx13.rz.uni-wuerzburg.de
Message-ID: <35bfha$1or@winx03.informatik.uni-wuerzburg.de>
Source record: 180594

```
: Good point. Has anyone tried the ATM font set with ghostscript and
: composcript? Bundled ATMs don't tend to have the 'classic' 35 type 1
: fonts btw.

The (PC-) ATM fonts work with ghostscript.

BTW: GS vers. 3.01 is available for TOS as a beta release...

Ciao
Joachim
```

3863. Re: Medieval Chess

Newsgroup: comp.sys.atari.st
Date: 1994-09-16 07:18:55 UTC
From: clubok@physics3
Message-ID: <35bgsv$i5b@agate.berkeley.edu>
Source record: 180595

In article <35aaa8$nls@golem.wcc.govt.nz>,
Steve Wells <wells_s@kosmos.wcc.govt.nz> wrote:

>I got it from atari.archive.umich.edu in the atari/games/ directory,
>it should still be there. All we need is someone to combine Tower Power
>and Medieval Chess and we'd have a near perfect Archon clone! :)

What was it called? I've looked through the atari/games/ directory,
and I can't seem to find it.

Ken Clubok
clubok@physics.berkeley.edu

3864. Re: SLIP on Atari

Newsgroup: comp.sys.atari.st
Date: 1994-09-16 08:23:40 UTC
From: ue@icmp.ping.de
Message-ID: <H.ekBM.Ft_5ia5imY6@icmp.ping.de>
Source record: 180503

In <700_9409120400@yssabme.embassy.co.uk>, Karl.Foley@f101.n2501.z1.fidonet.org (Karl Foley) writes:
>On 05 Sep 94 at 10:12:28, d2cg@dtek.chalmers.se wrote...
>
> d> There is quite a few around now. I have a Falcon/4/120, and think
> d> MintNet is the best SLIP program to use. It took a while to configure
> d> correctly (at least for me!), but now works really well. There is a few
> d> utilities around; ncftp, inetd, rlogin, etc, and theres more to come. I
> d> It requires MiNT, and is available at Atari archive.

>I can never get online there to get files. Is there anywhere which has a
>complete MiNT/MiNTNet setup for me to Freq/FTP. Size doesn't matter (oo-er).

Try amiga.archive.umich.edu, you can access the atari from there. Or try ftp.uni-muenster.de:/pub/atari/Mint...

/s/Udo
--
Udo Erdelhoff ue@icmp.ping.de udo@iml.fhg.de

3865. BBS Software - What's the best?

Newsgroup: comp.sys.atari.st
Date: 1994-09-16 09:52:26 UTC
From: ac_green@postoffice.utas.edu.au
Message-ID: <ac_green-160994195226@mg4_71.its.utas.edu.au>
Source record: 180523

I'm setting a BBS up in Hobart, Australia as there is almost nothing happening on the local Atari scene at the moment and I was wondering if anybody could recommend some good stable BBS software (either shareware or commercial). It must run on a Falcon and provide good security.

I've had a look at ST Keep v5.5 (or something like that) that I download from the umich mirror at wuarchive. It seemed quite nice but it won't enable anyone to dial in properly. The connections never seem to be made, even in the terminal mode. Is this because it is unregistered or doen't it like the Falcon? I wrote some mail to its programmer at his Genie address but received no response, does this mean he no longer supports it?

Any sysops reading this please post me some e-mail at my email address as I would be interested to heard what you think of your software (please include whether it is commercial/shareware, its distributor and cost)

Cheers,

Anthony Green

E-mail: ac_green@postoffice.utas.edu.au

3866. Re: virtual memory on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-09-16 10:53:11 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994Sep16.105312.4417@bay.cc.kcl.ac.uk>
Source record: 180524

In article <Cw63qK.7AK@nntpa.cb.att.com>, evgaster@hvsae01.ns-nl.att.com (03172-gasteren) writes:
! I see very little mentioning of VRAM030. Anybody out there using it?
!
! I am trying to use it on my 4M Falcon with Multitos and a ksh, in a tos
! window, for GCC work. Most of the time the system hangs once cc1 really
! gets on to the job. I can reproduce the problem about 9 out of 10 times,
! but don't feal anywhere close to a solution.
!
! Does this sound familiar?

I have exactly the same problem with OUTSIDE. (I'll mail you the stuff Uwe), I thought it was actually `as' that was causing problems, since it *always* happens when you try to link the startup stub for a .xfs file, and sometimes happens at other times.

I've no idea why either. Most problems you can just gdb, because the system stays up, but when you memory manager dies...

ATB,
Simon.
--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
PGP public key:
mQBNAi51sjIAAAECALNQ5dZ+3ISMY//rkyjNKqCz208QfMVlW3mwMNj1iyBYaEjF
ZZmi5fneXq8nBcUTHa1RmidlzHsb31d6q+lfN20ABRG0JlNpbW9uIEdvcm5hbGwg
PHNqZ0BwaGxlbS5waC5rY2wuYWMudWs+

3867. Re: 28800Bps on a F030 ??

Newsgroup: comp.sys.atari.st
Date: 1994-09-16 11:48:12 UTC
From: ti6tl@myhost.subdomain.domain
Message-ID: <35c0ls$j37@rztsun.tu-harburg.de>
Source record: 180526

Per Christian Krabsetsve (perck@colargol.edb.tih.no) wrote:
: How can i set my AUX (SER) port on my Falcon to 115000BPS ??
: I'v bought an 28800 modem and cant programe my GFA to an greater speed
: than 9600BPS.
: HELP !!!!!

Try "FASTXSER" and use your "Modem 2"-Port, then you should be able to
have 115000 or even 153000 Baud on your serial line.

Greetings, Thomas

3868. DESKTOP/NEWDESK.INF file description and disection

Newsgroup: comp.sys.atari.st
Date: 1994-09-16 11:56:07 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <35c14n$p1c@msuinfo.cl.msu.edu>
Source record: 180527

Now available in comp.binaries.atari.st is what may be the most complete description of the DESKTOP.INF and NEWDESK.INF files ever published! I have compiled everything I've learned about the Atari desktop's configuration file into one text article that describes the function, structure, and possible modifications to the INF files. I describe the meaning and structure of the NEWDESK.INF file line-by-line, giving you a complete reference and the ability to modify the INF file at will! I have included tips and hints for modifying, including the do's and dont's. Finally, there is an annotated NEWDESK.INF, allowing you to see just how everything I describe may be applied.

If you want to get more out of your Atari Desktop, this file is a must! With the information contained within, you may never need to use programs like Maxifile, Ma Hubbard's Cupboard, or NeoDesk!

While I focus on TOS 2.06 and Atari's NEWDESK.INF file, almost all of the information is applicable to any version of TOS, from version 1.0 to version 4.0x! Configuring your desktop has never been easier!

Feel free to download this file, and upload it (in its entirety) to your favorite archives!

The file in comp.binaries.atari.st is a uuencoded zip archive.

Enjoy!
Tom Hopper
hopper_t@msupa.pa.msu.edu

3869. TOS 1.0 problem and HD upgrade

Newsgroup: comp.sys.atari.st
Date: 1994-09-16 12:54:20 UTC
From: alkio@finsun.csc.fi
Message-ID: <35c4hs$m9k@pobox.csc.fi>
Source record: 180516

I have an old 1040 STF with TOS 1.0 (i think).
Well, isn't the ESC key supposed to update the directory when I have a
directory open on the desktop and change a disk in drive A? It doesn't seem
to function reliably. It often shows only the last disk that was in the drive
even if I change the disk and press ESC.

This in itself wouldn't be much of a problem but the same behaviour seems to
happen when I use my sequencer program and change the disk and try to update the
file selector box.

Is this a known bug in TOS 1.0 and if so, is there some fix for this?

Another thing. My disk drive recently broke down (r/w heads probably) and then I changed
it to a generic HD 1.44 drive. It does the job but I was wondering if anybody has
instructions
for a HD upgrade so that I could also use HD disks. I know there is a commercial solution
but I
think it costs probably a bit too much since I guess the parts I would require wouldn't
cost
that much (I guess a new floppy controller chip and a couple of resistors).

I would also like to know what is the cheapest solution to upgrade the memory since I only
have
1 MEG and would need at least 2 MEG. Here I am thinking of a commercial upgrade since it is
so
much hassle to do it self.

If you have any recommendations, please reply.

Thanks, Jouni Alkio.
.
.

3870. Re: Medieval Chess

Newsgroup: comp.sys.atari.st
Date: 1994-09-16 13:17:10 UTC
From: vicb@clark.edu
Message-ID: <35c5sm$t7l@clark.edu>
Source record: 180528

In article <35aaa8$nls@golem.wcc.govt.nz>,
Steve Wells <wells_s@kosmos.wcc.govt.nz> wrote:
>
>I got it from atari.archive.umich.edu in the atari/games/ directory,
>it should still be there. All we need is someone to combine Tower Power
>and Medieval Chess and we'd have a near perfect Archon clone! :)
>

Steve, could you clarify that site for me? I've been watching that site
for this program very closely, figuring this is the first place it would
show up, and have not seen anything. Could you perhaps tell me what the
filename is?

Thanks.

3871. Re: TOS 1.0 problem and HD upgrade

Newsgroup: comp.sys.atari.st
Date: 1994-09-16 13:49:18 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <35c7ou$167p@msuinfo.cl.msu.edu>
Source record: 180530

In article <35c4hs$m9k@pobox.csc.fi>, alkio@finsun.csc.fi (Jouni Alkio) writes:
>I have an old 1040 STF with TOS 1.0 (i think).
>Well, isn't the ESC key supposed to update the directory when I have a
>directory open on the desktop and change a disk in drive A? It doesn't seem
>to function reliably. It often shows only the last disk that was in the drive
>even if I change the disk and press ESC.
>
>This in itself wouldn't be much of a problem but the same behaviour seems to
>happen when I use my sequencer program and change the disk and try to
>update the file selector box.
>
>Is this a known bug in TOS 1.0 and if so, is there some fix for this?

This is a known bug in TOS 1.0. I have seen a fix for it, but I don't
remember the name of the program. It was, however, an AUTO folder program,
maybe by Tom Hudson(?). Hopefully, someone will know the name of the
program and be able to tell you.

As long as you're using TOS 1.0, make certain you also use the Folder Fix
program from Atari (FOLDRxxx.PRG); hitting the 40 folder limit in TOS 1.0
can cause directories to be scrambled. In later versions, the 40 folder
limit was just a feature, but in TOS 1.0 it contains a potentially
disastrous bug!

>Another thing. My disk drive recently broke down (r/w heads probably) and
>then I changed it to a generic HD 1.44 drive. It does the job but I was
>wondering if anybody has instructions for a HD upgrade so that I could also
>use HD disks. I know there is a commercial solution but I think it costs
>probably a bit too much since I guess the parts I would require wouldn't
>cost that much (I guess a new floppy controller chip and a couple of
>resistors).

Sorry, to use high density floppies, you need at least TOS 2.05 and the
AJAX drive controller chip. I don't think that such is possible with an
old 1040, though you might check it out. At any rate, the upgrade wouldn't
be at all cheap.

Regards,
Tom
hopper_t@msupa.pa.msu.edu

3872. Just got an 1040STf... Now what?

Newsgroup: comp.sys.atari.st
Date: 1994-09-16 14:42:40 UTC
From: blakjak@panix.com
Message-ID: <35cat0$au5@panix.com>
Source record: 180508

So I have this beast now. :) Wondering if and what kinds of stuff can I run on it? I'm asking more for something like the top ten utilites and programs available via FTP for the ST, so I know what to look for.
Also, is there a faq for csas, or some other texts on file formats, hardware ratings, etc., for the Atari line?

Thanks!
--
noah [blakjak@panix.com]
<http://www.seas.upenn.edu/~bhou/noahUpdate/home.html>
Stick figures are the origin of everything.

3873. OMen

Newsgroup: comp.sys.atari.st
Date: 1994-09-16 15:28:56 UTC
From: davef@aragorn.inmos.co.uk
Message-ID: <35cdjo$onn@lion.inmos.co.uk>
Source record: 180512

Does anyone have any info on OMen (I believe it is a PD. multitasking platform for the ST/TT). It was previewed in a UK atari mag (either Format or Review) a while ago.

--
+--------------------------(Dave Foy)------------------------------+
|Disclaimer: The opinions above are my own personal views etc. |
|Inmos Ltd, 1000 Aztec West, Bristol, UK Email : davef@inmos.co.uk |
+----------------------(+44 454 616616 X526)-------------------------+

3874. Re: TOS 1.0 problem and HD upgrade

Newsgroup: comp.sys.atari.st
Date: 1994-09-16 15:30:04 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <35cdls$loh@mailer.fsu.edu>
Source record: 180515

Jouni Alkio (alkio@finsun.csc.fi) wrote:
> I have an old 1040 STF with TOS 1.0 (i think).
> Well, isn't the ESC key supposed to update the directory when I have a
> directory open on the desktop and change a disk in drive A? It doesn't seem
> to function reliably. It often shows only the last disk that was in the drive
> even if I change the disk and press ESC.

> This in itself wouldn't be much of a problem but the same behaviour seems to
> happen when I use my sequencer program and change the disk and try to update the
> file selector box.
>
> Is this a known bug in TOS 1.0 and if so, is there some fix for this?

There may be a bug in TOS 1.0 that affects this, but it is also common on
other TOSs (I think it has more to do with your floppy drive replacement).
It is the media change problem. Your machine can no longer tell when you
have changed floppy disks, and gets confused. There is a program on
atari.archive.umich.edu that is supposed to fix this called fmc.arc (or lzh
or whatever), for Force Media Change. Also, you can probably fix it in
hardware. There are at least two files on a.a.u.e (ibmflop.lzh and
genflop.lzh) that talk about installing generic PC 3.5" drives in STs
without problems.

> Another thing. My disk drive recently broke down (r/w heads probably) and then I changed
> it to a generic HD 1.44 drive. It does the job but I was wondering if anybody has
instructions
> for a HD upgrade so that I could also use HD disks. I know there is a commercial solution
but I
> think it costs probably a bit too much since I guess the parts I would require wouldn't
cost
> that much (I guess a new floppy controller chip and a couple of resistors).

There is a file called flop14.lzh (or something similar) on some of the
German ftp sites (I don't think we have it on a.a.u.e) that talks about
installing 1.44mb floppies on STs.

> I would also like to know what is the cheapest solution to upgrade the memory since I
only have
> 1 MEG and would need at least 2 MEG. Here I am thinking of a commercial upgrade since it
is so
> much hassle to do it self.

A third party memory board that uses SIMMs is probably your best bet.
There are some good instructions on a.a.u.e on how to use 2 SIPPs, two
IC sockets, and some breadboard and wire (I think the file is called
2_5ramXXX.zoo, or something vaguely like that). I'm currently trying to

adapt these instructions to make a SIMM upgrade (it will use 2 SIMMs, a 2-place SIMM socket, and some wire, that's all!). If I'm successful, I'll put my version of the instructions on a.a.u.e as well.

Oh, you should definitely read these instructions, even if you end up getting a different memory upgrade. I learned quite a bit about how memory is set up in the ST from these instructions.

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****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3875. What is LittleNet?

Newsgroup: comp.sys.atari.st
Date: 1994-09-16 15:53:47 UTC
From: sccoe@ucscb.UCSC.EDU
Message-ID: <35cf2b$41v@darkstar.UCSC.EDU>
Source record: 180532

What exactly is this program supposed to do? I have it set up between the Falc and ST with the MIDI cables, but all I can do is send text messages back and forth (yee-hah!).

What are those A - B - C ... J boxes represent? What does read only/write only mean? How do I copy files across the network?
tia.

3876. B/W Video problems

Newsgroup: comp.sys.atari.st
Date: 1994-09-16 16:33:58 UTC
From: anmar@netcom.com
Message-ID: <anmarCw8E0n.AMw@netcom.com>
Source record: 180540

I have almost always had problems with using my B/W monitor
with my Atari 1040ST. The problems don't occur when I
use my color monitor.

Basically, the screen starts slowing going to inverse video.
The screen appears to shimmer as it is going through the
transition and sometime I can see a visible grid matrix on
the screen (maybe at chip boundaries?).

This problem has gotten worse as time goes on. Unfortunately,
I need to use B/W with the CUBASE music software I have.

Anybody else experienced this? Is there a quick fix like
giggling the video board? I guess there must be a seperate
board for B/W and color.

Any help would be appreciated?

-Tony-

Anthony R. Marriott
Anmar, Inc.
Software Consulting Services

3877. Re: Just got an 1040STf... Now what?

Newsgroup: comp.sys.atari.st
Date: 1994-09-16 17:18:42 UTC
From: urbansky@bailey.com
Message-ID: <Cw8G36.4sL@bailey.com>
Source record: 180513

In article <35cat0$au5@panix.com>, blakjak@panix.com (Noah Mittman) says:
>
>So I have this beast now. :) Wondering if and what kinds of stuff can I run
>on it? I'm asking more for something like the top ten utilites and programs
>available via FTP for the ST, so I know what to look for.
>Also, is there a faq for csas, or some other texts on file formats, hardware
>ratings, etc., for the Atari line?

Well, it ain't particularly fast, though it was in its' day ... what sort of stuff does it run? Well, I use my ST for MIDI applications and nothing else, as software for doing anything else on it is a bit hard to find. It _is_ good for MIDI, though, and some of the best sequencers and ed-libs made are made for the Atari ... this is the only area where there is any market support as far as I know (actually I think there are some DTP programs for it as well that are pretty good).

As for utilities, check out CodeHead, Double-Click, Gribnif ... there were a couple Macintosh emulators for it (emulates a Mac Plus) though I don't know if those are still produced. In it's day, though, the ST was the first computer to emulate a Mac (and it did it pretty well, too).

As for hardware, it runs a 68000 at 8MHz. Graphics are lo-res (320x200) with 16 colors, med-res (640x200) with 4 colors, and high-res (640x400) with the Atari monochrome monitor (the color resolutions need the color monitor). The total color pallette is 512 colors (the STe does 4096 I believe). It has I think 3-channel sound mono (the STe I think is a 4-channel stereo machine, like the Amiga). There are some pretty cool games for the ST if you're into that sort of thing.

3878. CLI with NeoDesk & Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-09-16 18:36:40 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <35cojo$p0q@charm.magnus.acs.ohio-state.edu>
Source record: 180517

Hi, can anyone recomend a nice "add-on" cli that works with NeoDesk and Geneva.
I'm looking for something preferably PD or Shareware (I'm cheap! -).

Thanks!

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"To my mind the most frightening book ever published is Lewis F. Richardson's
'Statistics of Deadly Quarrels'. You've probably never heard of it even though
its relevance to the mess you're in is at least as great as that of Darwin's
'On the Origin of Species,' which you learned about in fourth grade. And that's
because it's so completely terrifying only those 'experts' who are adequately
armoured with preconceived contrary ideas which will enable them to disregard
Richardson's work completely ever get to study it."
- Chad C. Mulligan

3879. Re: OMen

Newsgroup: comp.sys.atari.st
Date: 1994-09-16 18:41:40 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <35cot4$7n0@nyheter.chalmers.se>
Source record: 180536

```
In article <35cdjo$onn@lion.inmos.co.uk>,
David Foy <davef@aragorn.inmos.co.uk> wrote:
>Does anyone have any info on OMen ( I believe it is a PD. multitasking platform
>for the ST/TT ). It was previewed in a UK atari mag ( either Format or Review )
>a while ago

Actually it's a shareware multitasking platform. A demo version is
available at atari.archive.umich.edu. The good thing about OMen is that
there will be versions for atari, amiga and mactintosh => you're supposed
to run the same programs on all machines! The bad thing is that the GUI
isn't that good (in my opinion).

Christer

--
| Chalmers | USENET: d2cg@dtek.chalmers.se | "Today I've started |
| University | SNAIL: Christer Gustavsson | earning my second |
| of | Hasselvagen 6 | million. The first |
| Technology | S-430 91 H?N? | one failed." |
```

3880. Wanted: Infocom Games

Newsgroup: comp.sys.atari.st
Date: 1994-09-16 18:49:04 UTC
From: osteele@u.washington.edu
Message-ID: <35cpb0$dek@news.u.washington.edu>
Source record: 180537

Wanted: Infocom Games

If you have or know someone who has these, let me know. They must be totally complete (ALL docs/stuff that originally came with them). The computer type doesn't matter:

Plundered Hearts
Nord and Bert Couldn't Make Head or Tail of It
Arthur
Shogun
Journey

Please send asking price, I'd rather trade for other software but may buy depending on the price.

3881. Re: Printer redirector wanted

Newsgroup: comp.sys.atari.st
Date: 1994-09-16 18:50:33 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <35cpdpINN1a92@sat.ipp-garching.mpg.de>
Source record: 180538

Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
: Can anyone tell me the names of some programs that can redirect output
: from the printer port to a file? Basically, I have a program that can
: output PostScript, but only directly to the printer port (really dumb, that).

: I thought these were fairly common, but I could only find one on
: atari.archive.umich.edu, and it does not work very well. The one I found
: is called ICCA (I can capture anything, cool name at least).

These programs are not fairly common, unfortunately. The other one I know of
is Barrel, but it has problems handling large output (such as your postscript
file probably would be). I wrote an accessory once which did the same (and
worked fairly well with the old Tempus Word versions) but never did get past
alpha stage...

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

3882. Re: B/W Video problems

Newsgroup: comp.sys.atari.st
Date: 1994-09-16 19:30:03 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <35crnr$mbk@mailer.fsu.edu>
Source record: 180543

Anthony Marriott (anmar@netcom.com) wrote:
> I have almost always had problems with using my B/W monitor
> with my Atari 1040ST. The problems don't occur when I
> use my color monitor.
>
> Basically, the screen starts slowing going to inverse video.
> The screen appears to shimmer as it is going through the
> transition and sometime I can see a visible grid matrix on
> the screen (maybe at chip boundaries?).
>
> This problem has gotten worse as time goes on. Unfortunately,
> I need to use B/W with the CUBASE music software I have.
>
> Anybody else experienced this? Is there a quick fix like
> giggling the video board? I guess there must be a seperate
> board for B/W and color.

Are you by any chance using an ICD host adaptor in your hard drive setup?
If so, the problem could be the DMA cable connecting the host adaptor to
the computer. ICD gave away free cables that would correct this problem
when it first surfaced. On the other hand, I thought the problem was
localized to Mega2 computers. However, I could have misunderstood the guy.
The cables that caused the problems were the first run of the fancy ones
that have "ICD" molded into them, with the thumbscrews instead of actual
screws. The older cables (generic looking, real screws to fasten them to
the port nuts) fixed the problem right away for me. Hope that helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3883. Re: Noedesk 4 To Slow To Load

Newsgroup: comp.sys.atari.st
Date: 1994-09-16 20:00:43 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <35cthb$a3u@golem.wcc.govt.nz>
Source record: 180546

] RS> Also the speed of loading is far to slow, it looks like I will
] RS> be going back to using NEODESK III, to me its far to messy,
] RS> far to cluttered...
]
] Doesn't seem to be too slow to load for me - at least, compared
] to the amount of time a Macintosh takes to boot up! Are you booting
] from floppy or a hard drive?

Good point! Even from a fast SCSI drive, most system 7 mac's I've seen take almost a minute to boot up completely. (And those with TSR's take longer!) :)

3884. Slip over MintNet

Newsgroup: comp.sys.atari.st
Date: 1994-09-16 20:13:15 UTC
From: David L Watson <dw4g+@andrew.cmu.edu>
Message-ID: <AiSTlPy00YUoA4qV5L@andrew.cmu.edu>
Source record: 180518

I'm trying to run slip using MintNet and I've run into some problems (big surprise!). I've run the test in the FAQ using udpprobe, and Mint-Net seems to be working fine.
When I run /etc/slattach -t /dev/ttyb -r hostname, it tells me:

ioctl (SIOCSIFLINK): invalid function number.
connot get interface name

What exactly does this mean?

I'm never quite sure that I still have my connection over the serial line. (BTW I basically have a straight serial connection to the network, no modem.) What can I use to basically just send stuff to and from the modem2 port, from within MiNT? All I need to do is send a few carriage returns and "slip" and make sure that it's getting received.
The other possiblity that I have considered is that something is wrong with what I'm typing in as the hostname. I've tried using the straight IP address of the host I'm connected to, but it gives me the same error.
Also, what do I need to do to set up the speed of the port? I've tried to set /dev/ttyb to be 38400 (using stty), but it won't let me do it. It works when I do 19200. (/dev/modem2 has been renamed to /dev/ttyb, so that shouldn't be a problem).

Thanks,
David

3885. Thanks for help on assembler: $70 VBI

Newsgroup: comp.sys.atari.st
Date: 1994-09-16 20:55:02 UTC
From: rrk@vixen.cc.bellcore.com
Message-ID: <35d0n6$aav@athos.cc.bellcore.com>
Source record: 180550
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Thanks much to all those who helped me with understanding
the role of register $70 in assembler for the ST.
As I now understand it, the machine on its own checks $70 every
vertical blank (it interrupts the current process to to this),
and goes to the address in the $70 register.
Whatever instructions are found at that address, the machine will
perform, and then discontinue the interrupt to resume current
processing. At least I think that is what is going on now.
This makes me wonder if there is a practical limit to the number
of instructions one can ask the machine to do during this vertical
blank interrupt. Anyway, I appreciate your help very much.
My studies continue. Now the ST Format tutorial is trying to
teach me why dividing the sprite frame number in an OCP Art
file by 16, and then multiplying it by 640 gives me a sprite.
Beats me. Anyway, I'll keep pondering. Thanks again for the earlier
help!

Randy Kutz Bellcore ..!bellcore!vixen!rrk
or rrk@vixen.cc.bellcore.com

3886. Software for sale or trade

Newsgroup: comp.sys.atari.st
Date: 1994-09-16 21:28:58 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <35d2mq$5kh@mailer.fsu.edu>
Source record: 180520
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

For sale or trade:

Below are a bunch of ST items I want to sell or trade. For buyers, highest reasonable offer gets the item, with preference going to those that buy more than one item. Shipping will be negotiated with the offer.

As for trades, let me know what you have and we may be able to work something out. I am looking for some games (Vroom, Armourgeddon, Prince of Persia, Flight of the Intruder, and many others), Stereotek 3D glasses, working Wico bat handle or Ergo joysticks, European ST magazines (ST Action and ST Review particularly) and probably lots of other stuff. Cash can make up for deficient trade material from either party. Shipping will be negotiated with the trade (though for trades, I often suggest that both parties eat the shipping). Don't be shy, send me some email and let me know what you have to trade.

All of the items below are original commercial products owned by me. Unless otherwise noted, all original boxes, manuals, and disks are included. I have cheats for some of the games, and will include them with the sale/trade.

Please reply via email.

****Application and Utility****

Tempus v1.x, excellent text editor, not as good as Tempus II, but no slouch either. Blazingly fast (hence its name), even on a box-stock 8mHz system. Designed for programming, great for general editing as well.

Neodesk Command Line Interpreter, v. 2.0, adds a command line interface to Neodesk with MSDOS/UNIX style commands. More commands can easily be added (the GNU versions of standard UNIX utilities, for example). This version is really more MSDOS-like than UNIX-like, but the new version 2.1 (to which this can be upgraded) is supposed to be more UNIX-like. There are a couple of neat things about this CLI. First, it pops up in a window on the desktop, so a CLI is only a mouse click (or keyboard macro) away. One can drop batch files onto the CLI icon to execute them, which can be quite handy. Finally, it is quite small, primarily because it reuses the routines in Neodesk to do standard file operations (i.e. when the CLI copies a file, it uses the code already in Neodesk to do it). Only works with Neodesk.

Wordup v3.x, Neocept, with the large thesaurus and large dictionary extra options, plus lots of Genie notes about bug fixes and work-arounds. This is an excellent WYSIWYG word processor, but it does have some bugs. The rights to the code were purchased by Atari (and some of the code used in Atari Works, or so I hear). It is not buggy enough

to be unusable, just irritating at times. This is the final version
that was released.

TurboJet, Neocept, fast GDOS print driver for HP Deskjet and Laserjet printers,
includes a bunch of 150 and 300dpi fonts. Claims to be 200-500%
faster than other HP drivers (for that time, I don't know if there
are faster ones out now).

Microsoft Write for ST, buggy WYSIWYG word processor, the only Microsoft
product ever made for the Atari that I know of, includes a full
copy of Atari GDOS. Can be run from floppies and a ramdisk (Jeez,
did I really do that? I must have been really patient back then :-).
I managed to produce a bunch of papers and letters with it using only
a floppy and color monitor, so it is useful.

Personal Pascal, ICD, I believe this is the final version of this compiler.
The only limitation with it that I know about is that one cannot
pass functions as arguments. Other than that, it is a complete
Pascal compiler environment. The lack of this feature will not
hamper most Pascal programmers, IMHO. Good docs on both Pascal and
the Atari programming environment (it's a big fat softcover book).

CAD 3-D v1.0, Antic, original disk accidently laundered (don't ask :-),
includes original docs plus backup floppy. This is not really for
architectural design (i.e. Dynacadd or Autocad), but to make nifty
3D animations for fun.

****GAMES (Arcade Action)****

Alien Syndrome, overhead view scrolling shoot'em up, lots of fun for two
simultaneous players. Plenty of fast and furious shooting.

Captain Fizz Meets the Blaster-Trons, Psygnosis, sort of like a Gauntlet II
in space, best with two simultaneous players (screen is split to give
each player their own view). Overhead view, destruction galore.

Xevious, Mindscape, port of the stand-up Arcade game Xevious, vertical
scrolling "fly over the landscape shooting and bombing everything"
game.

Baal, Psygnosis, Excellent platform/adventure game (mostly arcade action).
Future setting, sideways scrolling, large sprites, good guns. This
is a pretty hard game, but lots of fun.

Enduro Racer and Crazy Cars, combo pack, no docs, Enduro Racer is a cross
country motorcycle racing game, Crazy Cars is a racing game. Both
are OK, though quite old.

Super Cycle, Epyx, no docs, oval track motorcycle racing.

Custodian, futuristic platform shoot'em up game, excellent graphics, fast
scrolling, lots of weapons, etc.

Eliminator, strange driving/shoot'em up game, lots of different weapons and bad guys.

Frostbyte, Starsoft, side-view platform game, I would recommend it for a small child (in terms of its difficulty). A bit boring for us big children, IMHO.

President Elect 1988 edition, SSI, presidential election simulation, graphics are quite lame (mostly text, in fact), but I suppose a political process fan might like it. It does not appear to be particularly tied to the 1988 elections, and has data for US elections all the way back to 1960. Can apparently be used to predict elections as well.

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****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3887. Big ST Sale - Part II

Newsgroup: comp.sys.atari.st
Date: 1994-09-16 21:51:46 UTC
From: osteele@u.washington.edu
Message-ID: <35d41i$hu6@news.u.washington.edu>
Source record: 180521

All this stuff is for sale. If you want anything I'll taking highest bid over $1 per item, or I will sell all for a set price.

I'm also open to trading for just about anything. If anything interests you, drop me some e-mail. Prices are very negotiable.

Title	Maker	Price
A-Copier	MegaSoft	$2.00
Advanced OCP Art Studio	Rainbird	$6.00
Afterburner	Activision	$8.00
Alcon	Taito	$4.00
Assempro	Abacus	$14.00
Balance of Power	Mindscape	$6.00
Battletech	Infocom	$11.00
Black Cauldron	Sierra	$12.00
Blood Money	Psygnosis	$9.00
Boulder Dash Cnst. Kit	Epyx	$4.00
Bureaucracy	Infocom	$10.00
Captain Blood	Mindscape	$7.00
Cartoon Capers	Mandarin	$8.00
Championship Wrestling	Epyx	$4.00
Chessmaster 2000	Software Toolworks	$11.00
Codename Iceman	Sierra	$12.00
Combat Course	Mindscape	$4.00
Cosmic Pirate	Outlaw	$4.00

Crash Garret	Infogrammes	$4.00
Crimson Crown	Polarware	$3.00
Crystal	Antic	$2.00
Curse of Azure Bonds	SSI	$14.00
Cyber Control	Antic	$9.00
Cybermate	Antic	$5.00
DAC Easy Accounting	DAC	$9.00
Dark Castle	360	$4.00
Dark Side	Spotlight Software	$4.00
Data Manager ST	Timeworks	$18.00
Datamap Collection I	Antic	$5.00
Death Sword	Epyx	$4.00
DEGAS	Electronic Arts	$6.00
Deluxe Paint	Electronic Arts	$29.00
Demon's Winter	Strategic	$10.00
DeskMaster	Startroniks	$2.00
Devon Aire	Epyx	$4.00
Digispec	Trio	$9.00
Dive Bomber	Epyx	$3.00
Dollars & Sense	Monogram	$9.00
Double Dragon	Melbourne	$4.00
Drafix CAD	Drafix	$39.00
Dragons of Flame	SSI	$12.00
Drakken	Draconian	$18.00
Easy Draw Font Pak 1	Migraph	$7.00

Echo	MichTron	$9.00
Educational Graphics	Timeworks	$4.00
EmailMan	SRG	$5.00
Enchanter	Infocom	$8.00
eSTeem PILOT	eSTeem Inc.	$24.00
Experimental Statistics	Lionheart	$34.00
Eye of Horus	Fanfare	$3.00
EZ Track ST	Hybrid Arts	$21.00
F-15 Strike Eagle	Microprose	$11.00
F-16 Combat Pilot	Digital	$7.00
Falcon	Spectrum Holobyte	$14.00
Fast Basic	Computer Concepts	$14.00
Final Assault	Epyx	$6.00
Fire & Forget	Titus	$4.00
Firezone	PSS	$4.00
Flash	Antic	$5.00
Flexessory	EA Brown	$5.00
Flight Simulator II	Sublogic	$9.00
Flight Simulator II Japan	Sublogic	$4.00
Flight Simulator II	Sublogic	$7.00
Font Writer Plus	Startroniks	$3.00
Fontz	Neocept	$9.00
Forecasting/Time Series	Lionheart	$34.00
Foundations Waste	Exocet	$3.00
Galdregon's Domain	Pandora	$5.00

Gauntlet	Mindscape	$4.00
GBA Championship	Gamestar	$4.00
GFA BASIC	MichTron	$7.00
GIST Sound Tool	Antic	$5.00
Global Commander	Datasoft	$4.00
Golden Path	Firebird	$4.00
Goldrunner	microdeal	$4.00
Goldrunner II	microdeal	$7.00
Great Battles	Royal	$6.00
Guild of Thieves	Rainbird	$5.00
Habaview	Haba	$2.00
Hammerfist	Vivid Image	$7.00
Hard Drive Turbo Kit	MichTron	$8.00
Heroes of the Lance	SSI	$7.00
High Roller	Mindscape	$2.00
Hippo Almanac	Hippo	$2.00
Hippo Spell	Hippo	$2.00
HiSoft BASIC Professional	HiSoft	$24.00
Hound of Shadow	Electronic Arts	$12.00
Immortal	Electronic Arts	$13.00
Imperium	Electronic Arts	$11.00
Impossible Mission 2	Epyx	$5.00
Imprint	HAL	$7.00
Interlink	Intersect	$6.00
International Soccer	microdeal	$6.00

International Soccer	Microstyle	$6.00
Jack Nicklaus Golf	Accolade	$14.00
Jet	SubLogic	$7.00
Jewels of Darkness	Firebird	$3.00
Jug	microdeal	$4.00
Juggler	MichTron	$9.00
Jupiter Probe/Karate Kid	microdeal	$5.00
K-Data	Kuma	$11.00
K-Graph 3	Kuma	$18.00
K-Resource 2.6	Kuma	$14.00
K-Roget	Kuma	$9.00
K-Word 2	Kuma	$14.00
Karate Kid 2	microdeal	$4.00
Kick Off	Anco	$5.00
Kid Talk	First Byte	$11.00
King of Chicago	Cinemaware	$6.00
King's Quest 3	Sierra	$12.00
King's Quest II	Sierra	$4.00
Knight Force	Titus	$12.00
Kult	Exxos	$6.00
Language Disk	Atari	$2.00
Lattice C	Metcomco	$14.00
LDW BASIC Compiler 2.0	LDW	$14.00
Leader Board Golf	Access	$7.00
Leatherneck	microdeal	$4.00

Leisure Suit Larry	Sierra	$12.00
Light Corridor	Infogrammes	$12.00
Live and Let Die	Domark	$4.00
Logistix	Precision	$19.00
Lurking Horror	Infocom	$10.00
M-Disk + RAMdisk	MichTron	$2.00
Mach 3	Loriciels	$4.00
Macro Assembler	Metcomco	$14.00
MacSee	Reeve Soft	$24.00
Magical Math III	Atari	$7.00
Make it Move	MichTron	$5.00
Mavis Beacon Typing	Software Toolworks	$15.00
Mean 18 Course #2	Accolade	$4.00
MegaFont	Xlent	$3.00
MegaTraveller 1	Empire	$16.00
Metrocross	US Gold	$4.00
Micro C-Tools	Beckmeyer	$4.00
MicroLeague Wrestling	Micro League	$7.00
Milennium 2.2	Electric Dreams	$10.00
Mindshadow	Activision	$3.00
Mini Golf	Magic Bytes	$4.00
Mixed Up Mother Goose	Sierra	$8.00
ML '86 NL & AL Teams	Micro League	$6.00
ML '87 NL & AL Teams	Micro League	$5.00
ML Baseball Owners' disk	Micro League	$6.00

Modula 2 v. 2	TDI	$19.00
Modula 2 v. 3	TDI	$34.00
Moebius	Origin	$6.00
Molgraph	ST Club	$6.00
Mortville Manor	European	$4.00
Mouse Trap	TDC	$3.00
Nether World	Hewson	$4.00
Obliterator	Psygnosis	$5.00
Oo-Topos	Polarware	$3.00
Outrun	Sega	$5.00
PageStream Fonts A & 1 to	SoftLogik	$30.00
PaintPro	Abacus	$9.00
Paintworks	Activision	$8.00
Pandora	Firebird	$5.00
Partner Fonts Disk 1	SoftLogik	$2.00
Pawn	Rainbird	$5.00
pc-ditto	Avante-Garde	$19.00
Phantasie III	SSI	$8.00
Phantasm	Exocet	$4.00
Pinball Wizard	Accolade	$9.00
PM Interface	Xlent	$1.00
PM Interface	Xlent	$4.00
Police Quest	Sierra	$12.00
Populous	Electronic Arts	$12.00
Power Drift	Activision	$8.00

Power Struggle	PSS	$4.00
Precious Metal	Ocean	$7.00
Prince	ARC	$6.00
PrintMaster Art Gallery I	Unison World	$7.00
PrintMaster Art Gallery II	Unison World	$7.00
Pro Tennis Tour	UBI Soft	$7.00
Procopy	Proco	$4.00
Protext 5	Arnor	$34.00
Publishing Partner (mono)	SoftLogik	$3.00
Q*Ball	Mindscape	$5.00
Quartet	microdeal	$14.00
Questron 2	SSI	$7.00
Quick ST 3.0	Branch Always	$12.00
RAMdisk	Power Systems	$1.00
Real BASIC	Real	$5.00
Red Lightning	SSI	$9.00
Revolver	Intersect	$10.00
Rick Davis Soccer	Melbourne	$6.00
Rings of Zilfin	SSI	$8.00
Road Wars	Arcadia	$4.00
Roadwar Europa	SSI	$6.00
Robocop	Ocean	$7.00
Rockford	Electronic Arts	$4.00
Running Man	Ocean	$8.00
S.D.I.	Cinemaware	$5.00

Scan Art	Migraph	$11.00
Shackled	US Gold	$4.00
Shadowgate	Mindscape	$4.00
Shoot 'em up Construction	Outlaw	$14.00
Shuffleboard	Shelbourne	$4.00
Shufflepuck Cafe	Broderbund	$6.00
Sidearms	Go	$4.00
Silent Service	Microprose	$6.00
Silicon Dreams	Rainbird	$3.00
Sinbad	Cinemaware	$4.00
Slaygon	microdeal	$4.00
Slicctop	Sliccware	$9.00
Space Ace II	Readysoft	$18.00
Space Cutter	Rainbird	$6.00
Space Rogue	Origin	$9.00
Space Station Oblivion	Epyx	$4.00
Spectrum 512	Antic	$9.00
Spellbreaker	Infocom	$10.00
Speller Bee	First Byte	$12.00
Spiderman	Adventure Int'l	$6.00
Spitfire 40	Avalon Hill	$6.00
ST BASIC & Sourcebook	Atari	$5.00
ST Karate	Eidersoft	$3.00
ST Logo	Atari	$5.00
ST Wars	Miles	$3.00

Stalker 2.0	Strata	$6.00
Starglider	Rainbird	$3.00
Starglider II	Rainbird	$13.00
Stealth PMC 1.5	PMC	$4.00
Stellar Crusade	SSI	$6.00
Steno	Gribnif	$14.00
Stone Breaker	Softgold	$4.00
STOS BASIC	Mandarin	$13.00
Strider 2	US Gold	$9.00
Sub Battle Simulator	Epyx	$7.00
Super Huey	Cosmic	$3.00
Superbase Personal	Precision	$24.00
Superbike Challenge	Broderbund	$5.00
Supercharger	Migraph	$7.00
Switchblade	Gremlin	$8.00
Tass Times	Activision	$5.00
Tau Ceti	Thunder Mountain	$3.00
Tax Advantage '87	Double Eagle	$2.00
TC! Power	Dept.Tech	$14.00
TCB Tracker	mph	$12.00
Techno Cop	US Gold	$6.00
Tempus II	MichTron	$14.00
Terramex	Victory House	$3.00
Terrorpods	Psygnosis	$6.00
Test Drive	Accolade	$6.00

Their Finest Hour	Lucasfilm	$19.00
Time Bandits	MichTron	$3.00
Top Gun	Ocean	$3.00
TOS 1.0 on Disk	Atari	$14.00
Touchup	Migraph	$12.00
Tournament of Death	Infogrammes	$2.00
Tracker	Rainbird	$3.00
Trinity	Infocom	$10.00
Turbo Cup	Loriciels	$6.00
Turbo ST	Softrek	$7.00
Tusker	System 3	$7.00
TV Sports Football	Cinemaware	$8.00
Typhoon Thompson	Broderbund	$4.00
Typing Tutor/Word Invaders	Academy	$9.00
U.N. Squadron	U.S. Gold	$6.00
UltraScript ST-1	Imagen	$59.00
Untouchables	Ocean	$10.00
Video Vegas	Baudville	$6.00
Virus	Rainbird	$6.00
Wanderer	Pyramide	$3.00
War in Middle Earth	Virgin	$8.00
Willow	Mindscape	$5.00
Winter Challenge	Thunder Mountain	$4.00
Winter Games	Epyx	$5.00
Wishbringer	Infocom	$8.00

Wizard's Crown	SSI	$7.00
World Championship Karate	Epyx	$3.00
Xybots	Domark	$7.00

3888. Re: Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-09-17 00:05:50 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EIRABJVM@ttgk.textlitho.nl>
Source record: 180466

In <359lf9$l0t@darkstar.UCSC.EDU> Rowland Baker wrote :

>
>h but......The Falcon can handle 1200 X 900 no prob on any joe-schmoe
>SVGA monitor (with Screenblaster or Blowup or whatever, all rather cheap
>add-ons). And the Falcon can do it with color. I use a rather nicer
>resolution of 1200 * 700 with 4 colors for DTP work.

And at what frame refresh rate ? The quality of the TT-High picture is
extremely good at 72 Hz, I bet your Falcon doesnt even do 60 Hz at
1200x700.

>So I don't see why that was brought up as an arguement against the Falcon,
>as the Falcon is clearly superior in this category. Of COURSE it isn't as
>fast, but I THINK that's the only advantage of the TT (that and maybe the
>VME).

Because the TT has this standard, you don't need extra add-ons or
modifications. Also the TT is capable of displaying 256 real grey scale in
320x480, the Falcon can only do... Euhm. 6 bits per color that gives 64 :-P
(also not true, as not all colors have 6 bits so really 32...)
Some other TT advantages:
* Faster...
* Cheaper SCSI cables (Mac compatible)
* 32 bit Fast-Ram (and 64 bit ST-Ram)
* 4 serial ports
* Floating point copro standard (at 32 MHz)
* Better case, with detached keyboard.

So I'll stick with my TT for now, unless Atari brings out a Falcon 040 at
50 Mhz in a mini tower case...

Gert

--

-- --
Atari TT-Point
-- --

3889. Re: Wanted: TCP/IP package for Atari with PPP or SLIP network driver

Newsgroup: comp.sys.atari.st
Date: 1994-09-17 00:11:33 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cw8z7A.D2J@cix.compulink.co.uk>
Source record: 180499

> Is there any tcp/ip package for the Atari (commercial, shareware, pd,

Two freeware ones are MiNT-Net and KA9Q. There is at least one other
freeware one, and there has been a commercial one in the past.

MiNT-Net is excellent, but requires a lot of time and effort (not to mention
hardware) to set up properly.

KA9Q is an integrated package which is much easier to set up, but more
limited in what it can do.

Don't know anything about the other one, except there were D-LINK DE600
pocket ethernet adaptor drivers for it.

Roland.

@CiX

3890. Re: Falcon HD access errors

Newsgroup: comp.sys.atari.st
Date: 1994-09-17 00:16:12 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EIRABJVP@ttgk.textlitho.nl>
Source record: 180467

In <357nvn$m54@nyheter.chalmers.se> Johan Klockars wrote :

>BlowUP does not change the bus speed, but it forces the graphics chips to
>use more of the band-width. This is what I think is causing the problems,
>but I've not heard from anyone else who've had problems.
>Could the hardware bug that normally involves sound DMA have something to
>do with my problems perhaps?
>
>Are there any other BlowUP users with fast SCSI drives around?
>
>I ran my test program a hundred times in a monochrome mode with no errors.
>I've also copied hundreds of mega bytes around in the same mode without
>any problems. If I use my normal 1008x608x16 mode, I get _one_ word error
>somewhere in the first (of 75) mega bytes my test program reads. In another
>mode (256 colours) I get 15-20 errors, also in the first of 75 Mb read.
>The errors don't occur every time I run the test program. More like 40% of
>the time.
>
>
>I can't be the only one with these problems, can I?

Nope, but I guess you're stretching the hardware to the limit, recently I
tried to upgrade a Falcon to 40 Mhz and although the manufacturer of the
kit never found a Falcon who wouldn't run at that speed, this one refused
to go at 40 Mhz. I modified the kit to 32 Mhz and it all ran fine. So by
speeding up the video logic it could be that the chip isn't releasing the
bus fast enough and 'contaminates' other memory (or DMA) operations.
Atari never designed the chips for higher speeds...

Gert

--

-- --
Atari TT-Point
-- --

3891. Re: Microdeal's Replay 16

Newsgroup: comp.sys.atari.st
Date: 1994-09-17 00:27:40 UTC
From: group1@access3.digex.net
Message-ID: <35dd5s$hfc@access3.digex.net>
Source record: 180460

In article <35av4f$49t@lyra.csx.cam.ac.uk>,
J. Sullivan <js10039@cus.cam.ac.uk> wrote:

>(Also, are Replay's own sample manipulations as slow as ****, or have I
>just been spoilt by all the 486DX66s at uni?)
>
>John

Yes, the Replay software is painfully slow...

Brian Barton
group1@access.digex.net

3892. Uniterm 2.0e015

Newsgroup: comp.sys.atari.st
Date: 1994-09-17 00:33:30 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <35ddgq$i1p@mailer.fsu.edu>
Source record: 180459
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have added a file in /Telecomm on atari.archive.umich.edu that has the instructions for downloading the last version of Uniterm, 2.0e015. This has been the final version for several years, but I'm sure most folks ended up with a previous one, as the author requests that no site other than the one mentioned below carry this last version. Atari.archive has the last version released for general distribution, 2.0e011.

So, for those that like Uniterm, and want to have the final version, it is on the machine chsun.chuug.ch in /software/atari/UniTerm. Please do not upload it elsewhere, as per the author's wishes (this paragraph is essentially what the file on atari.archive says).

I have been unable to get ahold of the author, Simon Poole. I would like to ask him to release the source (so someone could add Zmodem capability), or at least to allow atari.archive.umich.edu to stock the final version. If anyone has a current email address for Simon, please let me know.

For those that don't know, Uniterm is a telecommunications package that is particularly suited for UNIX connectivity. It does excellent vt100 emulation, and uses the full screen (with standard system font) for a large fast terminal display. It offers a powerful macro language, which can be used to automate tasks (or even to add Zmodem capability, in a fashion). Even after all these years, I would rank it very high in the list of ST terminal programs.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3893. Re: virtual memory on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-09-17 00:36:16 UTC
From: Spencer.Davies@mettav.exnet.com
Message-ID: <779789166.0@mettav.exnet>
Source record: 180464

US> too but I can't remember them all right now. There is also a new
US> version of the HDDRIVER hard disk driver software included in OUTSIDE
US> 3.3. The easiest way to upgrade is to ask you distributor about it,
US> Lexicor I guess.
Thanks, I shall go and pester Yat then ;-)

Spencer

* Origin: The Net is Yours,USE IT!Don't Abuse IT! (Turbonet 100:1011/0.2)

3894. Re: OMen

Newsgroup: comp.sys.atari.st
Date: 1994-09-17 01:44:35 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <35dhm3$evv@golem.wcc.govt.nz>
Source record: 180529

] Actually it's a shareware multitasking platform. A demo version is
] available at atari.archive.umich.edu. The good thing about OMen is that
] there will be versions for atari, amiga and mactintosh => you're supposed
] to run the same programs on all machines! The bad thing is that the GUI
] isn't that good (in my opinion).

Agreed. It _looks_ vaguely similar to the Amiga workbench, but is worse
to use!

They also want from memory about $200US for it. (I don't see it becoming
a commonly used OS!)

3895. Re: Chaos Engine on MegaSTE

Newsgroup: comp.sys.atari.st
Date: 1994-09-17 02:11:13 UTC
From: abarbiero@delphi.com
Message-ID: <Bg8T37Z.abarbiero@delphi.com>
Source record: 180525

<L676791@LMSC5.IS.LMSC.LOCKHEED.COM> writes:

>By the way, I have asked one retailer, to verify that the games he sells works
>on my Mega STe. The retailer is B & C Computer of Santa Clara, California.
>Since he's one of the few Atari dealers left, I don't want to flame him too
>badly, but whenever I ask if a game will work on my Mega STe, they tell me,
>probably, but they can't guarantee it, they won't open the box to check it on
>a Mega STe in the store, and if you open the box, you bought it. No returns.
>Therefore, I don't buy many games from them. Too bad. I upgraded my old 520ST
>for a Mega STe several years ago, and generally I've been satisfied, but
>it's a damned shame that I can't take advantage of one of the few features

Mark,

Why don't you try ordering from STeve's? He is in Sacramento, so you
would have to mail order. . .but he provides MUCH better service than
B&C Computervisions. (I have dealt with both!!) STeve keeps an up to
date listing of what is compatible with what, and he does extensive
testing (ie, he tests everything!) and he ships everything out priority
mail. STeve will be happy to bend over backwards to help you out,
while B&C won't. I used to go into B&C all the time when I was stationed
at Moffett, and I have never been impressed with their knowledge and
attitude to their customers. Call STeve at 1-800-487-7783. You won't
regret it!

Andreas@AEO

3896. Re: STE_FIX.PRG sought.

Newsgroup: comp.sys.atari.st
Date: 1994-09-17 03:51:06 UTC
From: dburns@world.std.com
Message-ID: <Cw99D7.IA3@world.std.com>
Source record: 180531
Body handling: HTML body converted to readable text

"CALARCO,PASCAL VINCENT,MR" writes:

>In article dburns@world.std.com (David R Burns) writes:
>>I bought a used 1040STe, but the STE_FIX.PRG was not included. I can't
>>seem to find it anywhere. I think it is an AUTO folder program that will
>>bring my TOS v.1.06 up to v.1.62? This should allow me to get to LOW RES
>>easily?
>>
>>Any help appreciated.
>>
>>Dave Burns
>>Lowell, MA
>>
>>.
>>.

>Hmm...I'd try ftp atari.archive.umich.edu --or-- ftp wuarchive.wustl.
>edu

> I don't think the STE_FIX.PRG brings the OS up to 1.62, it just fixes
> the boot-into-low-rez bug that 1.60 has. Good luck! If you still
> can't find it there, mail me back & I'll send you a uuencoded copy
> of the prg .

> Pascal Calarco

Thanks, someone UUencoded and sent it to me. BTW, I couldn't find it a
umich, wustl. hensa, or several others I tried. Strange...it seems it
would be in demand to buyers of used STe's like me.

bye!

3897. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-09-17 04:06:06 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <35dpve$5m4@terminator.rs.itd.umich.edu>
Source record: 180483
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- molin 16578 Sep 9 07:29 ./Games/mines.lzh
-rw-r--r-- baldrick 24239 Sep 10 10:34 ./Games/0index
-rw-r--r-- molin 29239 Sep 8 06:36 ./Games/Adventure/nh_bw.lzh
-rw-r--r-- molin 38701 Sep 8 06:36 ./Games/Adventure/nh_guide.hyp
-rw-r--r-- molin 29210 Sep 9 07:28 ./Graphics/ant.lzh
-rw-r--r-- molin 35119 Sep 9 07:28 ./Graphics/ascdraw.lzh
-rw-r--r-- entropy 13757 Sep 10 10:21 ./Graphics/0index
-rw-r--r-- molin 9737 Sep 9 07:28 ./Music/chords.lzh
-rw-rw-r-- weiner 3585 Sep 10 10:19 ./Music/0index
-rw-r--r-- molin 119937 Sep 10 10:39 ./0ls-lR.Z
-rw-r--r-- molin 119381 Sep 10 10:40 ./0ls-lRc.Z
-rw-r--r-- weiner 196 Mar 13 1994 ./Magazines/Diskmags/Stoser/stoser.txt
-rw-r--r-- molin 469959 Sep 8 10:23 ./Magazines/Diskmags/Stoser/stoser14.zip
-rw-r--r-- molin 148091 Sep 10 10:37 ./0compind.Z
-rw-r--r-- molin 365829 Sep 10 10:37 ./0index
lrwxr-xr-x molin 24 Sep 11 15:19 ./Graphics/figlet21.lzh -> ../Telecomm/figlet21.lzh
-rw-r--r-- molin 119887 Sep 11 15:23 ./0ls-lR.Z
-rw-r--r-- weiner 7558 Sep 11 15:19 ./Telecomm/0index
-rw-r--r-- molin 86274 Sep 11 07:28 ./Telecomm/figlet21.lzh
-rw-r--r-- molin 119473 Sep 11 15:25 ./0ls-lRc.Z
-rw-r--r-- molin 148091 Sep 11 15:22 ./0compind.Z
-rw-r--r-- molin 365831 Sep 11 15:22 ./0index
-rw-r--r-- weiner 7584 Sep 13 21:19 ./Telecomm/0index
lrwxr-xr-x hyc 22 Sep 14 18:31 ./Mint/MPatches/README -> mint-1.11h2-README.1ST
-rw-rw-r-- hyc 3807 Sep 14 18:13 ./Mint/MPatches/mint-1.10h8-1.10h9-diffs.gz
-rw-rw-r-- hyc 67373 Sep 14 18:26 ./Mint/MPatches/mint-1.10h9-1.11h1-diffs.gz
-rw-rw-r-- hyc 68203 Sep 14 05:18 ./Mint/MPatches/mint-1.11beta1-1.11h2-diffs.gz
-rw-rw-r-- hyc 49424 Sep 14 05:29 ./Mint/MPatches/mint-1.11h2-README.1ST
-rw-rw-r-- hyc 11746 Sep 14 18:29 ./Mint/MPatches/mint-1.11h1-1.11h2-diffs.gz
-rw-r--r-- entropy 13763 Sep 16 20:13 ./Graphics/0index
-rw-r--r-- boydm 22048 Sep 16 06:48 ./Graphics/img.lzh
-rw-r--r-- boydm 238584 Sep 12 00:25 ./Utilities/stg_e_01.lzh
-rw-rw-r-- entropy 28159 Sep 16 20:20 ./Utilities/0index
-rw-r--r-- boydm 119973 Sep 16 20:24 ./0ls-lR.Z
-rw-r--r-- weiner 7665 Sep 16 20:10 ./Telecomm/0index
-rw-r--r-- boydm 323 Sep 16 20:09 ./Telecomm/uniterm.readme
-rw-r--r-- entropy 5921 Sep 16 20:17 ./Programming/0index
-rw-r--r-- boydm 53666 Sep 16 06:48 ./Programming/clac_bin.lzh
-rw-r--r-- boydm 248293 Sep 16 03:58 ./Programming/egem_200.lzh
-rw-r--r-- boydm 119549 Sep 16 20:25 ./0ls-lRc.Z
-rw-r--r-- boydm 147951 Sep 16 20:23 ./0compind.Z
-rw-r--r-- boydm 366588 Sep 16 20:22 ./0index
--
```

```
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

3898. Gemulator help

Newsgroup: comp.sys.atari.st
Date: 1994-09-17 08:05:44 UTC
From: simonh@perth.DIALix.oz.au
Message-ID: <35e80o$442$1@perth.dialix.oz.au>
Source record: 180463

Thanks to everyone who replied to my original Gemulator query. I know this is a cop-out, but there were too many replies to respond to individually!

We've now bought the Gemulator, but (here's the crunch) I figured we could use a 2-chip set of TOS 1.62 out of a dead STE. Has anybody managed to get this particular TOS set going? The PC keeps looping, showing two, three or four bombs after accessing the floppy drive and hard disk.

It doesn't say in the manual whether TOS 1.6 works with Gemulator.. maybe there's a conflict because the STE has extra hardware that's not being emulated.. who knows?

CHeers,

SIMON HAYNES

3899. How to save graphics in PureC??

Newsgroup: comp.sys.atari.st
Date: 1994-09-17 08:13:35 UTC
From: h54118@sakura.kudpc.kyoto-u.ac.jp
Message-ID: <h54118.779789615@sakura>
Source record: 180541

Dear everybody,

I need hints or, better, a subroutine to save screen graphics using
PureC. Something like .img format or so.

Any help greatly appreciated,

Christian

3900. Re: Connect dead?

Newsgroup: comp.sys.atari.st
Date: 1994-09-17 09:22:59 UTC
From: wwc@dxhrb3.desy.de
Message-ID: <WWC.94Sep17112259@dxhrb3.desy.de>
Source record: 180534

In article <CvxC1G.Go1@world.std.com> azog@world.std.com (azog) writes:

The last version of CoNnect I got is 2.46, dated March 1994. I am
wondering, and hopeing not, has Wolfgang given up on Connect?

Well - we will hav a new version in a few weeks supportng NVDI3 and
new featres in MAGIC3. Be patient... -)

Wolfgang

3901. Re: I have a copy of Gemini that's old. Is there a update?

Newsgroup: comp.sys.atari.st
Date: 1994-09-17 10:38:13 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <35egul$kj3@ra.ibr.cs.tu-bs.de>
Source record: 180535

```
s.bennett@uea.ac.uk wrote:
: Title line says it all
: Cheers

: ********* Who wants to die in credit anyhow? **********

: Stephen Bennett
: School of Environmental Sciences
: University Of east Anglia
: NORWICH
: UK
: NR4 7TJ
: (UK) 0603 504461 Home (UK)0603 592550 (work)

Gemini2 is under development.
The current test-version is 1.999a.
You can get it at every major german ftp-site.
Try
ftp.uni-paderborn.de

Be prepared to find some bugs and report them to the author.

BTW an English version is under construction.

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de
```

3902. Re: Atari Falcon vs IBM Compatible w/SoundBlaster

Newsgroup: comp.sys.atari.st
Date: 1994-09-17 12:36:49 UTC
From: fg024@cleveland.Freenet.Edu
Message-ID: <35ent1$lfr@usenet.INS.CWRU.Edu>
Source record: 180542

You can do d2d on the falcon there's planty of sh/fr ware
products available to do so.

Ludo
--
E-Mail : Fg024@Cleveland.freenet.edu
Falcon 030 VGA + FPU 4/200

3903. SCSI Ethernet on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-09-17 14:38:15 UTC
From: sccoe@ucscb.UCSC.EDU
Message-ID: <35ev0n$eh0@darkstar.UCSC.EDU>
Source record: 180544

So can I buy one of those SCSI Ethernet adapters (they cost $200 I believe)
and use it with the Falcon?

Will Upoint or the TCPIP software support this? I can't make heads or tails
of these software packages, because all the docs are in German.

Some help, please?

3904. Re: Printer redirector wanted

Newsgroup: comp.sys.atari.st
Date: 1994-09-17 14:46:31 UTC
From: jonord@fizban.solace.mh.se
Message-ID: <jonord.779812972@fizban>
Source record: 180545

boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

>Can anyone tell me the names of some programs that can redirect output
>from the printer port to a file? Basically, I have a program that can
>output PostScript, but only directly to the printer port (really dumb, that).
>Anyway, I want to be able to get this into a file so I can take it to a
>PostScript printer elsewhere.

There's is a CPX (german ofcourse) that is sort of "all your printer needs".
It includes spooler etc. and it can also redirect output to any file you want.
I have tried it from Calamus and it works fine.

It's called Spooler CPX (or something similar) and it's from AsM.

/J

--
Shine on You crazy Diamond and make sure you Keep Talking
after all, we're only ordinary men...
/|\ Joakim Nordlander jonord@solace.mh.se

3905. Re: Just got an 1040STf... Now what?

Newsgroup: comp.sys.atari.st
Date: 1994-09-17 15:30:15 UTC
From: blakjak@panix.com
Message-ID: <blakjak-1709941830150001@vidipax.dialup.access.net>
Source record: 180522

> As for utilities, check out CodeHead, Double-Click, Gribnif ... there
> were a couple Macintosh emulators for it (emulates a Mac Plus) though I
> don't know if those are still produced. In it's day, though, the ST was
> the first computer to emulate a Mac (and it did it pretty well, too).

Hmmm, but what do they do? >:) Aha!!!!

> As for hardware, it runs a 68000 at 8MHz. Graphics are lo-res (320x200)

Heck, I spent four years using a 65816 at 2.18 Mhz. :)

> with 16 colors, med-res (640x200) with 4 colors, and high-res (640x400)
> with the Atari monochrome monitor (the color resolutions need the color
> monitor). The total color pallette is 512 colors (the STe does 4096 I
> believe). It has I think 3-channel sound mono (the STe I think is a
> 4-channel stereo machine, like the Amiga). There are some pretty cool
> games for the ST if you're into that sort of thing.

Yeah, my friend who gave me the STf kept the 4 meg STe. :) Apparently, he had a whole bunch of them at one point - the U. of Maryland got rid of a lot, if not all, of the Ataris they had. They were actually throwing them in dumpsters.
(This is a while ago - they're all out!)

3906. Re: OMen

Newsgroup: comp.sys.atari.st
Date: 1994-09-17 15:41:02 UTC
From: vctec@westminster.ac.uk
Message-ID: <CwA68G.MH3@westminster.ac.uk>
Source record: 180547

Christer Gustavsson (d2cg@dtek.chalmers.se) wrote:
: In article <35cdjo$onn@lion.inmos.co.uk>,
: David Foy <davef@aragorn.inmos.co.uk> wrote:
: >Does anyone have any info on OMen (I believe it is a PD. multitasking platform
: >for the ST/TT). It was previewed in a UK atari mag (either Format or Review)
: >a while ago

: Actually it's a shareware multitasking platform. A demo version is
: available at atari.archive.umich.edu. The good thing about OMen is that
: there will be versions for atari, amiga and mactintosh => you're supposed
: to run the same programs on all machines! The bad thing is that the GUI
: isn't that good (in my opinion).

The version at a.a.u.e is v2.46, and the one at hensa, I have 2.46 and
v2.50

v2.50 I could not get to work on my STe or the Mega at work, however,
it is supposed to work on Falcons and TTs as some people who downloaded
it told me. v2.50 is also a lot nicer looking than it's older
companion.

Watch out for v2.53 soon...I will be getting it from Genie soon...when
it is uploaded...or any later versions.

BTW, you can get the files in the paths:

micros/atari/tos/n/n190/omen246d.lzh and some text files
micros/atari/tos/o/o097/omen250d.lzh

Funny how the versions are numbered.....the number of times the
programs are compiled ot something....ie, 246 times, and 250 times...

Have fun..

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

3907. Gem Spool(er) 3.2

Newsgroup: comp.sys.atari.st
Date: 1994-09-17 15:44:44 UTC
From: vctec@westminster.ac.uk
Message-ID: <CwA6EM.MLI@westminster.ac.uk>
Source record: 180548
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi all

Just to say, I have just received GEM Spooler 3.2d, and will install it
on hensa on Monday, when I get back to work.

hehehe...I will be testing it out all weekend....

This is the ShareWare (keyware) program...so if you like it, you are
expected to pay the registration fee.

TTFN
Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

3908. Re: Walls of Illusion

Newsgroup: comp.sys.atari.st
Date: 1994-09-17 16:14:54 UTC
From: Colin.Campbell@mettav.exnet.com
Message-ID: <779996842.0@mettav.exnet>
Source record: 180438

Max bibbled on 14 Sep 94 to All...

>> Are any of you playing this excellent RPG? I'm rather stuck ATM.
>> I've discovered quite a few levels and mapped most of them but a few
>> places are still closed to me.
>
> I'd like to be playing it, but the copy one of your across the pond
> pals sent me won't work on either of my computers. And to top that off,
> I lost the envelope he sent the disk in, and couldn't properly thank
> him! Of all the luck...

Hmm. Well, the docs do say that it works on the TT and (I think) the Falcon too
but I think the compression method used doesn't like it. For faster loading I
unpacked the prog and it went from 220k to 580k in size. :) If you want I can
send you the unpacked version....

> How do you find the time to play all these games, Col?? And how far
> did you get in Frontier? You ever figure out how to get those HUGE
> ships ya always see docked around the space stations???

Simple: due to unemployment (the big U) I've got tons of time on my hands. I'm
doing various courses etc to keep my mind occupied but I've still got lots of
time to, er, waste. :)

I've given up with Frontier for the time being. I got seriously bored since the
Feds wouldn't promote me any further and doing the same missions over and over
again is really yawn-time.

Col

Gabber system: Col@Bibble.Mettav.exnet.com

* Origin: ~~ Col's Burblings... ~~ (100:101/12.4)

3909. Re: HARDISK

Newsgroup: comp.sys.atari.st
Date: 1994-09-17 16:30:56 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EIRQCFUSUp@dksoft.ping.dk>
Source record: 180478

In <35738t$275@hasle.oslonett.no> Lars-Erik Oesterud wrote :

>HELP !!!!
>
>I try to format a Quantum 425i S SCSI disk in my MEGA STE but HDX
>just won't :-(("check your connection and try again")
>
>FHDX will format it, but only makes 4 partisions og max 32 Mbyte
>(and that's only 128 MB of the whole 425 Mbyte !!!)
>Supra harddisk formatter has more partisions but each is max 16 Mbyte
>
>And if I try to repartision the disk with HDX after formatting with
>FHDX or Supra I only get a "error in boot-sector - reformat disk" !
>
>Everything works great on a TT - but I don't have a TT....
>
>Does anyone know what to do (anyone from Atari out there ?)
>

Try with ICD programs insted. Or maybe a newer version of AHDI will be able
to do the job, as i think the 32Mb limit is a pretty old limit, which has
been changed. But since i don't normally use AHDI to format/partition my
harddrive, i'm not sure about that.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

3910. Re: searching for a Tape Backup SW

Newsgroup: comp.sys.atari.st
Date: 1994-09-17 16:31:36 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EIRQCFUUUp@dksoft.ping.dk>
Source record: 180481

In <356nke$jht@Bonn.Germany.EU.net> mh@gmwd.de wrote :

>
>Hi,
>
>Iï¿½m searching for a Tape Bachup Program for an ATARI TT with a Viper C2525S
>525MB SCSI Tape streamer directly connected to the SCSI-Bus.
>

Use Gemar!

Greets
Kim

--

-- --
UPoint News-Signature
-- --

3911. Re: CLI with NeoDesk & Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-09-17 17:16:02 UTC
From: erkamp@janus.arc.ab.ca
Message-ID: <CwAAMr.99o@arc.ab.ca>
Source record: 180452

In article <35cojo$p0q@charm.magnus.acs.ohio-state.edu>,
dhbutler@magnus.acs.ohio-state.edu (Panjandrum) writes:
>Hi, can anyone recomend a nice "add-on" cli that works with NeoDesk and Geneva.
>I'm looking for something preferably PD or Shareware (I'm cheap! -).

What about NeoDesk's CLI. I have been using this for quite some time and I am
quite happy with it. I believe it's about $30 U.S. It takes both DOS and Unix
style commands, does batch files and assorted other things. If you want more
information feel free to mail me.

Bob Erkamp --> It Could Happen <-- A L B E R T A
erkamp@arc.ab.ca R E S E A R C H
http://saturn.arc.ab.ca/~erkamp/ C O U N C I L

3912. Any voice mail software for the ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-09-17 17:24:11 UTC
From: putney@suburbia.apana.org.au
Message-ID: <putney.779822651@suburbia.apana.org.au>
Source record: 180455

I just bought a voice mail capable modem. I understand that I can use it like an advanced answering machine with the right software. Does any software like this exist on the st ?. If it does, would I in any way be able to run Straight Fax 2 at the same time?.

Thanks in advance

putney@suburbia.apana.org.au

--
---
suburbia.apana.org.au
Suburbia Public Access Unix - 24 Hr Internet Connection - +61 3 596 8366
==========

3913. Re: Printer redirector wanted

Newsgroup: comp.sys.atari.st
Date: 1994-09-17 17:31:49 UTC
From: jabrana@powertech.no
Message-ID: <1994Sep17.173149.17049@powertech.no>
Source record: 180451

Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
: Can anyone tell me the names of some programs that can redirect output
: from the printer port to a file? Basically, I have a program that can
: output PostScript, but only directly to the printer port (really dumb, that).
: Anyway, I want to be able to get this into a file so I can take it to a
: PostScript printer elsewhere.

: I thought these were fairly common, but I could only find one on
: atari.archive.umich.edu, and it does not work very well. The one I found
: is called ICCA (I can capture anything, cool name at least). Any pointers
: to such programs would be greatly appreciated. Thanks in advance.

You can try out Multi Shen ,which should also be avaliable from a.a.u.e.
in the Utilities folder. It only works on 68000 machines ,so of no use if
you use a Falcon or TT.

--

___ __ ___ __ __ ___ _ __ _____________________________________
\ /_ / /_ / / /) /_ -=> Jabran Akhtar <=- /////
\\ __/ / /_ _ / / \ /_ ///
_____________________________ jabrana@powertech.no ____//

3914. ST stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-17 17:32:13 UTC
From: bryedewa@news.delphi.com
Message-ID: <35f96t$kk@news.delphi.com>
Source record: 180453

I have the following books for sale:

DSP 56001 User's Manual
Atari ST Internals
Compute's Atari ST VDI
Atari Falcon 030 Developer Documentation 1.0
Compute's Atari ST TOS
zzSoft's Introducing Atari ST machine code (w/ disk)
Atari ST Application Programming
Atari ST Tricks & Tips

All 8 for $20 + shipping.

True Paint from Hisoft: (like new) $10

Leave mail to:
Bryedewaard@delphi.com

3915. Re: CLI with NeoDesk & Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-09-17 18:00:34 UTC
From: thopman@uoguelph.ca
Message-ID: <35fas2$gjj@nermal.cs.uoguelph.ca>
Source record: 180461

Panjandrum (dhbutler@magnus.acs.ohio-state.edu) wrote:
: Hi, can anyone recomend a nice "add-on" cli that works with NeoDesk and Geneva.
: I'm looking for something preferably PD or Shareware (I'm cheap! -).

Any .TOS CLI should work with GenevaTOS. There are numerous examples of
CLI's fitting your requirements...check out a.a.u.e.

THeo

3916. Re: What is LittleNet?

Newsgroup: comp.sys.atari.st
Date: 1994-09-17 18:03:30 UTC
From: thopman@uoguelph.ca
Message-ID: <35fb1i$gjj@nermal.cs.uoguelph.ca>
Source record: 180457

Rowland Baker (sccoe@ucscb.UCSC.EDU) wrote:

: What exactly is this program supposed to do? I have it set up between the
: Falc and ST with the MIDI cables, but all I can do is send text messages
: back and forth (yee-hah!).

: What are those A - B - C ... J boxes represent? What does read only/write
: only mean? How do I copy files across the network?

There is an inproved version of LittleNet around, called astoundingly enough, MediumNet, with various improvements like allowing you to save your defaults. I haven't used either (just taken a cursory look) since I don't have two ST's to network, but the letters allow you to set up the network so that you can access the other machine's drives (Slowly.).

THeo

3917. Re: B/W Video problems

Newsgroup: comp.sys.atari.st
Date: 1994-09-17 18:22:18 UTC
From: Spencer.Davies@mettav.exnet.com
Message-ID: <779954562.0@mettav.exnet>
Source record: 180439

On 16 Sep 94 at 16:33:58, Anthony did truly state.....

AM> Basically, the screen starts slowing going to inverse video.
AM> The screen appears to shimmer as it is going through the
AM> transition and sometime I can see a visible grid matrix on
AM> the screen (maybe at chip boundaries?).
I had this exact problem on my STFM. A long journey in a car fixed it so it must be a loose chip. Try checking the Shifter, MMU, Glue and possibly even your TOS chips. The MMU and Glue are the hardest to check as they are in those square chip packages.

Spencer

spencer@boondock.mettav.exnet.com

* Origin: The Net is Yours,USE IT!Don't Abuse IT! (Turbonet 100:1011/0.2)

3918. Re: What is LittleNet?

Newsgroup: comp.sys.atari.st
Date: 1994-09-17 18:33:50 UTC
From: Stephen Haynes <mountainair@delphi.com>
Message-ID: <ZcwwPfe.mountainair@delphi.com>
Source record: 180454

LitleNet was my first exposure to networking on the Atari computers.
it's a simple program that works almost intuitively. The catch I believe
is that you must install a desktop "Drive" icon. This icon represents the
network drive you are accessing.

LittleNet will only access one icon, which is why the accessorie has the
selections.

EX.
From the ST select "c" in the accessory. When you click on the network
drive you will see the contents of the Falcon's "C" drive.

Now select "A" on the ST accessory and when you select the network drive
you will see the contents of the Falcon's "A" drive.

From your message it seems that the acc. is installed correctly and you are
using 2 MIDI cables, since you recieved messages.

To access the ST from the Falcon, follow the same procedure.

The read and write properties are referred to as "rights". Each computer
has the right to grant reading and writing access independently.

This LittleNet is a wonderful quick utility that I carry always. The speed
of transfer is approx. equal to floppy access. This acc. works with a max
of 2 Atari computers. There are other larger group networking programs
but this one is the most userfriendly.

I hope this was helpful.

~Stephen

3919. Are you from Cologne? I have a question to you. Personal replies only, please. Thanks. <empty>

Newsgroup: comp.sys.atari.st
Date: 1994-09-17 19:26:04 UTC
From: "Igor A. Baikov" <igor@wlad.spb.su>
Message-ID: <AAedpUkKH5@wlad.spb.su>
Source record: 180472
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,alt.music.filk

[No readable article body recovered]

3920. Re: Neodesk4/Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-09-17 21:46:33 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <35fo3p$ri4@golem.wcc.govt.nz>
Source record: 180462

] I Use Neodesk 3.04 with Geneva. They work perfect together...
] I don't know about Neo V4 but i 'll buy it soon. I saw the Neodesk 4 demo a
] it was really amazing..(i noticed about the load delay you mention in your
] letter). Tell me..the background file operations, worked allright with
] Geneva?? Are they fast enough with a simple ST? or they hook the whole
] system??

If you set speed to minimum, then the system is still usable, but copying
etc. takes around 10 times longer than usual! :)

Setting it to the 1st from the left on a Falcon copies at a good speed,
and doesn't noticably slow the system down.

(I've got my dialogs set to _not_ appear in windows so that they are
purely single-tasking and get the job done at max' speed!)

3921. GOOD OLD ST SOFTWARE FOR SALE!!

Newsgroup: comp.sys.atari.st
Date: 1994-09-17 22:45:02 UTC
From: chipdancer@aol.com
Message-ID: <35frhe$m6l@newsbf01.news.aol.com>
Source record: 180479

I am selling all of my old ST software that has been taking space in my garage. I hope someone will find this stuff interesting. I will sell it cheap, but I would like to sell it all as a group if possible.
These are original disks with original packaging and docs:
Bubble Bobble (the finest game ever written IMHO), Speedball, Double Dragon, The Great Giana Sisters (a Super Mario clone that was banned), Tetris (Mirrorsoft), Star Trek-the Rebel Universe, ST Karate (triangle shaped box), Indiana Jones and the Temple of Doom, Gauntlet, Dungeon Master (way ahead of its time), Mudpies (one of the first commercial ST games), Trinity, Moonmist, Mindshadow, Sundog, Winnie the Pooh, Donald Ducks Playground, Degas Elite, Mighty Mail, Star Struck astrology, Midiplay, Signs and Banners, Microsoft Write.
These are disks only:
Plutos, Millipede, Star Raiders, Time Bandit 2.1, Shadowgate, Arkanoid, Math Talk, Midi Maze, Tower Toppler (amazing game), Sword of Kadash, Joust, Rogue, Obliterator, Thundercats, Terrorpods, Karate Kid, Major Motion, Rockford, Shanghai, Psion Chess (very strong), Mad Libs, Barbarian, A Mind Forever Voyaging, Defender of the Crown, Airball, Stoneage Deluxe, Little Computer People, ST Wars, Q Ball, Hex, Super Cycle, Flight Simulator and Book, Space Quest, King's Quest 2&3, Leisure Suit Larry, Hacker, Tass Times in Tonetown, Hitchhikers Guide, Oo-Topos, Fahrenheit 451, 10th Frame, Red Alert.
I will ship COD with shipping collect to the highest bid.
Please email direct to:
dginbey@mail.tea.texas.gov or if that doesn't work try:
dginbey@tenet.edu
Damon

3922. For Sale: Cubase/Studio Module/MIDEX+/Sound Designer

Newsgroup: comp.sys.atari.st
Date: 1994-09-17 22:48:14 UTC
From: dunham@src.honeywell.com
Message-ID: <35frne$n0i@moon.src.honeywell.com>
Source record: 180475
Cross-posted to: rec.music.makers.synth,comp.sys.atari.st

```
+-------------------------------------------------------------------------+
| Atari Software/Hardware F O R S A L E : |
| |
| CUBASE 3.1 + Manuals + Dongle (for Atari ST/STE/TT/FALCON) |
| |
| STUDIO Module + keydisk + man. o Total Recall Studio Organizer |
| for Cubase o Easy access to all synth voice lists & |
| automatically renames part & inserts |
| Program & Bank Changes! |
| o Simple "Total Recall" of ALL your |
| MIDI & synth bank dumps for each song! |
| |
| MIDEX+ MIDI Expander w/SMPTE. o 2 In / 4 Out + Standard Atari in/out |
| o TOTAL (including Atari in/out) = 80 ch. |
| o SMPTE In/Out - lock any tape to Cubase. |
| o 4 cartridge slots for Cubase dongle & |
| other cartridges/devices! |
| |
| SOUND DESIGNER by DigiDesign o Sample Editor works over MIDI |
| o Digital Editing, Equalization, Loops, |
| Merging, Crossfading, Filtering, and |
| Fast Fourier Transform displays. |
| o Also supports Sample Dump Standard. |
| o True 16-bit version (v1.5) |
| |
| Offering VERY attractive deal on any of the above. |
| All serious inquiry's to: dunham@homer.src.honeywell.com |
| or call: 612-894-0405 |
```

3923. Re: Hardisk

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 00:30:17 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <35g1mp$t09@golem.wcc.govt.nz>
Source record: 180469

In article <a29_9409170517@softtech.brisnet.org.au>, Nesral@closer.brisnet.org.au (Nesral) writes:
>HI Lars I have a MEGASTe 4/50 and the guys in Perth Western Austrailia had
>trouble putting a larger HD in it when i purchased it, in the end we gave
>up. Irecently was talking to them about the fact that Ishar II would work
>of the HD on a TT but not on the MSTe and was told that that was because
>the MSTe is (internally) NOT FULLY SCUSSI COMPATIABLE. So what does it all
>mean, well, it beats me. I have given up and purchased a second hand
>Megafile 30 which i intend to up grade with a SeQuest 105 removeable HD.

Well you won't be able to, The mega File 30, is a RLL type device,
and the Sequest is a SCSI type device..

ISHAR II has nothing at all to do with the hard drive at all, some one is
giving you rubish...

From memory the MEGA STE does not use Parity, I can't see why a biger
hard drive can't bee fitted...?

>
>Seeyoulatermate
>
>Geoff of OZ.
>
>

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3924. Re: Gem Spool(er) 3.2

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 00:49:21 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <35g2qh$t09@golem.wcc.govt.nz>
Source record: 180470
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Danny I sent you three files last week, but so far no responce,?

One was Autosort 4.1 , GUCK18b and DCX220C...

Also some e-mails bur no responce from you..??

These files are not on any other site..?

>--
>Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
> Computer Centre, Lancaster University, Lancaster LA1 4YW
> D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
> danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3925. Re: Faster Than Light

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 00:58:41 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <35g3c1$t09@golem.wcc.govt.nz>
Source record: 180471

In article <779589040.AA01059@jina.rain.com>, Max.Denebian@p480.f318.n105.z1.fidonet.org (Max Denebian) writes:
>I've dialed into Faster Than Light and Interplay, their marketer for the
>sequel to Dungeon Master, Dungeon Master II, Skullkeep. First the good
>news.
>
>SKullkeep will be released in time to fill everyone's Christmas stocking on the PC on disk and CD rom. The Amiga version will follow afterwards.
>>Now for the bad news.
>>Interplay says they have loads of Jags sitting around, but are not marketing any titles that the 'producer' named 'Fergus' I talked to knew about. Hmmm. He says they use them to look at games with.
>>Will Interplay be releasing FTL's Skullkeep (DM II) on the Jag? Fergus didn't know, but says as far as he knows, he doubts it. Something about the 'restrictive licenseing agreement from Atari'. He wouldn't elaborate on that one.
>>So there you have it. FTL still as non-committal as they can be, and still using the receptionist as a customer relations executive. It's quite exasperating... I'd think they'd either let us know they have no interest in supporting the Jag, or they'd go out and develop for it.
>It's always a bit hairraising when I see a company which us Atari people made loads of money for, turn their back on us, and feed their talents towards the lucky Japanese... (or for that matter, the PC world...)
>

I don't blaim them....!!!

Well would you back a horse with a broken leg, Atari has let far to many people down, and could even fold next week, they never ever got there act together..

They are out to make money Atari is a very risky thing at the moment...

____
|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3926. Re: ST stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 01:22:33 UTC
From: dpj@delphi.com
Message-ID: <h0wSHnR.dpj@delphi.com>
Source record: 180468

BRYEDEWAARD@DELPHI.COM <bryedewa@news.delphi.com> writes:

> Atari ST Tricks & Tips

Bry,

Is this one of the Ralph Turner books, or something else?

-Dana

3927. ***** 1040 and 520ST system For Sale *******

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 03:10:49 UTC
From: gathings@cs.utk.edu
Message-ID: <35gb3pINNfga@duncan.cs.utk.edu>
Source record: 180473
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The following are scanners I have with no docs or
drivers:

1) IBM model 3117
2) Golden Image Scanner Model Digital Eye 64
made by Kin-Tech Corp.

If any one has any of the drivers/docs for the above scanners,
please reply via email.

Thanks

Golando

3928. ***** 1040 and 520ST system For Sale *******

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 03:10:53 UTC
From: gathings@cs.utk.edu
Message-ID: <35gb3tlNNfge@duncan.cs.utk.edu>
Source record: 180474
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

F O R S A L E

Item Desc Asking Price

Atari 520stfm 512k ram
system mouse, internal 3.5"
drive (ssdd)
68000 main processor
with communcation
software and books $150
(GEM programming etc.)

Atari 1050stf 512k ram (other 512k $250
in above system
mouse internal 3.5"
drive (dsdd)
68000 main processor
with communcation
software and books
(same as above)
SC1224 color monitor
sf354 and sf314
external floppy drives.

Atari 1200XL 64k ram /books $30

Note: All prices Negotiable.
I would like to sell system as a system and not break up.
If not sold with the week, I will junk.

Golando

3929. Re: OMen

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 03:33:54 UTC
From: azog@world.std.com
Message-ID: <CwB38I.G6K@world.std.com>
Source record: 180477

vctec@westminster.ac.uk (Denesh Bhabuta) writes:

>The version at a.a.u.e is v2.46, and the one at hensa, I have 2.46 and
>v2.50

>v2.50 I could not get to work on my STe or the Mega at work, however,
>it is supposed to work on Falcons and TTs as some people who downloaded
>it told me. v2.50 is also a lot nicer looking than it's older
>companion.

I downloaded 2.50, and running in Falcon 256 non-interlace (or even
interlace) looks very nice, smooth, and easy on the eyes, quite
unlike running it in any of the ST compatable modes.

IMHO, this is an oddity, a curiousity, more than anything, since as
far as I can tell, there is no real software to run under the thing
(correct me if I am wrong, and name some ftp sites if I am)

As for cross-platform compatability, Linux 68k would be a better place,
given the nature of linux (its FREE!!) and the number of users...

--
Billy D'Augustine azog@world.std.com

3930. Re: Help: any sources for a 720K drive?

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 05:01:43 UTC
From: abarbiero@delphi.com
Message-ID: <5CxzXxf.abarbiero@delphi.com>
Source record: 180476

Scott T. Traynor <traynost@craft.camp.clarkson.edu> writes:

>Hi, just a quick one, my 3.5" 720 died over the weekend, and it is one of
>the real early 1040STFm's with a push button like:
>

> Do they still make em like that or do i have to do a "disk ectomy"?
> Thanks for the help.
>--

I may have a old external 720K around (or three) I can send you
one or more... AS IS.. should all be working though! $30 EA.

Seriously, send me EMAIL if you want a new one, I think I have
a golden image as well as an Atari drive or two hidden around the house.

Andreas@AEO

3931. Re: SCSI Ethernet on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 05:17:15 UTC
From: abarbiero@delphi.com
Message-ID: <5A7zHFT.abarbiero@delphi.com>
Source record: 180480

Rowland Baker <sccoe@ucscb.UCSC.EDU> writes:

>So can I buy one of those SCSI Ethernet adapters (they cost $200 I believe)
>and use it with the Falcon?
>
>Will Upoint or the TCPIP software support this? I can't make heads or tails
>of these software packages, because all the docs are in German.
>
>Some help, please?

YES!!! Please this is of a great deal of interest to me and thousands
of other Atari owners... if someone understands all this mess please
commincate to all us UNIX neophytes.

Andreas@AEO

3932. Usenet Reader

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 08:16:55 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <01289KLQRGVSUERQFTR@ars.ath.forthnet.gr>
Source record: 180361

Hi!

Can anyone tell me if there is a program for my Falcon to read the newsgroups directly from a newsgroups service.

I want to be able to telnet to the service then quit from the term program and run the XXX program just like the winnv for Windows.

Michael Papadopoulos.
mipap@ars.ath.forthnet.gr

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services

3933. Scanning software/module for MicroTek ScanMaker IISP.

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 09:55:03 UTC
From: cfav1@leonis.nus.sg
Message-ID: <35h2pn$kqa@nuscc.nus.sg>
Source record: 180495

Is there a scanning software or module or part of a package for the MicroTek ScanMaker IISP? I have tried MT-Scan from DMC, but it does not support this new model. The author of MT-Scan has already left the Atari platform, as such, there is no upgrade.

--
Victor Pang Electronic Music Laboratory MultiMedia Studio
cfav1@leonis.nus.sg The Centre For The Arts 1 Rochor Canal Road
National University of Singapore #04-22, Sim Lim Square
Kent Ridge Singapore 0718
Singapore 0511 Telephone: 339-1835
Telephone: 772-2492/3 Telefax: 339-2680

3934. Re: Upgrading 520ST memory

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 10:27:30 UTC
From: John.Stoff@203-1657-4.wmeonlin.sacbbx.com
Message-ID: <812_9409191546@wmeonlin.sacbbx.com>
Source record: 180369

> From: boyd@gauss.math.fsu.edu (Mickey Boyd)
> Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech
> Followup-To: comp.sys.atari.st,comp.sys.atari.st.tech
> Date: 13 Sep 1994 01:34:04 GMT
> Organization: Florida State University Department of Mathematics
> Lines: 30
> References: <34911e$t5m@mailer.fsu.edu>
> <1994Sep6.211932.5199@cc.ic.ac.uk>
> <BAMMI.94Sep12174226@acae127.cadence.com> Reply-To: boyd@math.fsu.edu
> Nntp-Posting-Host: gauss.math.fsu.edu
> X-Newsreader: TIN [version 1.2 PL2]
>
> Jwahar R. Bammi (bammi@acae127.cadence.com) wrote:
>> In article <Cvs6sJ.F4z@cix.compulink.co.uk> rgivan@cix.compulink.co.uk
> ("Roland Givan") writes:
>
>> What is the "piggyback" memory upgrade that I have heard mentioned
> previousl
>> Definately not for the faint hearted, and not to be advised
>> nowadays.
>> why not! my orig 520st upgraded this way (on the day i got the
>> machine from the store) still sits next to my TT (and is working
>> just fine!). here are gerts (revised) instructions:
>>
>> NOTE: This is an REVISED,TESTED version of the original text
>> downloaded from CompuServe. December 6, 1985
>
> Thanks much. I'll stick this in an lzh file and file it on
> atari.archive for future reference, if you don't mind.
>
> I think I have managed to design my own SIMM upgrade, borrowing very
> heavily from an existing memory upgrade instruction set currently on
> a.a.u.e.
> If I get it to work, I'll put my instructions there as well. Actually,
> given
> that all goes as planned, I'm amazed that it is this easy (famous last
> words).
> I've also learned a bit about how modern memory works while researching
> this
> project.
>

To keep you from re inventing the wheel <G>

------------------------------ snip ----------------------------------

One of the ultimate ironies of the Atari ST system is that the computer is not upgradeable. I'm sure that many people from other computer platforms would be very quick to agree. Many others, such as Dave Small, and probably the people at ICD INC would take some small exception to this idea. I too would have to take a minor exception. Because of the relatively closed architecture of the ST this computer system has become a hackers heaven. It is with this in mind that I have written this recount of my experiences using SIMMs to upgrade STs to 2 1/2 megs.

It seems like each time I read an article about upgrades there is a long warning about warranties and technical competence. Why should I care if you ruin your computer? As far as your warranty goes, if you remove the screws on the bottom your warranty is void. My upgrade will cause your warranty to explode and possibly ruin your computer desk in the process. There is the small reminder that since the warranty is only 90 days in the first place, the odds of your warranty being valid at this time are nill. One small consolation, if you do ruin your computer while attempting this upgrade you can always buy an STe and use the SIMMs there.

The reasons I developed this particular style of upgrade are two fold. The first is that I just wanted to see if I could do it. The second has to do with my personal feelings about sockets that plug into existing chip sockets and cause permanent damage.

There are a couple of advantages to my upgrade techniques. 1} I use SIMMs, which are noted for their reliability. 2} The upgrade requires only two minor jumper/foil cuts. 3} All connections are soldered which means no sockets to ruin and if properly done provides extremely reliable long term operation.

Since you are probably going to try this anyway, you should go ahead and get yourself a pair of 1 meg x 8 SIMMs. If you should happen to get the 1 meg x 9 SIMMs, that is ok too. The speed isn't that important, but it is hard to find a set of SIMMs these days slower than 100ns anyway. While you are in the getting mode, get yourself a few feet of 28 gauge Kevlar wire such is used for wire wrapping. You will also need a decent temperature controlled soldering iron running between 750 and 800 degrees. Take your 25 watt Radio Shack type iron and throw it away while you are at it. Those small and unregulated irons are a good source of just the right types of static known for killing CMOS circuitry dead. I should also mention the fact that the longer a soldering iron remains on the circuit board, the greater the chances are that you will begin destroying the foil patterns.

The major problem I have encountered while upgrading STs is the numerous version revisions. There are no fewer than 6 different styles of mother boards and many of them use different circuit symbols for the various components. For this reason I will not be referring to any of the components by their circuit

symbols. All references will be by component name, such as the MMU, or the upper and lower RAM banks. I simply have to assume you know what your are doing.

I begin the upgrade by removing the mother board from the computer and placing in on an anti-static workbench. Depending on the model of computer, the upper bank of ram chips must be removed. By upper bank I mean the row of chips connected to the CAS1, and RAS1 lines from the MMU chip. You may verify this by measuring from pins 18, 21, and 22 of the MMU chip. CAS1 H = 22, CAS1 L = 21, and RAS1 = 18. The corresponding locations of the CAS and RAS lines on the ram chips are pins 15 for CAS and 4 for RAS.

The ST uses two rows and four columns of ram chips in their memory addressing scheme. The Row Address Strobes (RAS) are labeled RAS1 and RAS0, and the Column Address Strobes (CAS) are labeled CAS1 H, CAS1 L, CAS0 H, and CAS0 L where the H and L stand for High and Low. All the lines using the 1 are related to the the upper row and the lines labeled with the 0 are used in the lower row.

You will probably not find the above mentioned labels printed on your particular mother board. The only time I remember seeing this done was on the 520ST with modulator. Don't expect it.

If you are wanting to do this upgrade on the early 520 you should remove the entire set of ram chips. Your final upgrade will be 2 megs instead of 2.5. There is just no clean way to install all the wiring needed to installed chips.

Once the ram chips are removed it is time to mount the SIMMs and prepare the wiring. On the machines where the ram chips are mounted under the keyboard, there is a good place to mount the SIMMs right above the upper bank of ram chips. I use strips of double sided adhesive foam which I attach to the back of one of the SIMMs. I then stick this SIMM to the mother board. When the SIMM is mounted it is about 3/4 inch above the spot where the ram chips were removed. I then take another strip of adhesive foam and cut it to a width of 1/4 inch. This strip is placed on the top rear of the SIMM I just mounted on the board. Now I carefully place the second SIMM directly over the first. It is important to line the two SIMMs up so that they match exactly. When completed I have the two SIMMs stuck together, with one on top of the other. From this time on, consider the top SIMM to be the "High" and the bottom SIMM to be the "Low" column.

For the STs with the ram under the keyboard, the upper bank of ram chips just happens to be the ones farthest away from the front of the machine. It also happens that the "High" column is o the left and the "Low" column is on the right. To make remembering easier I use a marker and mark the center between the

two columns. That make eight on the left and eight on the right side of the mark.

If you have one of the STs with the ram under the powersupply, you will need to use the ohm meter and verify the locations of the upper and lower banks. While I have looked at one of these beasts I have not done an upgrade on this particular style so I cannot suggest a location for the SIMMs.

The following pinouts will be critical to your successful upgrade: 1 meg x 8 SIMM

```
0 0 0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 2 2 2 2 2 2 2 2 2 2 3
1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0
| | | | | | | | | | | | | | | | | | | | | | | | | | | |
V C D A A D A A V D A A D A A D A A N D W V D N D N R N N V
C A Q 0 1 Q 2 3 S Q 4 5 Q 6 7 Q 8 9 C Q E S Q C Q C A C C C
C S 0 1 S 2 3 4 5 S 6 7 S C
```

256K DRAM Pinout

```
1> A8 16> VSS
2> Din 15> CAS
3> WE 14> Dout
4> RAS 13> A6
5> A0 12> A3
6> A2 11> A4
7> A1 10> A5
8> VCC 9> A7
```

If you notice, there is no A9 on the ram chips. This is the new address line and special consideration is required. I will cover this further on.

I start by making a check list numbered from 1 to 30 with two columns, one for the upper and one for the lower columns.

PIN 1
Beginning with pin 1 on the SIMMs take the kevlar wire and strip back about half an inch. The neat thing about the wire is that it fits perfectly into the holes on the SIMMs. Since the Vcc line is common to both SIMMs I insert the wire into the lower SIMM and solder it into place. I then attach the wire to the upper SIMM and solder it. Because the Vcc line is what it is, I now use a slightly larger gauge wire and run it from pin 1 of the SIMM to pin 8 of the nearest vacant ram. In order to keep things neat, I keep the wires as short as possible without any undue stress.

Since I removed the 16 ram chips I have my choice of spots for the placement of the wires run from the SIMMs. The following considerations should be taken into account.

The address lines A0 through A8 are common to all the chips.
The CAS lines are split so CAS1 H is common to the upper column
of 8 chips and CAS1 L is common to the lower 8 chips. The RAS1
line is common to all 16 chips. The DQ lines are separate and
require special wiring.

PIN 2
The CAS line on pin 2 of the SIMMs needs to be split up. The
lower SIMM is wired to any convenient pin 15 of the lower column.
The upper SIMM is wired to pin 15 in the upper ram column.

---------- snip ----------
Continued in SIMM_UP2
--
: Fidonet: John Stoff 1:203/1657.4 .. speaking for only myself.
: Internet: John.Stoff@203-1657-4.wmeonlin.sacbbx.com

3935. Re: Upgrading 520ST memory

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 10:29:42 UTC
From: John.Stoff@203-1657-4.wmeonlin.sacbbx.com
Message-ID: <813_9409191546@wmeonlin.sacbbx.com>
Source record: 180367

> From: boyd@gauss.math.fsu.edu (Mickey Boyd)
> Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech
> Followup-To: comp.sys.atari.st,comp.sys.atari.st.tech
> Date: 13 Sep 1994 01:34:04 GMT
> Organization: Florida State University Department of Mathematics
> Lines: 30
> References: <34911e$t5m@mailer.fsu.edu>
> <1994Sep6.211932.5199@cc.ic.ac.uk>
> <BAMMI.94Sep12174226@acae127.cadence.com> Reply-To: boyd@math.fsu.edu
> Nntp-Posting-Host: gauss.math.fsu.edu
> X-Newsreader: TIN [version 1.2 PL2]
>
> Jwahar R. Bammi (bammi@acae127.cadence.com) wrote:
>> In article <Cvs6sJ.F4z@cix.compulink.co.uk> rgivan@cix.compulink.co.uk
> ("Roland Givan") writes:
>
>> What is the "piggyback" memory upgrade that I have heard mentioned
> previousl
>> Definately not for the faint hearted, and not to be advised
>> nowadays.
>> why not! my orig 520st upgraded this way (on the day i got the
>> machine from the store) still sits next to my TT (and is working
>> just fine!). here are gerts (revised) instructions:
>>
>> NOTE: This is an REVISED,TESTED version of the original text
>> downloaded from CompuServe. December 6, 1985
>
> Thanks much. I'll stick this in an lzh file and file it on
> atari.archive for future reference, if you don't mind.
>
> I think I have managed to design my own SIMM upgrade, borrowing very
> heavily from an existing memory upgrade instruction set currently on
> a.a.u.e.
> If I get it to work, I'll put my instructions there as well. Actually,
> given
> that all goes as planned, I'm amazed that it is this easy (famous last
> words).
> I've also learned a bit about how modern memory works while researching
> this
> project.
>

SIMM UP 2
---------- snip ----------

PIN 3
DQ0 is split. The lower SIMM is run to the first chip socket of the lower column. This should be the chip closest to the spot previously marked as the center. Both columns run from left to right. The DQ label corresponds to the Din or pin 2 of the ram socket. The upper SIMM is wired to the ram socket farthest to the left.

PIN 4
A0 should be wired from the lower SIMM to the upper SIMM. It should then be wired to the nearest ram socket pin 5. The only major concern here is neatness.

The rest of the wiring follows the same order listed above. Pin 21 of the SIMM should be jumpered between the two SIMMs and then run to ram pin 3. Pin 27 of the SIMMs is also jumpered between the two SIMMs and then run to ram pin 4.

PIN 18
The A9 line is the new address line which is required when 1 meg chips are used. This line should also be jumpered between the two SIMMs. Using the Kevlar wire I run to one of the holes where the ram chips were removed. What I like to do is drop the insulated wire through the hole and run it over near the MMU. The idea here is to run the wire from the SIMMs pin 18 through a 33 ohm resistor (which you need to come up with) to pin 64 of the MMU. I like to use a little shrink tubing over the resistor connections since this is an outboard hookup. Using a couple of convenient holes for wire routing simply makes for a neater job.

I follow my check list exactly and mark each connection as it is made. Since the key to a well done job is top quality craftsmanship, I am careful to do the best job I am capable of.

There is now a final set of steps which is required to make this upgrade work. Because the upper bank of chips was removed, it is important to do something about the routing of the Row and Column address strobes. The configuration of the computer as it now lies consists of an illegal ram configuration. By this I mean that you have a 512k lower bank and a 2 meg upper bank. This needs to be reversed.

Reversing the CAS and RAS lines is simple but can be tricky. If you don't get exactly right your computer won't boot at all. It won't hurt it, it just won't work. What I like to do is locate the resistors these line pass through. The technique is to identify which resistor is associated with CAS1 H. I then identify find the resistor for CAS0 H. Once this is done I will lift one end of each resistor. Using whatever technique i can that is clean, I cross wire the ends of the two resistors to their respective holes in the pc board. I then do the same for the CAS1 L and CAS0 L lines.

Finally I identify the RAS1 and RAS0 lines. These two lines can be found side by side with the CAS resistors. On the foil side of the circuit board I cut the foil between the pads for RAS1. I then do the same for RAS0. If you look at the spot where the resistors are mounted, it looks like there is a place for two more resistors to go. This is usually where the RAS lines are found. The final step is to run jumper wires in order to cross wire the RAS0 and RAS1 lines.

It is important to check your work with an ohm meter at this point. I use a Fluke 77 which has a diode checker position. This setting of the meter is safe for CMOS circuits boards and also makes a beeping sound whenever it senses a short. The following measurements should be taken and verified.

MMU Pin # SIMM pin # New Identity

6 <==========> upper 2 CAS0 H
7 <==========> lower 2 CAS0 L
8 <==========> both 27 RAS0

You should also verify the new CAS1 H, CAS1 L, and RAS1 lines. These lines go to the remaining ram chips which are now your new upper bank.

Ram Pin # MMU #

4 <==========> 18 RAS1
15 (right) <===> 21 CAS1 L
15 (left) <====> 22 CAS1 H

This completes the upgrade. If you want to go to 4 megs all you need to do is make a few minor changes. Remove all the ram chips and of course use 2 pairs of SIMMs. Wire one pair into the upper bank position and the second pair into the lower bank position. You do not need to do anything about swapping the CAS and RAS positions.

If you are doing the upgrade on an older 520 that does not use the 1040 mother board you can also ignore the part about the CAS and RAS swapping.

I would like to suggest that you get ahold of some type of memory tester program. There is one in the GEnie library written by Barry Orlando which will do the job nicely. Another program written by Willie Brown does a good job as well. It is also possible to use NeoDesk to look at but not test our memory. With Neo Desk simply click on the desktop info and read the screen. there is a line at the bottom of the screen which identifies free memory.

I will admit that once or twice my upgrades did not work at first and required some trouble shooting. If this is the case, you will need to double check your work. Each time I had trouble

it was caused either by a faulty solder connection or by getting confused when I swapped the CAS and RAS lines. If you get these lines wrong, you will probably not hurt anything, but your computer will lock up during the boot cycle. The only way to really hurt things is by wiring your VSS and VCC lines to the wrong places.

There is one other place you may get some trouble.
If you are upgrading from 512k and the computer has never had a memory upgrade before, there is a possibility that the MMU chip could be bad. This can occur because the CAS1 and RAS1 lines have never been used or tested. I ran into this problem once. It also doesn't hurt to remove and clean the MMU and its socket. This can pay off on the older machines.

Just in case I have inspired you to go out and do this upgrade, let me advise you that it takes me about 6 hours to do this job. Using a good desoldering machine to remove the old ram chips takes about 1 hour. You could also use a fine pair of cutting pliers and clip out the chips. This would be much faster, but I like to save the chips for other projects. The fastest upgrade I did was on a 520STFM where the 1040 mother board was used. There were no ram chips to remove.

Now that it is all done, it is time to sit back and enjoy your work. 2.5 megs is a pretty nice upgrade. The cost was fairly reasonable, the SIMMs cost $90 to $110 a pair and 100 feet of Kevlar wire costs about $5 bucks. The only other cost is for the resistors and depending on the computer you will need from 1 to 4 of them. I recommend using 1/8 watt 33 ohms.

I hope that this information is of some value to those of you who have read it. You may use this document in your club news letters or magazines provided it is printed in its entirety. You may not remove my byline cause I need some claim to fame. Finally if you should choose to perform this upgrade and kill your computer, you can always buy an STe and sell your dead computer to me, really cheap. Heck, I can always use a few more spare parts.

Paul Gittins
Portland Atari Club, PAC
GEnie id: P.Gittins

---------- snip ----------

Hope this helps,

John
--
: Fidonet: John Stoff 1:203/1657.4 .. speaking for only myself.
: Internet: John.Stoff@203-1657-4.wmeonlin.sacbbx.com

3936. Apex Media - Press Release.

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 12:18:36 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940918Z121836.754dbrewood@nest.demon.co.uk>
Source record: 180104

APEX MEDIA - FINAL SPECIFICATION

SYSTEM REQUIREMENT Atari Falcon030 4MB RAM VGA or RGB monitor A hard disk drive is not required but becomes essential when dealing with animation sequences.

COMPATIBILITY APEX MEDIA is fully compatible with the Expos&#65533; Video Digitiser, NVDI, MultiTOS, accelerators and screen enhancers. ACCessories and CPX modules are available at any time. JPEG conversion and Memory management CPX utilities are also included.

SYSTEM SPECIFICATION Selectable resolutions, 256 or true colour 320x200, 320x400 640x200*, 640x400* * RGB monitor only

Actual screen resolution 240 or 480 lines, including colour zone

Virtual canvas Configurable up to 2048x1024

APEX MEDIA A true colour animation & graphic program designed specifically for the Atari Falcon030 using 68030 and 56001 DSP machine code for unparalleled performance.

Originally produced to support the Expos&#65533; digitiser, APEX MEDIA has now been expanded to include some of the most amazing features ever seen in any single graphics program. APEX MEDIA represents sheer power for all forms of graphic applications - a performance which has only been seen before on workstations.mance which has only been seen before on workstations.

For Animation & Morphing, APEX MEDIA excels. The Morphing option provides a proportional re-scale, stretch, skew and mirror across X & Y axes - new images can even be imported from disk and pasted above or below the existing picture. superb means to smoothly transform from one image to another while the powerful block functions allow complex animations to be produced quickly anded on a 4MB Falcon. easily - rotation to any angle, proportional re-scale, stretch, skew and mirror across X & Y axes - new images can even be imported from disk and pasted above or below the existing picture.

Post-Processing of animations can be performed using noise reduction, dejagging or motion blur to enable smooth transitions between frames. Advanced Delta compression of the sequence reduces memory and disk overheads, allowing large sequences to be produced on a 4MB Falcon.ed area being painted or filled to the required colour. Analog Transforms and Masks can be used in conjunction with an extensive range of brushes - simply select the function and paint.

The digitising tool allows single or multiple frame capture from moving smoothly around the canvas under zoom mode provides the user with pixel

accuracy. video in real-time up to 512x320 resolution in 16-bit true colour. Rostrum camera work stretches the system further by providing a 24-bit captureto any number of colours. facility. e imported into smaller canvas sizes with the use of fine scaling and the virtual canvas can be reconfigured up to 2048x1024, coupled with smooth scrolling around the image. Special features such as graduated circles, lines, rectangles and interpolative polygons, all drawn in real-time, puts APEX MEDIA head and shoulders above the competition.

For incredible realism, APEX MEDIA supports a true airbrush. This doesn't just place random dots on the screen, but processes the background image to transform the colour being used to produce a graduated spray effect.

Image Processing can be used in real-time for the Post-Production of true colour images to achieve a more natural (or bizarre) effect. Transforms or Masking of certain areas permits hue, saturation and brightness settings to be defined prior to the selected area being painted or filled to the required colour. Analog Transforms and Masks can be used in conjunction with an extensive range of brushes - simply select the function and paint.

The Real-time zoom is available at all times and can even be used during the replay of animations. Every single tool is, naturally, fully usable under zoom conditions, including the realistic airbrush and Image transforms. The ability to draw while moving smoothly around the canvas under zoom mode provides the user with pixel accuracy.

File formats are supported to cover virtually every file type - TGA, GIF, MTV, SPU, JPEG, SEQ, ANM, FLC, DAC, FWR. Existing Atari ST artwork is even supported with the inclusion of PC1 format. Images of any type can also be imported with colour reduction to any number of colours.

Full support is given to VGA and RGB monitors. True colour images can be

�supersampled� when using 256 video modes and even 256 colour images can be enhanced within true colour video modes by the use of dithering and supersampling. Large images can even be imported into smaller canvas sizes with the use of fine scaling and the virtual canvas can be reconfigured up to 2048x1024, coupled with smooth scrolling around the image.

TITAN DESIGNS LTD - 021-414 1630

--

==
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
==
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
==
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
==

3937. Re: Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 12:20:29 UTC
From: jonal@hiof.no
Message-ID: <jonal.2636.2E7C308D@hiof.no>
Source record: 180482

In article <Up-EIRABJVM@ttgk.textlitho.nl> gert@ttgk.textlitho.nl (Gert van der Knokke) writes:

>Because the TT has this standard, you don't need extra add-ons or
>modifications. Also the TT is capable of displaying 256 real grey scale in
>320x480, the Falcon can only do... Euhm. 6 bits per color that gives 64 :-P
>(also not true, as not all colors have 6 bits so really 32...)
>Some other TT advantages:
>* Faster...
>* Cheaper SCSI cables (Mac compatible)

And, the ACSI port as well - this is just like having 2 SCSI bus'es...

>* 32 bit Fast-Ram (and 64 bit ST-Ram)
>* 4 serial ports
>* Floating point copro standard (at 32 MHz)
>* Better case, with detached keyboard.

>So I'll stick with my TT for now, unless Atari brings out a Falcon 040 at
>50 Mhz in a mini tower case...

I'm eagerly awaiting more info from Toad Bay about their 040 TT card...

Jon

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman

3938. Re: searching for a Tape Backup SW

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 13:40:00 UTC
From: Karl.Foley@f101.n2501.z1.fidonet.org
Message-ID: <aba_9409181528@yssabme.embassy.co.uk>
Source record: 180494

```
On 14 Sep 94 at 21:35:27, mh@gmwd.de wrote...

m> I+m searching for a Tape Bachup Program for an ATARI TT with a Viper
m> C2525S 525MB SCSI Tape streamer directly connected to the SCSI-Bus.

How about Diamond Back 2/3, Gemar or TAR?

ATB,
Karl.

+-----------------------------------------+
| e-mail : Karl.Foley@standard.embassy.co.uk |
+-----------------------------------------+
--
|Fidonet: Karl Foley 1:2501/101
|Internet: Karl.Foley@f101.n2501.z1.fidonet.org
|
| Standard disclaimer: The views of this user are strictly his own.
```

3939. The Best ATARI BBS software ????

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 15:02:23 UTC
From: s9205525@otto
Message-ID: <35hkpv$cnn@aggedor.rmit.EDU.AU>
Source record: 180490

Can someone advise me what the best software is for setting up an
ATARI BBS???? Something that handles all the high speeds is what I
want to know about (not the old michtron stuff). Commercial or PD.
Also what price (US$ or UKpounds), and where it can be obtained.
....John Moon s9205525@otto.bf.rmit.edu.au

3940. Re: Printer redirector wanted

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 16:32:34 UTC
From: David L Watson <dw4g+@andrew.cmu.edu>
Message-ID: <AiT6iWy00awQARj0wi@andrew.cmu.edu>
Source record: 180484

Excerpts from netnews.comp.sys.atari.st: 17-Sep-94 Re: Printer
redirector wanted Joakim Nordlander@fizban (801)

> There's is a CPX (german ofcourse) that is sort of "all your printer needs".
> It includes spooler etc. and it can also redirect output to any file you want.
> I have tried it from Calamus and it works fine.

So does this mean there's a way to get Calamus to output a postcript
file suitable for re-printing to a postscript printer?

David

3941. Atari Clubs

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 17:38:00 UTC
From: dan.dreibelbis@balmybeach.tor250.org
Message-ID: <af3b2024@balmybeach.tor250.org>
Source record: 180492

```
BJ> Hi All Atari freaks. I'm a board member and SysOp of the
BJ> Swedish Atari Club.. I would come in contact with other Atari
BJ> Clubs etc around the world to share info etc about the Atari
BJ> market. Please answer in Email. Best regards Bertil Jagard
BJ> SysOp Swedish Atari Club..

Bertil - you can get in touch with the Toronto Atari Federation
(TAF), a Canadian club, by writing at 5334 Yonge St., Suite 1527,
Willowdale, Ontario, Canada. We would LOVE to get correspondence
from a European club and compare notes.

... I'm terribly sorry - I thought you was circus midgets!
___ Mountain Reader II - #00000007
```

3942. Re: Atari Falcon vs IBM Compatible w/SoundBlaster

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 17:43:28 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.5wVcVxDfzuo@semprini.waterloo-rdp.on.ca>
Source record: 180328

In <34om2p$2g9@access1.digex.net>, Group 1 Software writes:
> Can I get an honest opinion out of everyone? I have been thinking about
> picking up another PC to do Hard Disk recording on. I'm using my 1040STe
> to run Breakthru and want to record direct to disk. Should I even
> consider a Falcon (h/w and s/w is very hard to come by)? Is there any
> s/w available for IBM that will do direct to disk recording? The
> boneheads I ask at CompUSA don't understand what I mean when I ask
> that... They say, "Sure you can record to disk! Just record your sound,
> then save it to a floppy or hard drive." Hello, is anyone in there?

If you do buy a PC to do direct-to-disk recording, spend the extra $50
or whatever and get SCSI instead of IDE hard drives. IDE has never
heard of DMA (direct-memory-access), which means the poor CPU has to
push all those bits across the wimpy 8Mhz ISA bus. Get a local-bus or
PCI SCSI system... it'll cost more, but you'll need it for high-quality
work.

--
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||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

3943. ST Hardware (Peripheral) Sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 17:46:58 UTC
From: osteele@u.washington.edu
Message-ID: <35huei$n30@news.u.washington.edu>
Source record: 180486

I will take best offer on any of these and am also willing to trade (for Sega system/games, Lynx games, newer ST games, electronics gizmos, anything that interests me):

Computer Type	Title	Maker	Price
ST	3D Glasses	StereoTek	$69.00
ST	1040 Clear Plexiglass Stand	The STation	$15.00
ST	Cable: TT to Image Systems		$9.00
ST	Digisound	Alpha Systems	$34.00
ST	Discovery Cartridge	Happy	$79.00
ST	Drive Master	Practical	$19.00
ST	IB Drive	IB Computers	$20.00
ST	Internal Mega Host Adaptor	Supra	$34.00
ST	Mouse Master	Practical	$18.00
ST	Replay 4	Microdeal	$49.00
ST	SF354 Disk Drive	Atari	$10.00
ST	Spectre 128 3.0	Gadgets by	$99.00
ST	Tweety Board	Practical	$14.00

3944. Re: OMen

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 17:49:44 UTC
From: paulseniura@delphi.com
Message-ID: <Ju7Tf3g.paulseniura@delphi.com>
Source record: 180485

Even after I installed the directories on my C: drive as cautioned in the OMEn 2.46 docs, my upgraded 520ST (4-meg RAM, TOS 1.04, etc.) bombs. OMEn won't be on my disk drives unless/until someone makes it work to the degree that it checks itself for proper installation and issues an error msg so I can tell what I did wrong.

As for cross-platform compatability, I know Linux is free, but has *anyone* heard of OS-9 ?????? I mean, Microware thought up this idea A WHOLE BUNCH OF YEARS AGO, and it's *already* working on most if not all 68K platforms. I know OS-9/68000 is a costly o.s. for most, but for the Atari-ST you can still find back-levels of it for not very much more over the cost of TOS 2.06/3.06, say (sans hardware upgrade). For the other platforms, we have to blame the lack of marketing to the home & business end users, blame the developers & Microware themselves, for not wanting to mass-market OS-9 so the price will come down

I.e. the cross-platform issue is *already* a reality if that's more important than TOS-compatability. Even OMEn is going to have difficulties running the same binaries on a 386 platform -- if you read OMEn's docs, you'll see that you'll have to recompile the pgms for the Intel versions of OMEn, just the same as what you'd have to do in porting OS-9 pgms to the 386/486 versions of OS-9 (yes it *is* already available too).

As a matter of fact, the Macintosh version of OS-9 is suppose to let you switch to Mac Desktop mode & let you run real Mac software on top of OS-9 software (in another window/session).

Likewise for the 386/486 versions of OS-9: it's suppose to give you *multiple* DOS window/sessions, and yes I've even heard it is MS-Windoze compatible as well.

Too bad no one thought of this for the Atari-ST versions of OS-9 (there are two: one supported directly by Microware [costly & uses ROM routines, not good for my tastes], and one from Cumana/Reccoware in Europe, a back-level version of which won't cost very much more than the new TOS upgrades).

So as far as I'm concerned, OMEn is just barking up the wrong tree -- a *truly* supported cross-platform "commonized" environment is already available, we just need to get 'em to mass-market them to help lower the cost.

-- thx, Paul Seniura (in Oklahoma City)

3945. Re: Hmmm....

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 17:50:24 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.u_5Mw9cxRLY@semprini.waterloo-rdp.on.ca>
Source record: 180327

In <34p33e$7r4@golem.wcc.govt.nz>, Steve Wells writes:
> I've noticed lately HEAPS of Falcon demos appearing on sites (ftp.uni-kl.de
> seems to be central for these). Why aren't the authors writing something
> _useful_ with these skills that produce amazing but nothing-new-it's-all-
> been-done-in-the-last-demo-I-saw demos!? Why not write games instead so
> you can amaze people in a similar fashion, but maybe be able to collect
> a shareware fee for your troubles & give people something to entertain
> themselves with!? (Admittedly, abusive language doesn't go down too well
> in software and there's an awful lot of it in demos I've seen so far....)

Demos have always annoyed me... I mean, really, who wants to see 400
different kinds of text scrollers? It annoys me even more; if I had
those hacking skills, I'd be writing some *AMAZING* games. Plenty of
ideas, I'm just low on the low-level skills you practically need to
write decent games on such a slow system (my ST). Now, if my artistic
skills were a bit better, I'd whip some up in C++, just to annoy those
people that think you need 100% assembly to write a good game. ;-)

Non-believers can check out Warwick's "Chain Reaction" on
atari.archive.umich.edu.

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||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

3946. Re: Medieval Chess

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 17:53:28 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.U&iE21sPJGo@semprini.waterloo-rdp.on.ca>
Source record: 180329

In <35balh$4a8@ionews.io.org>, Eric March writes:
> Vic Bruhn (vicb@clark.edu) wrote:
>
> : Could someone please upload this to an ftp site somewhere, and then
> : let me know which one?
>
> The game is shareware, and the demo for it is not playable; it just sits
> there and plays with itself (ahem) for a while, but it won't let you have a
> go. You need to register for that.

This is, IMHO, a rather stupid way to release something. To me, a large
part of whether a game is good or not is playability... with an
auto-demo like this, you can see how it _looks_, but you'll have no idea
how it "feels" to play. For all we know, the controls could be pretty
awkward or unresponsive.

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||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

3947. Re: MPEG movie player for 1040 STe?

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 17:56:28 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.RuTPUA6Z6c2@semprini.waterloo-rdp.on.ca>
Source record: 180325

In <34luqg$i5e@news.bu.edu>, writes:
>
> Title says it all - I am looking to play a .mpg movie file on my
> 1040 STe w/ 4 megs ram & color or b&w. Any help would be appreciated.

Don't even look. I play MPEG files on a '486dx2/66 with 16M of RAM, a localbus video card (a fast one, too) under OS/2, and it gets around 12-20 frames/second on 320x200 movies. On a '386/33 with 8M, it was about .5 frames/second. Your ST (and mine, for that matter) is about 1/8th the speed of a '386/33, so you'd see maybe one frame every 16 seconds or so... painful!

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||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

3948. Re: No browser, but perhaps a HTML-editor?

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 17:59:28 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.D_IMn4KsYUI@semprini.waterloo-rdp.on.ca>
Source record: 180326

In <34qjuj$jv8@Krille.Update.UU.SE>, Markus H{rnvi writes:
> This is not one of the hundreds of questions about "when will Mosaic
> land on the ST-scene".
>
> I'm looking for an editor for the HTML-files. No fancy thing with gif's
> and jpg's -just plain text with anchors and styles (bold etc). It is so
> frustrating to insert all this codes manually (I did buy my ST to get
> works of that kind done, you know...).
>
> Anyone heard of a program like that?

Well, I've always wanted to write a text editor... :-(No time to do
it though. I write my HTML in MicroEMACS; you could always whip up some
macros to help with the HTML codes.

You could also use GNU EMACS and html-helper-mode, which takes a lot of
the pain out of writing HTML (or so I've heard; I don't use full EMACS).

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||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

3949. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 18:08:56 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.ajeUgdflirs@semprini.waterloo-rdp.on.ca>
Source record: 180324

In <Cvt8tr.7M9@world.std.com>, azog writes:
> The AT&T 3b1 aka 7300 used a 68010. The Plexus used a 68000. There were
> several machines by a company I forget that used 8086s, I think Altos
> and their x86 lines (586, etc)
>
> These are all machines that ran Unix in the early 80s

Hey, don't forget NCR's TOWER systems, which had 68000s and 68010s.
I've got my ST hard drives in a huge TOWER case, and the system I use at
work for news/email is a TOWER with either an '020 or an '030 in it.

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||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

3950. malfunctiong DD

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 18:36:56 UTC
From: cj251@cleveland.Freenet.Edu
Message-ID: <35i1c8$m1j@usenet.INS.CWRU.Edu>
Source record: 180491

I have a gts-100 floppy drive that my st does not 'see' on occasion. I changed cables and that seemed to work (for awhile) but now nothing. Does anyone have any suggestions as to what to look for --either in the computer or the drive?

Thanks,

Dan Paxton

3951. Re: Wanted: TCP/IP package for Atari with PPP or SLIP network driver

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 18:49:59 UTC
From: kfoley@cnserv.dungeon.com
Message-ID: <kfoley.18.00CE5D7B@cnserv.dungeon.com>
Source record: 180487

In article <SOUVA.94Sep15163349@aibn55.astro.uni-bonn.de> souva@aibn55.astro.uni-bonn.de (Ignatios Souvatzis) writes:

>Is there any tcp/ip package for the Atari (commercial, shareware, pd,
>or whatever)? If yes, is there any PPP or SLIP interface software for
>it?

If you find a SLIP package then please let me know too!

ATB,
Karl

3952. Re: SLIP on Atari

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 18:51:33 UTC
From: kfoley@cnserv.dungeon.com
Message-ID: <kfoley.19.00CFCD02@cnserv.dungeon.com>
Source record: 180488

In article <H.ekBM.Ft_5ia5imY6@icmp.ping.de> ue@icmp.ping.de (Udo Erdelhoff) writes:

>>I can never get online there to get files. Is there anywhere which has a
>>complete MiNT/MiNTNet setup for me to Freq/FTP. Size doesn't matter (oo-er).

>Try amiga.archive.umich.edu, you can access the atari from there. Or try
>ftp.uni-muenster.de:/pub/atari/Mint...

Thanks, I'll try that.

Karl.

3953. Unix on ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 21:01:40 UTC
From: Mark Lavi <marklavi@delphi.com>
Message-ID: <J6yyXzk.marklavi@delphi.com>
Source record: 180493

It seems that nobody ever got an official Atari version of UNIX, I do remember that Atari had worked on it for the TT030's. I think they decided that UNIX under a windowed environment (I assume X) really didn't run quickly enough, and then they decided to go onto the Falcon and Jag...

I wonder if they ever finished the project?

--Mark

3954. Looking for David Beckmeyer...

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 22:26:10 UTC
From: ant@mks.com
Message-ID: <1994Sep18.222610.13020@mks.com>
Source record: 180414

Looking for David Beckmeyer's e-mail or business phone number.

--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"grrrrrr" - Worf

3955. Re: Help: any sources for a 720K drive?

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 22:46:33 UTC
From: traynost@craft.camp.clarkson.edu
Message-ID: <35ig09$vpe@library.erc.clarkson.edu>
Source record: 180496

abarbiero@delphi.com wrote:
: Scott T. Traynor <traynost@craft.camp.clarkson.edu> writes:
:
Thanks to all who responed, i got a drive, i rummaged through
our schools lab, there were 20 720's, let me have one for free
as i have done work for them in the past. Thanks again

Scott T. Traynor @ | "Brain! Brain! What is Brain?"
traynost@craft.camp.clarkson.edu | -Star trek The Old Generation :)
Aka Tomcat on Several Muds :) (Meow) | "You Grunts wanna live forever?"
"ME Mispell? Naaaa!" | -Unknown Platoon Sargent

3956. Re: OMen

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 23:29:43 UTC
From: mabdul@viking.dvc.edu
Message-ID: <35iih7$1s1@viking.dvc.edu>
Source record: 180497

OMEN is currently up to version 2.50d, which is more stable and should be used instead of any prior version. It is available at micros.hensa.ac.uk (ask Danny for the exact folder/path.)

I've had success installing and running it on my TT (the startup was placed in a HD floppy). There is supposed to be yet another version due in the next weeks and when I get it, I will upload it to hensa.

My opinion is that it is unique to such an extent that people will not use it. It's claim to be platform/machine independent does not outweigh the ridiculous user interface (unless the programmer is allowed to re-model it.)

3957. In CAIN Newsletter this Month! Check it out!!

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 23:38:24 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <35ij1g$p0f@usenet.INS.CWRU.Edu>
Source record: 180498

```
-
/ \
Don't Miss! / \
/ \ CAIN0994.ZIP!
This Exciting issue! / \
__________/ \_________
\ /
160k issue! \ Sep 15, 1994 Vol.I No.6 / 40k supplement!
\ /
_____________________________________________|_____________
/_________________ CAIN ________-_____________/
/___|_|_|__________ Monthly Newsletter _______| |___________/
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/____/__|__\_________ Central Atari ______| |________/
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/_____________________________________________________________/
/ / \ \
August / / \ \ September
/ / \ \
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The Official Online Newsletter of the Cleveland Free-Net Atari SIG

The Cleveland Free-Net Community Computer System is accessible worldwide!

---

telnet freenet-in-{a,b,c}.cwru.edu (129.22.8.32 or 129.22.8.51)

216/368-3888 | 300-14400 bps | type 'go atari' at any menu

Covering:
7800/XE/XL/800/400,FALCON030/ST/TT/ST(e),PORTFOLIO,LYNX,JAGUAR

CAIN Online Newsletter Published and Copyright (c) 1994
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THIS MONTH IN CAIN NEWSLETTER:

-=-=-=- CAIN Atari Fun Fest 94 Report! -=-=-=-

-=-=-=- CAIN 1994 Jaguar Letter Writing Campaign!! -=-=-=-

-=- Atari SIG Conference No More? -=- CAIN Atari Fun Fest 94 Show
-=- New 16/32-Bit Computers SIGOp! Exhibitor List!
-=- CAIN Atari Fun Fest 94 Prize -=- Atari Gaming Classic: Pitfall
Report Map & Treasures
-=- NOISE in Greater Cleveland Area! -=- Lynx: New games from

-=- Video Gamers Need Not Wait (PR) Telegames!
-=- Atari Abolishes All Rules with -=- Lynx: Lynx CAIN Show Report
Brutal Sports Football! (PR) -=- Lynx: Summer Steal Deal
-=- Jaguar Tips & Tricks Publication Extended!
available soon (PR) -=- Jag: AvP & DOOM Update
-=- Alien Vs. Predator Advertisement! -=- Jag: AvP, Iron Soldier, and
-=- Wolf 3-D on Babbages Top 10 List other mini-reviews!
-=- European Trade Show Report! -=- Jag: Brutal Sports Football
-=- Jag Site Returns Reviews
-=- Jaguar in "History of Computing"! -=- Jag: BSF Strategy Tips!
-=- 8-Bit: Atari Classics Report -=- Jag: Retailer Game Release
-=- 8-Bit: 8-Bit FidoNet Echo BBS List! Date List
-=- 8-Bit: Commentary! -=- Jag: Messages of Interest!
-=- 16/32-Bit: The Persistence of -=- Jag: Commentary
Vision Raytracer Review -=- Head Organizer Show Report!

-=-=- CAIN Atari Fun Fest 94 Responses -=-=-

-=-=- Upcoming Atari Shows -=-=-

Coming to: atari.archives.umich.edu or an FTP site near you!

Or write: xx004@cleveland.freenet.edu for a copy!

To be added to e-mail distribution list, write xx004@cleveland.freenet.edu
(but only if you plan on remaining on the list)

3958. Re: Calamus font HEAVEN (or do I need this many to do a flyer)

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 23:42:49 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CwCn7E.IGs@cix.compulink.co.uk>
Source record: 180500

> irrespective : of the time used. Is it THAT expensive over there

Its not *that* expensive, and getting cheaper all the time. However it is not - and nowhere nearly free - as it is to many people around here.

For the record my internet access costs me 200ukp per year to keep. It could be a lot worse - and is for some people.

Roland.

@CiX

3959. Re: Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 23:42:53 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CwCn7H.IHI@cix.compulink.co.uk>
Source record: 180401

> h but.....The Falcon can handle 1200 X 900 no prob on any joe-schmoe
> SVGA monitor (with Screenblaster or Blowup or whatever, all rather

Have you tried benchmarking at that resolution? You will find you get performance less than a MSTE IME.

> cheap add-ons). And the Falcon can do it with color. I use a rather

Colour does not affect my main application (C programming). The main problems are speed and memory. The TT solves these better than the Falcon IMO.

> Falcon, as the Falcon is clearly superior in this category. Of COURSE

Its only superior if your use requires this functionality. Mine doesn't so AFAIC its not superior.

I'm not advocating buying TTs instead of Falcons in most cases, just picking the best machine for the job in hand.

Roland.

@CiX

3960. Re: Upgrading 520ST memory

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 23:42:56 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CwCn7L.II3@cix.compulink.co.uk>
Source record: 180403
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> > Definately not for the faint hearted, and not to be advised nowadays.
> >
>
> why not! my orig 520st upgraded this way (on the day i got the machine
> from the store) still sits next to my TT (and is working just fine!).

yes - but you probaby bought your 520ST in 1986 when there weren't any
other options to upgrade the memory.

Nowadays there are some very neat and quite cheap boards which do the same
job, and are far less risky for those people less accustomed to a soldering
iron than you are.

Roland.

@CiX

3961. Re: HD problem

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 23:42:59 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CwCn7n.IIo@cix.compulink.co.uk>
Source record: 180404

> My hard drive has ceased to work anymore. I believe it is a faulty
> boot sector that is the problem. Is there any way for me to fix the

this happened to me recently. I was using the ICD utilities and found that reformating the drive *didn't* work. In the end I used the 'build one partition only' option on drive C. This did it!

Roland.

3962. Re: Atari News?

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 23:43:01 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CwCn7p.IJ9@cix.compulink.co.uk>
Source record: 180405

> That's pretty good ... not on a Standard SM124 though ? I assume on
> one of those TT monitors.

Yep - an 18" ProScreenTT in my case!

:-)

Roland.

@CiX

3963. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-18 23:56:36 UTC
From: warwick@cs.uq.oz.au
Message-ID: <35ik3k$cul@uqcspe.cs.uq.oz.au>
Source record: 180406

Atari decided that the TT030 is not fast enough to run X.

They were correct.

The Sun 3/50 was a total dog under X. We would use SunView (aka GumbyView,
SunSpew, etc) instead. And that was running BSD, not SVR4/5 which is
even slower (Atari's was SVR4 based).

The best hope for Unix on Ataris is the Linux 680x0.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /
/ * <-- Computer Science Department, / WIT SPACE TO LET
_.-._/ University of Queensland, /
v Brisbane, Australia. /

3964. Re: Any voice mail software for the ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 00:06:23 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <35iklv$o9@mailer.fsu.edu>
Source record: 180402

Arthur Arland (putney@suburbia.apana.org.au) wrote:
> I just bought a voice mail capable modem. I understand that I can use it
> like an advanced answering machine with the right software. Does any
> software like this exist on the st ?. If it does, would I in any way be able to
> run Straight Fax 2 at the same time?.

If it is a Zyxel (I think that is the right spelling), then CoNnect is
supposed to be able to do nifty things with it. I have never tried this
feature, so I cannot speak from experience. CoNnect is available from
atari.archive.umich.edu and other fine ftp sites.

As for Straight FAX, I thought it could be run as an accessory for just
such occasions?

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3965. Re: Terminal/comm softwa

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 00:57:37 UTC
From: jtrautschold@BIX.com
Message-ID: <jtrautschold.779936257@BIX.com>
Source record: 180407

Nesral@closer.brisnet.org.au (Nesral) writes:

> I have here a demo version of Flash II it is written by a local
> guy here in Brisbane but you have to get it from the States any way the
> info is all on the disk. You may find it a substitute for FDTP. Hopkins
> got my money too. Anyway I have uploaded it onto ATOM BBS (07) 812-1249
> and Closer to Home BBS (074) 976-293 (a public access BBS) or if you want
> give me your address and I will send it snail mail.

In case you have any questionss about Flash II, feel free to ask away. I check this newsgroup daily so should be able to get a quick answer off to you or anyone else.

It's true that Flash II is written by Paul Nicholls in Brisbane, but we are the worldwide representatives for the product so you need to purchase directly from us. We're currently shipping version 2.2 and will soon be releasing an interim upgrade, version 2.21.

Let me know if you have any other questions.

~~~~~~
John R. Trautschold	j.trautschold@bix.com
""""""""""""""""""""	j.trautschold on BIX * 71333,1003 on CIS
Missionware Software	J.TRAUTSCHOL on GEnie * MISSIONWARE on Delphi
~~~~~~

3966. Misc computer items forsale

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 01:27:39 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <swood.779938059@vela.acs.oakland.edu>
Source record: 180408
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.pc-clone

I still have the following computer related items forsale that have
not been claimed:

MSDOS system peripherials

AST SixPakPlus memory/serial/parallel/game/clock card $10
BBS files included from AST on how to configure
designed for XT class systems, but might work on later
architecture. expand past 512K to 640K plus add up to 1Meg.
currently loaded with two rows of 4164-12's(x9)

AST Advantage PC-AT Multifunction expansion board offering up to $30
3 Meg of memory and powerful I/O Capabilities
serial/serial/parallel/game adapters
original manual, loaded with 2 Meg of 41256-12's (4x18)
AST BBS files also included

National Semiconductor QuadFAX-96 Fax only modem and software $20
Original manual and software disks. 9600 baud send/receive
This card does not use com port addressing and can
be configured to IRQ3,4,5 or 7. 150,250 or 350Hex addressing

Magnetic Peripherials, Inc. 42Meg MFM hard drive (LOT O-8809) $40
(A.K.A. Seagate st253)
WDC 8-bit MFM half-card (floppy/hd pins) $5
and cables (free with drive for total of $40 for all 3)

Maxconn/Unisys SuperVGA card (paradise compatible if I remember right)
I am not sure if I wanna sell this one, but I do need some money
so make me an offer if you are interested. This does has the
memory expansion on it but does not have a VLB adapter.

generic (Winbond) serial/serial/parallel/game adapter $12
(I don't really care if I sell this one either as it
will end up in my future system is not sold for the
asking price which is firm)

ATARI ST Software

Michtron Super Conductor - MIDI sequencer $5

Flight Simulator II (TOS 1.4 rainbow compatible) $20
original books and maps

MIG 29 Fulcrum by DOMARK $25
This is a real slick (Italian origin) fighter
simulator. The version that I happen to have
is a collectors edition including a poster with
a blowout/cockpit shot and various MIG 29 info as
well as a full color book by Jon Lake on the jet.
MUST see to appreciate - real nice set

All items buy pays shipping (average about $3). I would prefer to have
this stuff sold A.S.A.P. as that is how soon I need the money, so make
me an offer if you like except where otherwise indicated.

send email replies or call me direct (810) 394-0351

Scott Wood
swood@oakland.edu

--
Sept. 15* Opening day of Bird season in Michigan (Woodcock, Sharptail
Grouse, Partridge, Crow, {Virginia & Sora Rails, Common Jacksnipe w/stamp})
Sept. 15 Opening day of Rabbit season in Michigan (Cottontail & Var. Hare)
Sept. 15 Opening day of Squirrel season in Michigan (Fox & Gray/Black)

3967. After software..!!

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 02:37:32 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <35ithc$hmp@golem.wcc.govt.nz>
Source record: 180409

Well I am still after a copy of Devpack 3,
and the Game Killing Clouds..

Any one out there with a copy for sale, or a shop
that still has a copy of Killing Clouds...

Thanks.....

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

3968. Summary: Printer Redirector

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 03:51:00 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <35j1r4$e9d@mailer.fsu.edu>
Source record: 180410

First, thanks to all that suggested programs for redirecting printer output
to a file.

I tested the following programs:

icca (I can capture anything) - messed up my hard drive, needed Diamond Edge
to fix partition, not recommended.

Barrel - cannot handle files over 120k or so.

Magic Spooler - excellent! Works perfectly, very nice. This is a combination
spooler and print redirector (either or both, whichever you want).
It consists of an auto folder program and a cpx module for
configuration (must be used). It looks slick, and did not choke on
the multi-megabyte PostScript files I generated. All buffer sizes
can be set with little sliders in the cpx module. On
atari.archive.umich.edu, it is in /Utilities/m_spool.zip (16k!). Both
English and German versions are included in the zip file.

Incidentally, if anyone is curious, I needed this program for Image Cat, so
I could generate PostScript files with thumbnails of my clip art for DTP
(Pagestream). Image Cat can do PostScript, but only directly to the parallel
port. No more hunting through zillions of clip art files for me!

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3969. Re: Summary: Printer Redirector

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 03:56:57 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <35j269$evk@mailer.fsu.edu>
Source record: 180412

Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
> Magic Spooler - excellent! Works perfectly, very nice. This is a combination
> spooler and print redirector (either or both, whichever you want).
> It consists of an auto folder program and a cpx module for
> configuration (must be used). It looks slick, and did not choke on
> the multi-megabyte PostScript files I generated. All buffer sizes
> can be set with little sliders in the cpx module. On
> atari.archive.umich.edu, it is in /Utilities/m_spool.zip (16k!). Both
> English and German versions are included in the zip file.

Actually, it just occured to me that this is a dumb place for this file, so
I moved it to /Printing where it belongs :-).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3970. Gem SZRZ

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 04:05:34 UTC
From: kfason@csn.org
Message-ID: <CwCzDA.A1w@csn.org>
Source record: 180411

Can someone tell me the Email address of the author of Gem SZRZ? I lookedi
n the readme of v4.3 but could not find it?
thanx!

--

-Kevin Fason - "Ice Blue Eyes"

kfason@CSN.Org

Atari Falcon030	Early to bed, Early to rise
US Robotics Courier	Makes one healthy, wealthy, &
Atari Jaguar	BBORRRRRIIIIIIINNNNNNGGGG!!!

3971. Atari Portfolio For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 04:21:32 UTC
From: rei@ripco.com
Message-ID: <CwD03w.AL6@rci.ripco.com>
Source record: 180415

For sale: Atari Portfolio with 64K memory card, power basic card.

All documentation and cables included.

Also, external power supply and Portfolio PC Card Drive (For interfacing with IBM Systems)

Asking $350 or best offer.... will not separate.

e-mail rei@rci.ripco.com

3972. Re: Gem SZRZ

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 05:12:21 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <35j6jl$3j5@u.cc.utah.edu>
Source record: 180413

In article <CwCzDA.A1w@csn.org>, Kevin Fason <kfason@csn.org> wrote:
>
>Can someone tell me the Email address of the author of Gem SZRZ? I lookedi
>n the readme of v4.3 but could not find it?

Sure, it's Michael_Ziegler@m.maus.de

--
\ Eric Jolley \ Mail me at: \
\ Film Studies Major, U. of U. \ Eric.Jolley@m.cc.utah.edu \
\ For PGP Public Key, \ or \
\ finger ewj8218@u.cc.utah.edu \ en351@cleveland.freenet.edu \

3973. Re: Thanks for help on assembler: $70 VBI

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 07:15:05 UTC
From: rb@rbsoft.bias.uni-bremen.de
Message-ID: <35jdpp$i4a@gina.zfn.uni-bremen.de>
Source record: 180416
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <35d0n6$aav@athos.cc.bellcore.com>, rrk@vixen.cc.bellcore.com (kutz,randolph r) says:
>
>This makes me wonder if there is a practical limit to the number
>of instructions one can ask the machine to do during this vertical
>blank interrupt.
I don't think so because I flush a complete cache even with slow
harddrives, it could take several seconds and up to now nothing
happend which make me think that there is something time-critical.

cu B.

3974. Re: Unix on ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 07:45:22 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.779960722@acp5>
Source record: 180434

Mark Lavi <marklavi@delphi.com> writes:

>I wonder if they ever finished the project?

They did. Besides me there are a few other users working with this Unix
(UniSoft SVR4 for the Atari TT). The package was available for developers
only. Of course the TT is not as fast as modern UNIX workstations but it is
fast enough and the SVR4 works absolulety reliable.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

3975. Re: I have a copy of Gemini that's old. Is there a update?

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 07:56:42 UTC
From: vctec@westminster.ac.uk
Message-ID: <CwDA2F.H1s@westminster.ac.uk>
Source record: 180417

```
Kielhorn (c0031098@ws.rz.tu-bs.de) wrote:
: s.bennett@uea.ac.uk wrote:
: : Title line says it all
: : Cheers

: Gemini2 is under development.
: The current test-version is 1.999a.
: You can get it at every major german ftp-site.
: Try
: ftp.uni-paderborn.de

: Be prepared to find some bugs and report them to the author.

: BTW an English version is under construction.

You may also get Gemini from hensa.....

The English version is being done by Joe Connor and I, and the RSC's
were translated by Chris Ridd.

Watch this space for an announcement of the English version......

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)
```

3976. Re: Slip over MintNet

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 08:45:10 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <35jj2mINNlce@tarsky.uni-muenster.de>
Source record: 180420

In article <AiSTlPy00YUoA4qV5L@andrew.cmu.edu>, David L Watson <dw4g+@andrew.cmu.edu>
writes:
|> I'm trying to run slip using MintNet and I've run into some problems
|> (big surprise!). I've run the test in the FAQ using udpprobe, and
|> Mint-Net seems to be working fine.
|> When I run /etc/slattach -t /dev/ttyb -r hostname, it tells me:
|>
|> ioctl (SIOCSIFLINK): invalid function number.
|> connot get interface name
|>
It seems, that you are using an outdated version of slattach. Better get the
most recent one you can get.

|> I'm never quite sure that I still have my connection over the serial
|> line. (BTW I basically have a straight serial connection to the
|> network, no modem.) What can I use to basically just send stuff to and
|> from the modem2 port, from within MiNT? All I need to do is send a few
|> carriage returns and "slip" and make sure that it's getting received.
Try to use the ping program to ping the host you are connected to.

|> The other possiblity that I have considered is that something is
|> wrong with what I'm typing in as the hostname. I've tried using the
|> straight IP address of the host I'm connected to, but it gives me the
|> same error.
That cannot work, even if the slattach would work correctly. Your machine
must have its own ip number and name. And the host you are connecting to
must also know that.

Regards,
Ulrich

3977. Help on ZOOL?

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 08:49:59 UTC
From: lmfgro@lmf.ericsson.se
Message-ID: <35jjbn$re3@pinkse1.ericsson.fi>
Source record: 180418

Hi, I'm stuck in ZOOL (stage 2.3), can someone give me any tips, tricks or cheat on how to proceed in this action filled game, please?

Replies appreciated at lmfgro@lmf.ericsson.fi (not to comp.sys.atari.st!).

-G.R.

3978. graphics tool wanted

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 09:01:38 UTC
From: mdekker@fwi.uva.nl
Message-ID: <35jk1i$db@mango.fwi.uva.nl>
Source record: 180419

Hi,

I am looking for a package that lets me design sprites and backgrounds for
a game I am designing (it exists on paper only at this moment).
I use a 1040ST. Of course it should be able to store
the graphics in a format I can use (for example a C file).

Any info about such programs welcome.

--
Martijn Dekker +-------------= PFF - Software =---------------+
University of Amsterdam | coding for:c64/appleMac/AtariST/Unix/X |
department of Mathematics +---+
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

3979. Re: DESKTOP/NEWDESK.INF file description and disection

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 10:09:00 UTC
From: avg@cwi.nl
Message-ID: <CwDG70.BE9@cwi.nl>
Source record: 180421

hopper_t@msupa.pa.msu.edu writes:

>Now available in comp.binaries.atari.st is what may be the most complete
^^
>description of the DESKTOP.INF and NEWDESK.INF files ever published! I

Euh... Excuse me! :-)

First of all, this posting is more suitable for comp.sources.atari.st,
and second, I haven't got round to posting it yet! (for which I am
sorry)

So here's a modified announcement:

Available tomorrow in comp.sources.atari.st is what may be the most
complete description of the DESKTOP.INF and NEWDESK.INF files
ever published!

Thank you,
--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
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1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
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3980. v08INF2: Introduction to comp.sources.atari.st

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 10:17:18 UTC
From: avg@cwi.nl
Message-ID: <CwDGKv.BI1@cwi.nl>
Source record: 180422
Cross-posted to: comp.sources.atari.st,comp.sys.atari.st

Submitted-by: avg@cwi.nl (Annius Groenink)
Posting-number: Volume 8, Info 2

This article is posted regularly. It gives a short introduction to comp.sources.atari.st and describes how to submit sources or digressions to the group.

I am always looking for suggestions on how to improve the usefulness of the newsgroup, and can be contacted at the following internet address:

avg@cwi.nl

Annius Groenink, Moderator.

ABOUT comp.sources.atari.st

The moderated usenet group comp.sources.atari.st contains publications or announcements of sources and texts about programming for Atari TOS computers. The publications on comp.sources.atari.st may be freely distributed as long as modifications are documented and the original authors are mentioned.

THIS IS A MODERATED GROUP. YOU CANNOT POST TO IT BY YOURSELF. Read the instructions below for submitting material intended for publication on comp.sources.atari.st.

SUBMITTING SOURCES OR DIGRESSIONS FOR PUBLICATION

Items intended for posting or queries and problem notes should be sent to avg@cwi.nl. If you are on a UUCP-only site, you can send them to uunet!cwi.nl!avg.

If you want verification of arrival, say so at the beginning of your submission, or in a cover note. I try to verify that a program works, and if I can't get it to work, I may hold up posting it for a couple of days. Please note that, except in rare cases, software without documentation will not be published. The backlog from receipt to posting varies from one to four weeks depending mostly on the set of submissions currently in my queue.

If you are submitting both sources and binaries, PLEASE send the two separately. If I have to separate your sources from your binaries by hand, your submission will most likely sit on the back burner for a

while, or be rejected outright.

Sources can be submitted in ASCII form, but for large pacages, a ZOO 2.1 archive encoded using Dumas uuencode is preferred.

Please include a description of your program at the top of your article. Look at old issues of comp.binaries.atari.st for examples of the sorts of descriptions I'm looking for. In general you should indicate what the program does, on what types of Atari TOS computers, whether your program requires a certain amount of on-board memory, a hard disk or a certain screen resolution. If necessary, I may rewrite or add to this information in order to make the postings to the group more uniform. I can't check your submission in all possible configurations, and see what works and what doesn't. Without a description, your submission is likely to be rejected.

THE STRUCTURE OF COMP.SOURCES.ATARI.ST ARTICLES

There are two types of articles in comp.binaries.atari.st: "information postings" and "sources". The source postings are also called "Issues". For a while, 'announcements' were also accepted, but there is now a dedicated group, comp.sys.atari.announce, for that purpose. The type of a posting can be distinguished by the subject line:

Subject: v02INF1: Introduction to comp.sources.atari.st

This first word in the title identifies this as the first info posting of volume two. Similarly, the subject line shown below:

Subject: v06i081: godsrc -- Universe simulator

identifies this as the 81st source article in Volume 6. Large sources are broken up into smaller pieces, and have subject lines that look like this:

Subject: v06i088: decbustr -- VMS clone in ST-LOGO, Part03/08

Certain information about the system configuration required to use the program is given on the keywords line.

Keywords: MWC, Megamax, 1meg, high

This means that the program compiles with Mark Williams or Megamax C, requires at least one meg of RAM and only runs in high resolution. Following is a list of keywords; new ones may be added as needed. They are mostly self- explanatory.

Alcyon - Alcyon C (included with Atari developer's kit)
MWC - Mark Williams C
Megamax - Megamax C
Laser - Laser C
Lattice - Lattice C
C - Any C compiler

OSS - OSS Personal Pascal
BASIC - ST BASIC (this is not a joke!)
uuencode - program is uuencoded (uudecode required to unpack)
arc - program is archived (arc required to unpack)
zoo-high - program is archived (Zoo 2.1 required to unpack)
lharc - program is archived (lharc required to unpack)
high - high resolution
medium - medium resolution
low - low resolution
1meg - needs 1 meg of RAM

The References: line, if present, points to the previous part of a multi-part program, so that newsreaders (trn, nn, etc.) which can follow threads will recognize a large program as a single thread.

The first few lines of an article are auxiliary headers that look like this:

Submitted-by: david@bdt.UUCP (David Beckmeyer)
Posting-number: Volume 6, Issue 80
Archive-name: micro-rtx

The "Submitted by" is the author of the program. If you have comments about the sources published in comp.sources.atari.st this is the person to contact. When possible, this address is in domain form, otherwise it is a UUCP bang path relative to some major (backbone) site.

The second line repeats the volume/issue information for the aide of notes sites and automatic archiving programs.

The Archive-name is the "official" name of this source in the archive. Large postings will have names that look like this:

Archive-name: desktop/part01

REPORTING AND TRACKING BUGS AND PATCHES TO POSTINGS

Most of the time, bugs and updates will be posted to comp.sys.atari.st. Sometimes, "official" updates from the author will be posted submitted to comp.sources.atari.st so that they are archived with the sources.

Since there is no easy way to apply source code patches on the ST, changes to a program often result in a whole new version being posted.

To report bugs, contact the person listed in the Submitted-to header. Often there is a contact address in a README file, too. I do not maintain the sources I moderate, so don't send your bug reports to me.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
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The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

3981. FOR SALE: Atari ST/TT Software & Magazines : NEW STUFF!

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 11:00:12 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <35jqvs$hb2@canopus.cc.umanitoba.ca>
Source record: 180373
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
NOTE: All prices are suggested, feel free to make an offer, though I
will give first priority to those offering my asking prices.

=====================================================================
SOFTWARE
=====================================================================
Laser C w/Laser Debugger........$ 34.00 (no box)
Assempro Assembler Language.....$ 34.00 (no box)
OSS Personal Pascal.............$ 34.00 (no box)
Word Perfect....................$ 19.00 (no box or docs, promotional copy)

Night Shift.....................$ 17.00 (cute fun Lucasfilm platform/action)
Hard Drivin.....................$ 9.00 (no docs)
Firezone........................$ 7.00
Sherman M4......................$ 7.00
TV Sports Football..............$ 5.00

Michtron BBS....................$ 1.00 (classic bbs software, no box&docs)

=====================================================================
MAGAZINES
=====================================================================

STart magazine:
winter 86, summer 88 (no disk for either)
10/88 (v3.3) - 7/89 (v3.12)
9/89 (v4.2) - 11/89 (v4.4)
1/90 (v4.6) - 6/90 (v4.11)
the above series has disk w/each mag
*** An excellent resource for a beginner/novice! ***
--- 21 issues total + 21 disks.....$22 + shipping

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will
give first priority to those offering my asking prices. If you are
interested in any of the items, please reply via e-mail as soon as
possible. Questions are welcome. All prices are in US dollars.
Buyer pays shipping. Shipping costs are non-negotiable. Volume
discounts available.

--
<Trevor_Cordes@umanitoba.ca> $ Atari TT030 4+4MB/135 $ cds,tapes,comics,rpg,
3rd Year CompSci Honours $ SyQuest 88 & ZyXEL $ software,midi,videos,
University Of Manitoba, Canada $ *Still The Best* $ 4 SALE - E-Mail me...
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
```

3982. Re: Software for sale or trade

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 11:34:41 UTC
From: urbansky@bailey.com
Message-ID: <CwDK5u.6Ar@bailey.com>
Source record: 180423
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Mickey,

Too bad none of the software you have is MIDI -- but it's OK. I would be interested in the NeoDesk CLI if it works with NeoDesk 3.0 (which I run on my Mega). Also, are any of the games playable on mono monitors?

John

3983. Re: For Sale: Cubase/Studio Module/MIDEX+/Sound Designer

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 11:47:36 UTC
From: urbansky@bailey.com
Message-ID: <CwDKrC.6Cp@bailey.com>
Source record: 180424
Cross-posted to: rec.music.makers.synth,comp.sys.atari.st

I am very interested in this stuff -- could you tell me a bit about it:

1. This Studio Organizer thing -- is it like X-oR? If so, does it support the following: Yamaha SY77, TG33, FB01, TX81Z, Kawai K4, Korg M1, ART SGX2000?

2. Will all this stuff run on a Moniterm 19-inch monitor (res. 1280 x 960)?

3. Are all the original disks (and original documentation) included?

4. What samplers does the Sample Editor support?

5. Will _all_ this software run on a Falcon?

John

3984. OCR 1.3 released (Freeware)

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 12:09:07 UTC
From: aclauss@rbg.informatik.th-darmstadt.de
Message-ID: <35jv13$udl@rs18.hrz.th-darmstadt.de>
Source record: 180425

```
OCR V1.3 - Optical Character Recognition for Atari ST/STE/TT/Falcon
-------------------------------------------------------------------

I've uploaded OCR 1.3 at

ftp.uni-kl.de /pub/atari/misc/ocr13.lzh
ftp.isbiel.ch atari/diverses/ocr13.lzh
ftp.cnam.fr /pub/Atari/Text/ocr13.lzh
atari.archive.umich.edu atari/Applications/Other/ocr_13.lzh

Features of OCR 1.3:
- FREEWARE
- RSC files in English, German, French, Dutch included.
- DOCs in English, German.
- Supports GDPS scanner drivers.
- It works in any resolution (>=496x200).
- Hypertext On-line help is available using ST-Guide or 1st-Guide.
- It works under MTOS, MagiC (=Mag!X), Geneva (not tested).
- Windowed dialogs.

Author:
Alexander Clauss
Stresemannstr. 44
D-64297 Darmstadt
-- Germany --

email: aclauss@rbg.informatik.th-darmstadt.de

PS: Posting at comp.sys.atari.announce didn't work.
```

3985. Re: TOS 1.0 problem and HD upgrade

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 12:26:06 UTC
From: graham@insignia.co.uk
Message-ID: <CwDMJI.942@isltd.insignia.com>
Source record: 180426

In article m9k@pobox.csc.fi, alkio@finsun.csc.fi (Jouni Alkio) writes:
>I have an old 1040 STF with TOS 1.0 (i think).
>Well, isn't the ESC key supposed to update the directory when I have a
>directory open on the desktop and change a disk in drive A? It doesn't seem
>to function reliably. It often shows only the last disk that was in the drive
>even if I change the disk and press ESC.
>
>This in itself wouldn't be much of a problem but the same behaviour seems to
>happen when I use my sequencer program and change the disk and try to update the
>file selector box.
>
>Is this a known bug in TOS 1.0 and if so, is there some fix for this?

Usual problem is the disks have the same serial number,

3986. Web pages for Atari!

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 12:59:49 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <35k205$8sg@mserv1.dl.ac.uk>
Source record: 180427

I just wanted to let you know I have started creating a Web page for the Atari. It is to cover all formats and I would appreciate it if anyone could mail me with ideas for things to include. Also any reviews, news or general commentary will be welcome and will be considered for inclusion. I hope to have a first version up before the end of the week so I will keep you all posted.

I am doing this page for two reasons:

1). To practice writing HTML scripts (this will be my first so expect it to improve with time).
2). To support the Atari which seems to get little mention (let alone whole pages) dedicated to it on the Web.

I myself have a 1040STF and 4Mb Falcon with 127Mb HD. There is also an Atari Lynx in our house so I can comment on a fair range of Atari hardware. I also have access to an Atari Jaguar from time to time so I hope to bring you the latest on that also.

Please send any comments or pieces for inclusion directly to me (PD and Shareware will also be accepted if UUEncoded).

Thank you for your time,

Mark msh@dl.ac.uk

3987. Laser Printer 4 Sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 14:01:45 UTC
From: malay@stars.reston.paramax.com
Message-ID: <CwDqyz.792@bart.stars.reston.paramax.com>
Source record: 180432

```
EPSON ActionLaser II
--------------------
* 6 PPM
* 2.5 MB Memory
* 300x300 DPI
* HP IIP PCL-4, Epson FX, Epson LQ Emulation Modes
* Serial and Parallel Interfaces
* "Printer Sharing" feature
* 10 Resident Fonts

Includes barely used toner and drum.

Price $450 (US) - Price includes shipping UPS Ground - CODS and
International Extra.

Bob Malay

--
**************************************************
* *
* Robert M. Malay Unisys Corporation *
* Government Systems Group *
* 12010 Sunrise Valley Drive *
* Reston, VA 22091 *
* *
* malay@stars.reston.paramax.com *
* 703.620.7750 *
* *
**************************************************
```

3988. Experiment in the ZFC Web pages - Drive U Project

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 14:46:43 UTC
From: groenink@inter.NL.net
Message-ID: <CwDt1v.HB9@inter.NL.net>
Source record: 180428

A preliminary version of the 'Drive U' project has been made accessible
through the ZFC Web service.

The 'Drive U' pages provide thematic links to Atari FTP sites
worldwide. So if you are looking for a particular communications
package, you simply click on 'communications' and a listing of
clickable FTP addresses will appear that will lead you directly to all
communications packages for Atari computers available on the internet.

As the project is still in an experimental phase, the current pages
only cover 4 FTP sites in Germany, but the number of sites mirrored
should increase over the next weeks, and in the end cover almost the
entire Internet. The current version gives a good impression of the
expected final result.

Any comments, help, questions and suggestions are welcome.

The URL of the ZFC web pages is

http://www.nl.net/~zfc/index.html

(then click on 'the Atari Directory')

--
ZFC Annius V. Groenink
P.O. Box 12079 Phone: +31 20 695 9901
1100 AB Amsterdam Internet: A.V.Groenink@zfc.nl
The Netherlands ZFC WWW/Atari Directory: http://www.NL.net/~zfc/index.html

3989. Re: Printer redirector wanted

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 15:49:23 UTC
From: rm03@cscmgb.cc.ic.ac.uk
Message-ID: <1994Sep19.154923.28856@cc.ic.ac.uk>
Source record: 180429

in article <35b6cf$e8l@mailer.fsu.edu>, Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
>Can anyone tell me the names of some programs that can redirect output
>from the printer port to a file? Basically, I have a program that can
>output PostScript, but only directly to the printer port (really dumb, that).
>Anyway, I want to be able to get this into a file so I can take it to a
>PostScript printer elsewhere.

What about Gemspool? I think it's on Hensa. That should be able to do it.
Also there is a TSR called Barrel, but I think there are limitations on how
much it can capture.

-- Robert Mellish, F.O.G. --
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
-- and also the mrs joyful prize for rafia work. --

3990. Mega 4 and SLM 804 CHEAP!

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 16:04:28 UTC
From: BRUCES@VM.TEMPLE.EDU
Message-ID: <17036A9CCS86.BRUCES@VM.TEMPLE.EDU>
Source record: 180430

```
For Sale:
Mega 4ST, TOS 1.4, Megafile 60HD, MultiSync Adapter, Atari SLM804 Laser.
All for $450 plus shipping.
```

3991. Question and Stuff For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 16:48:15 UTC
From: rhett@bigwpi.WPI.EDU
Message-ID: <35kfcf$5lu@bigboote.WPI.EDU>
Source record: 180431

```
NAP Amber Screen Monitor $10

Atari ST Software

Flight Simulator II w/everything $10
Wanderer w/rb 3d glasses,docs,box $10
Transylvania w/docs,box $5
SkyFox w docs,box $5
ST Stereo Replay box,docs,cart $20

Also, I have a nasty Bug eating up my hard drive. What is a good
virus checker/killer that i can ftp?

email: rhett@wpi.wpi.edu
thanks
```

3992. Re: The Best ATARI BBS software ????

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 16:52:53 UTC
From: jonord@krynn.solace.mh.se
Message-ID: <jonord.779993438@krynn>
Source record: 180433

s9205525@otto (Glenda MOON) writes:

>Can someone advise me what the best software is for setting up an
>ATARI BBS???? Something that handles all the high speeds is what I
>want to know about (not the old michtron stuff). Commercial or PD.
>Also what price (US$ or UKpounds), and where it can be obtained.
>....John Moon s9205525@otto.bf.rmit.edu.au

There's a few, like QBBS, RatSoft and Octopus. I am going to change to
Octopus which is a very fast system and it also works fine on an 8 MHz ST
under MultiTos. Koos Kuil, who is developing Octopus is very friendly too.
I'd say go for Octopus. It's quite expensive though, about $80.

/Jocke
--
Shine on You crazy Diamond and make sure you Keep Talking
after all, we're only ordinary men...
/|\ Joakim Nordlander jonord@solace.mh.se

3993. Re: Atari Falcon vs IBM Compatible w/SoundBlaster

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 17:27:01 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <CwE0H1.L66@cix.compulink.co.uk>
Source record: 180436

>Group 1 Software (group1@access1.digex.net) wrote:
>: Can I get an honest opinion out of everyone? I have been thinking about
>: picking up another PC to do Hard Disk recording on. I'm using my 1040STe
>: to run Breakthru and want to record direct to disk. Should I even
>: consider a Falcon (h/w and s/w is very hard to come by)? Is there any
>: s/w available for IBM that will do direct to disk recording? The
>: boneheads I ask at CompUSA don't understand what I mean when I ask
>: that... They say, "Sure you can record to disk! Just record your sound,
>: then save it to a floppy or hard drive." Hello, is anyone in there?
>
>They don't pay them enough to know anything about computers. :)
>
>I would highly recommend a Falcon for D2D recording. On the PC you need
>hardware and expensive software for about 6-8 tracks. Software is harder
>to find on Atari, but not audio software. Cubase is real easy to find,
>with good support.
A UK computer Music mag (Sound on Sound>? looked at the Falcon in great
detail this month as a MIDI machine and whilst the Mac and PC have had a
good deal of coverage latel, they said the Falcon was still the dieal
machine, especially with Cubase Audio and the 2 extra HW interfaces for
it (new DAC and some other thing).

3994. Re: Printer redirector wanted

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 17:34:29 UTC
From: daveh@netcom.com
Message-ID: <davehCwE0tI.GoE@netcom.com>
Source record: 180435

In the dim and distant past I used to use a program called Barrel.

Dave.

Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
: Can anyone tell me the names of some programs that can redirect output
: from the printer port to a file? Basically, I have a program that can
: output PostScript, but only directly to the printer port (really dumb, that).
: Anyway, I want to be able to get this into a file so I can take it to a
: PostScript printer elsewhere.

: I thought these were fairly common, but I could only find one on
: atari.archive.umich.edu, and it does not work very well. The one I found
: is called ICCA (I can capture anything, cool name at least). Any pointers
: to such programs would be greatly appreciated. Thanks in advance.

: --
: **
: * Mickey Boyd *
: * Systems Administrator *
: * Florida State University Mathematics Department *
: * email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
: **

3995. Anthony Mezin

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 19:21:19 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <35kobf$rfo@infa.central.susx.ac.uk>
Source record: 180437

I still can't reach your account!

Got a dodgy postmaster??

Steve.

kaps3@central.susx.ac.uk

3996. Himem with Insignia's softpc

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 19:51:29 UTC
From: p.donker@bk.tudelft.nl
Message-ID: <CwE75t.E1J@news.tudelft.nl>
Source record: 180450

Hi,
I'm just informing for a net-lacking friend if anyone can tell him
how to access the himem of his TT with Insignia's SoftPC. He hasn't
been able to find this so far.

e-mail p.donker@bk.tudelft.nl

thanx

Peter

3997. Re: Medieval Chess

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 20:03:22 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <35kqqa$rnb@golem.wcc.govt.nz>
Source record: 180441

] Steve, could you clarify that site for me? I've been watching that site
] for this program very closely, figuring this is the first place it would
] show up, and have not seen anything. Could you perhaps tell me what the
] filename is?

I would have only gotten it from 1 of 2 sites:

atari.archive.umich.edu

or

ftp.uni-kl.de

AFAIK the filename is medieval.zip/lzh (ZIP I think)

on atari-archive, it would be in:

/atari/Games/

somewhere. (Try the 0index file as it's probably in one of the nicely
organised new sub-directories)

on ftp.uni-kl.de it would be in:

pub/atari/games/

somewhere. (It's somewhat tricky for me to do a quick check on this
system! :)

3998. Re: TOS 1.0 problem and HD upgrade

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 20:06:13 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <35kqvl$rnb@golem.wcc.govt.nz>
Source record: 180442

] Is this a known bug in TOS 1.0 and if so, is there some fix for this?

1.0 had _big_ problems with Media change. There's a program called
'FMC' (Force Media Change) which helps a little bit. It should be in
atari/Utilities/ on atari.archive.umich.edu somewhere. If at all possible
upgrade to TOS 1.4. The difference over 1.0 is amazing! Everything is
faster, and there's a _lot_ less bugs! (However, it's neither cheap,
nor easy to find these ROMS. And more often than not, a lot of hassle
is involvedin installing them. As Atari is unlikely to help, methods
become tricky!)

3999. DeskTracker STe

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 20:38:52 UTC
From: larserik@oslonett.no
Message-ID: <35ksss$7nj@hasle.oslonett.no>
Source record: 180440

Does anyone know what the newest DeskTracker STe version is ?
And where to get it (does the author have an email adress ?)

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

4000. Re: GOOD FONT EDITOR!

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 21:19:52 UTC
From: jwatkins@cix.compulink.co.uk
Message-ID: <CwEB95.GHC@cix.compulink.co.uk>
Source record: 180444

>Is there a GOOD font editor out there somewhere wich handles Speedo, Postscript
>and Calamus fonts all in one? Or a convert program wich really works?

No.

4001. Migraph newsletter

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 21:24:40 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <35kvio$ao4@mailer.fsu.edu>
Source record: 180443

Migraph (makers of various scanners for the ST/TT/Falcon, Touch Up, OCR, Easy Draw, and others) just sent me a nice newsletter. They are still around, and still selling Atari products. One can obtain one of these newsletters by calling 1-800-223-3729, FAX 206-838-4702.

One product that might interest current owners of Migraph scanners is a PC interface card, which allows one to use the scanner on either machine.

I'm not connected with this company in any way, I just thought this might be of general interest.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4002. Atari Clubs

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 22:28:00 UTC
From: bertil.jagard@p14.straight.ct.se
Message-ID: <d15ab067@ct.se>
Source record: 180363

In a Message of <18-Sep-94> Dan Dreibelbis writes:

DD> Bertil - you can get in touch with the Toronto Atari Federation
DD> (TAF), a Canadian club, by writing at 5334 Yonge St., Suite 1527,
DD> Willowdale, Ontario, Canada. We would LOVE to get correspondence
DD> from a European club and compare notes.

Hi Dan, Thanks for you reply!:-) Me or someone else in the board are going
to write to you. Because I think it would be nice to have some
correspondence all the way to Canada!:-D

Best Regards Bertil.
___ Terminate 1.50

4003. Assembler & C

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 22:43:52 UTC
From: vulcan@tdc.dircon.co.uk
Message-ID: <35l478$72e@felix.dircon.co.uk>
Source record: 180446

Hi all...

I'm trying to write a small clock programme that displays on
the GEM desktop. I've got the VB written in assembler and I'm
trying to link in a C module that does all the screen formatting.

Anyway the progamme cashes all the time !

Has anyone written a clock programme I my have a look at,
or mananged to link an assembler VB routine with a C module ?
If so could I have a look at your code.

Many thanks in advance.

e-mail vulcan@dircon.co.uk

Phil Mack.

4004. Re: SCSI Ethernet on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 22:53:22 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CwEFKy.MK@cix.compulink.co.uk>
Source record: 180447

> So can I buy one of those SCSI Ethernet adapters (they cost $200 I
> believe) and use it with the Falcon?

Depends.

Anything SCSI should plug quite happliy into the SCSI port. Avoid anything VME based as you don't have a VME slot (unlike the MSTE & TT). There are also parallel port adaptors for PCs, that will fit the Falcon.

The main problem is software. Unless the TCP/IP package you decide on *specifically* supports your ethernet adaptor, then it isn't going to work. AFAIK there is *very* little support for ethernet adaptors of *any* sort in the Atari market place, despite the recent developments in TCP/IP software for the Atari.

:-(

Roland.

@CiX

4005. Re: Unix on ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 22:53:24 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CwEFL0.n5@cix.compulink.co.uk>
Source record: 180448

> do remember that Atari had worked on it for the TT030's. I think
> they decided that UNIX under a windowed environment (I assume X)
> really didn't run quickly enough, and then they decided to go onto

I think its more of a case of 'they couldn't be bothered'. I saw the TT030 running X, and it looked fine. It wouldn't have been hard to make a faster TT (just add a bigger cache), and the rest of the hardware is (well was) well up to the job.

But to do it, they would have been competing directly with all the major UNIX workstation manufacturers. Atari probably did well to aviod this as their heart wasn't really in it.

:-(

Roland.

@CiX

4006. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 23:23:35 UTC
From: mabdul@viking.dvc.edu
Message-ID: <35l6hn$1b2@viking.dvc.edu>
Source record: 180449

You bet the TT is slow.. piggy backing a fast 030 on a slow (16Mhz) bus is hardly powerful enough for MultiTOS-- it is joke that Falcon users would want to
run this thing!

4007. GCR w/SOFTWARE __FOR SALE__

Newsgroup: comp.sys.atari.st
Date: 1994-09-19 23:38:23 UTC
From: Mark Santora <santora@delphi.com>
Message-ID: <xU1wntn.santora@delphi.com>
Source record: 180445

FOR SALE!

Spectre GCR 3.0 with 128k ROMS and System 6.0.1 $260
and misc software.

Megafile 30. interface and power ok. $100
drive is dead.

All Back issues of Start, ST Format, ST User $5 each
ORIGINAL DISCS INCLUDED!

Tweey Board $25

I am selling the GCR because I just don't use it. Other items
because they are taking up space.

Contact Mark at M.Santora2

eol.
----------SANTORA@DELPHI.COM--->

4008. Re: TOS 1.0 problem and HD upgrade

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 00:09:19 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <35l97f$1mk@golem.wcc.govt.nz>
Source record: 180353

In article <35c4hs$m9k@pobox.csc.fi>, alkio@finsun.csc.fi (Jouni Alkio) writes:
>I have an old 1040 STF with TOS 1.0 (i think).
>Well, isn't the ESC key supposed to update the directory when I have a
>directory open on the desktop and change a disk in drive A? It doesn't seem
>to function reliably. It often shows only the last disk that was in the drive
>even if I change the disk and press ESC.

This is due to the disk drive that has been fitted, some Atari drives and a
number of OEM drives will do this, there is no simple fix...

>
>Thanks, Jouni Alkio.
>..
>..
>

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

4009. Cubase Falcon Only Up to 256M HD Partition?

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 01:00:43 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <14267FNPUVHGCCAETJU@ars.ath.forthnet.gr>
Source record: 180384

IB>I've heard that Cubase Falcon will only record up to a 256M hard drive
IB>partition, with out
IB>rolling over, or seeing a larger partition. This leaves only room for about

You WILL have problems if you try to make greater than 256MB partitions.
Not from Cubase but from other programs. Diamond Edge is one...
I have recorded to a partition size of 340MB but i couldn't optimize the
partition with the Diamond Edge program.

IB>minutes of 8 track hard disk recording! Can anyone verify this?

You can. Channel one on partition D, two on E, three on F, etc...
The channels may be on different partitions or on different units.
Have you seen Cubase Audio v2? It's great!!! Most of the bugs are out!

Michael Papadopoylos.
mipap@ars.ath.forthnet.gr

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services

4010. Can I get an IBM PC to read ATARI ST format disks?

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 01:21:09 UTC
From: s.bennett@uea.ac.uk
Message-ID: <s.bennett.102.13CCF7E7@uea.ac.uk>
Source record: 180370

I have several hundered of these! Anyone any ideas?
It's all ASCII data.
Cheers

********* Who wants to die in credit anyhow? **********

Stephen Bennett
School of Environmental Sciences
University Of east Anglia
NORWICH
UK
NR4 7TJ
(UK) 0603 504461 Home (UK)0603 592550 (work)

4011. PLAYMPEG 0.6 Released

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 01:29:28 UTC
From: mdg@ukc.ac.uk
Message-ID: <10543@gos.ukc.ac.uk>
Source record: 180355

I've just uploaded PLAYMPEG version 0.6 (Falcon) to several Atari FTP sites:

atari.archive.umich.edu
ftp.uni-kl.de
asimov.cnam.fr

and several others...

PLAYMPEG is an INTRAFRAME only MPEG-1 video stream decoder, this version is 30% faster than the previous version (v0.4) and plays most MPEGs at between 13 and 21 Frames per second!! The unregistered version is grayscale only, for details on how to obtain the colour version, please read the text file contained within the archive. Registered Users waiting for the colour version should receive it by the end of the week.

Cheers
Griff
--

4012. 1stView versions

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 01:32:38 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <35le3m$2se@golem.wcc.govt.nz>
Source record: 180351

*** 1STVIEW ***

Versions...!!

Hi, does any one know what version you can get of this program
via the net, I have version 1.0 but I have seen PD adds for version 2.0..?

*** ZEIGSMIR ***

Also some one e-mailed me that there is a better/improved ,? program than
1STGuide or was it 1STVIEW, ZEIGSMIR, is the better, does it have some more
features etc, does it support JPEG's/MPEG's, ? but because its all in German
I can't find out..?

Thanks...........

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

4013. Moniterm Monitor on TT/STE

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 01:37:48 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <35ledc$2sm@mailer.fsu.edu>
Source record: 180354
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

For a 19" Moniterm monitor (Viking?), I would like to know:

1. Can this be hooked to a TT? What is involved?
2. Can this be hooked to an STE? Ditto.

There is a card for the MegaST computers that fits the internal megabus connector. I'm pretty sure I don't have one in the STE (replaced by a VME card slot). I know there are several monitor cards for the STE/TT, but can any of them drive a 19" mono monitor?

Thanks in advance for any assistance.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4014. Re: Himem with Insignia's softpc

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 02:08:55 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94262.220855STIRRE31@MAINE.MAINE.EDU>
Source record: 180352

I haven't been able to find SoftPC.... hmmmm.... where did your
friend get it? Has it been officially released?
-scott tirrell

4015. Re: virtual memory on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 03:32:26 UTC
From: Spencer.Davies@mettav.exnet.com
Message-ID: <780087118.0@mettav.exnet>
Source record: 180213

```
y> From: Lexicor@world.std.com (ysiu@lexicor.com)
y> Organization: Lexicor Software Corporation
y> Message-ID: <Cw5BoF.ALA@world.std.com>
y>
y> and if you sent in your registration card it shouldn't be a problem
y>
Well I bought it at a computer show in England from a notorious box shifter
hence no registration card turned up. Though having just looked at the disk it
has a phone number on it so I shall have to give them a call thanks.

Spencer

* Origin: The Net is Yours,USE IT!Don't Abuse IT! (Turbonet 100:1011/0.2)
```

4016. ST SHARE IBM HD?

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 04:29:05 UTC
From: encore100@aol.com
Message-ID: <35loeh$991@newsbf01.news.aol.com>
Source record: 180356

Anybody know a good way to link an ST with an IMB compatible?
I've using a null modem cabe and running communications programs on each computer with the IBM being the BBS/host. It works, I can save and load my ST files on the HD, but it is awkward.
Solution?

4017. *** Atari 520ST with Fabulous Games! ***

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 05:10:20 UTC
From: rneil@netcom.com
Message-ID: <rneilCwEx1B.Cy3@netcom.com>
Source record: 180360
Cross-posted to: ba.market.computers,ba.forsale,comp.sys.atari.st

ATARI 520ST computer FOR SALE!

* 512K CPU including keyboard
* 13" color monitor
* 2 floppy drives
* mouse, of course
* some of the best games you've ever seen on ANY machine, including:
* Dungeon Master (truly amazing)
* Starglider (3D vector graphics space shoot-em-up)
* various interactive adventure games
* Mark Williams C programming environment
* First Word (word processor)
* lots of public domain software

This machine is likely to become a collector's item, IMHO. I just need the money and space right now, so I'm accepting offers.

Please respond via email to rneil@netcom.com

Thanks,

-nEil

4018. X-Or Profile Help Needed

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 07:00:23 UTC
From: bjr2@Isis.MsState.Edu
Message-ID: <35m1a7$7g7@Tut.MsState.Edu>
Source record: 180366

Aloha,
I'm looking for a profile for Dr. T's X-Or that works with the
Peavey DPM3 (ver. 2.2 ROMS). Also looking for a working copy of E-Or,
as the copy on my origonal disk is corruped as is my backups.
Any help on the matter would be much appreciated...preferably, someone
emailing a copy of the profiles.

Thanks,
Brian

4019. Re: Help on ZOOL?

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 07:26:51 UTC
From: lmfgro@lmf.ericsson.se
Message-ID: <35m2rr$l24@pinkse1.ericsson.fi>
Source record: 180357

In article re3@pinkse1.ericsson.fi, lmfgro@lmf.ericsson.se writes:
> Hi, I'm stuck in ZOOL (stage 2.3), can someone give me any tips, tricks or cheat on how to proceed in this action filled game, please?
>
> Replies appreciated at lmfgro@lmf.ericsson.fi (not to comp.sys.atari.st!).
>
> -G.R.
>

Sorry, email address wrong, try: lmfgro@ericsson.fi
-G.R.

4020. Re: NOEDESK 4 to Slow to Load...

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 07:34:43 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CwF3pv.JFn@cix.compulink.co.uk>
Source record: 180358

```
>> The copy/move buttons are far to small, also cluttered with other options,
>> may be these should be hidden, similar to the way Germans do it......??
>
>I must admit, I am confused. How do you use a button that is hidden?

I think what he means is the buttons that have a small box or circle next
to the text. Since there is no outline box around the text, the button
occupies half the height. they look something like this:

X Confirm Deletes
0 Confirm copies
X Confirm overwrites

These would use 48 pixels (in ST high) where standard buttons would use 96
if organised in the same way.

------------------
|Confirm Deletes |
------------------
------------------
|Confirm Copies |
------------------

--------------------------------
Ofir ogal@cix.compulink.co.uk
--------------------------------
```

4021. Re: Falcon HD access errors

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 07:34:46 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CwF3py.JHK@cix.compulink.co.uk>
Source record: 180359

>Are there any other BlowUP users with fast SCSI drives around?
>
>I ran my test program a hundred times in a monochrome mode with no errors.
>I've also copied hundreds of mega bytes around in the same mode without
>any problems. If I use my normal 1008x608x16 mode, I get _one_ word error
>somewhere in the first (of 75) mega bytes my test program reads. In another
>mode (256 colours) I get 15-20 errors, also in the first of 75 Mb read.
>The errors don't occur every time I run the test program. More like 40% of
>the time.
>
>
>I can't be the only one with these problems, can I?

I get the same problems with Screenblaster. I think this is a limitation
of the Falcon and I am very interested in finding a solution. I find that
the worst error rate is when using DA's Picture and saving large TIFs
(5MB) in 256 or true colour.

Ofir ogal@cix.compulink.co.uk

4022. Michael Thanitz (author of 7UP) where are you?

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 07:44:35 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <Bw2Snrz.johnhechtman@delphi.com>
Source record: 180364

Help please! I just sent an international money order to Germany as a
shareware payment to Michael Thanitz at the address given in the 7UP docs.
It was returned "address unknown". If anyone knows Michael's current addresses
either email or snailmail, please forward them to me. Thanks!

4023. Looking for Patrick Seeman (co-author of Guck)

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 07:56:03 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <Jw3zXj7.johnhechtman@delphi.com>
Source record: 180365

Please help me! I have an English translation of Patrick's fine file viewer program, Guck, courtesy of Steve Wells who did the translation. But all the email addresses listed for Patrick are invalid. I cannot find out where to send translations of his program/docs/shareware payments. Does anyone here know how to reach him?

4024. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 08:22:45 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.780049365@acp5>
Source record: 180368

mabdul@viking.dvc.edu (Abdulkareem) writes:

>You bet the TT is slow.. piggy backing a fast 030 on a slow (16Mhz) bus is hardly powerful enough for MultiTOS-- it is joke that Falcon users would want to
>run this thing!

That's why a lot of people are using MagiC (former Mag!X) because it is much
faster than MultiTOS and even faster than single TOS.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

4025. Atari ST Offline-reader for usenet?

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 08:43:54 UTC
From: marvi@Krille.Update.UU.SE
Message-ID: <35m7co$2tf@Krille.Update.UU.SE>
Source record: 180362

Is there any Off-line reader for atari that could be used as a Usenet
off-line reader? I'm accessing usenet in a shell account, using the nn
newsreader. I would like to pack the new articles and download them to
my HD. Read and reply and and then upload the answers.

Anything out there?

TIA,
//Markus

--
--| Student at Uppsala
Markus H{rnvi, Uppsala, Sverige | University, Science
e-mail: marvi@krille.update.uu.se | Of Religion, and at
X-400: /S=marvi/O=update/PRMD=uu/ADMD=sunet/C=se/ | Johannelund Teol. Inst.

4026. Re: Mega ST info wanted

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 10:06:07 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <35mc6f$q3b@msuinfo.cl.msu.edu>
Source record: 180371

In article <arch.780051531@insane.apana.org.au>, arch@insane.apana.org.au (Arturo Larizza) writes:
>I have an opportunity to buy a Mega ST and have heard conflicting reports
>as ti its clock speed.

Clock speed is 8MHz, unless they added an accelerator like the AdSpeed.

>Could someone please give me some specs on this machine?

The Mega ST is just a 1040STfm in a larger case (makes for easier upgrading), and contains some extra hardware.

The case features an external keyboard, which is a definite plus in my mind.

The new hardware:
BLiTTER chip (for faster graphics)
Internal Expansion Bus (mainly for graphics cards, I think)
Either two or four megs of RAM (no SIMM slots, though)
Peripheral co-processor slot (for 68881 math co-processor, etc) (not used by almost any software)

The original Megas also shipped with TOS 1.02, though I believe the later ones shipped with TOS 1.62.

Hope that helps,
Tom
hopper_t@msupa.pa.msu.edu

4027. Atari Unix (was: Unix on ST)

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 10:33:13 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Sep20.103313.23835@news.unige.ch>
Source record: 180372

Is there any reason why this could not now be made available as
PD/freeware?

****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

4028. Re: X-Or Profile Help Needed

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 11:56:11 UTC
From: urbansky@bailey.com
Message-ID: <CwFFtn.AD6@bailey.com>
Source record: 180374

In article <35m1a7$7g7@Tut.MsState.Edu>, bjr2@Isis.MsState.Edu (Brian J. Roland) says:
>
>Aloha,
> I'm looking for a profile for Dr. T's X-Or that works with the
>Peavey DPM3 (ver. 2.2 ROMS). Also looking for a working copy of E-Or,
>as the copy on my origonal disk is corruped as is my backups.
>Any help on the matter would be much appreciated...preferably, someone
>emailing a copy of the profiles.
>
>Thanks,
>Brian
>

MOTU, the new owners of X-oR, still support the Atari version, though no new development is planned on it. I don't know if it supports the Peavey, but I know it supports a lot of the newer synths like the SY77/99, K2000, O1/W, etc ...

I, too, have an older version (1.1) that I need to upgrade, as I own several synths (SY77, TG33, ok, so it's not "several") that v1.1 does not have profiles for.

John

4029. Re: Atari Falcon vs IBM Compatible w/SoundBlaster

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 12:36:29 UTC
From: contacts@mits.mdata.fi
Message-ID: <35ml0d$20q@prime.mdata.fi>
Source record: 180375

>A UK computer Music mag (Sound on Sound>? looked at the Falcon in great
>detail this month as a MIDI machine and whilst the Mac and PC have had a
>good deal of coverage latel, they said the Falcon was still the dieal
>machine, especially with Cubase Audio and the 2 extra HW interfaces for
>it (new DAC and some other thing).

The two boxes are:

Falcon Digital Interface (FDI) which has S-PDIF (Sony&
Philips Digital Interface) -standard digital inputs and outputs (both
optical fibre and coaxial cable connectors). Software for backing up
the Audiofiles from the HD to DAT and vice versa is included.

FA-8 Output expander, which Gives 8 analog outputs more to the Falcon,
and is fully controlled via Cubase's automated mixers. Cubase Audio
2 for Falcon has full FA-8 support internally.

Both of these add-ons are connected to the DSP port (in chain), and
are distributed by Steinberg.

About getting a D2D-system on PC: forget it, unless you you are
very wealthy and willing to spend you evenings in installing,
configuring and looking for the right cards and machines, which
fit together (e.g. the new Sound Blaster 32 can not work in PCI-
based machines...).

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinberg's
CubaseAudio2.01/CubaseScore2/6Gerbils/LotsOfMidistuff/200YearOldBass/
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki!

4030. Re: GOOD FONT EDITOR!

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 12:55:54 UTC
From: graham@insignia.co.uk
Message-ID: <CwFIL6.9qn@isltd.insignia.com>
Source record: 180376

In article GHC@cix.compulink.co.uk, jwatkins@cix.compulink.co.uk ("John Watkins") writes:
>>Is there a GOOD font editor out there somewhere wich handles Speedo, Postscript
>>and Calamus fonts all in one? Or a convert program wich really works?
>
>No.
>
Fonty from the ST Club is supposed to handle Calamus and Type1
but Speedo is still off limits.

4031. joystick port fried! What are my options?

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 13:05:14 UTC
From: MPARKHUR@UCSVAX.UCS.UMASS.EDU
Message-ID: <35mmma$f8c@nic.umass.edu>
Source record: 180377

I used to think I was just especially hard on joysticks (well...I suppose Llamatron is hazardous to your hardware :)

But it's fairly apparent at this point there's a problem with my j-port. Different sticks exhibit the same problems. Arrrgghh.

Is it possible to just replace the joystick port? How much will it cost me to fix this?

Thanks for any help.

--mp

4032. Re: Any voice mail software for the ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 14:35:00 UTC
From: samuel.arvidsson@cindy.ct.se
Message-ID: <ee939ea0@ct.se>
Source record: 180388

17 Sep 94, Arthur Arland wrote something like this to All :

AA> From: putney@suburbia.apana.org.au (Arthur Arland)
AA>
AA> I just bought a voice mail capable modem. I understand that I can use
AA> it like an advanced answering machine with the right software. Does
AA> any software like this exist on the st ?. If it does, would I in any
AA> way be able to
AA> run Straight Fax 2 at the same time?.
AA>

If the modem is a ZyXEL or compatible, you could use CoNnect by Wolfgang
Wander. It's shareware and I think the newest version is 2.46.
You could maybe run the both of them at the same time in MultiTOS, both of the
programs uses the GEM-interface.

AA> Thanks in advance
AA>

You're welcome.

AA> putney@suburbia.apana.org.au
AA>
AA>
AA> --
AA> ---
AA> ---------
AA> suburbia.apana.org.au
AA> Suburbia Public Access Unix - 24 Hr Internet Connection - +61 3 596
AA> 8366
AA> ===
AA> =======
AA> ===

- Samuel Arvidsson __ ___ __ -
- / \ _ \ / \ 4 MB RAM -
- Vroomfondel/NeanderThal FALCON< <> >_< >< <> > -
- __/ __/ __/ 428 MB IDE -
- Email: samuel.arvidsson@p13.secom.ct.se 133 MB SCSI -

4033. Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 14:56:06 UTC
From: g.m.hockney@sussex.ac.uk
Message-ID: <g.m.hockney-2009941556060001@edbtech.central.susx.ac.uk>
Source record: 180378

As a brand new subscriber to comp.sys.atari.st can anyone give me any info on the availability of v3.1 for the Spectre. Also does Dave Small have an Internet address?

Thanks

Geoff

4034. Re: Put ACC's in folder? Use Chameleon!

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 15:37:22 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <35mvji$evo@infa.central.susx.ac.uk>
Source record: 180379

Brian McWilliams (mcwilliams@wmich.edu) wrote:
: In article <34v0h9$fq9@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.)
writes:
: > In article <1994Sep9.115732.21252@wmichgw>, mcwilliams@wmich.edu (Brian McWilliams)
writes:
: >> I know I'm lame and should know this, but isn't there a way I can
: >>create a folder for my accessories that will still allow the ST to see them
: >>at boot time? Name a folder called ACCESSRY or some such thing?
: >>
: >> Brian Mc
: >>
: >
: >
: > Yes you need the ACC13.PRG, I have not seen this later version on the net,
: > but it lets you have all your ACC in a ACC folder only on Drice 'C'...
: >
: > There are problem with the lower versions so stick to 1.3....
: >
: >
: I think I tried this program, and it still expects to see .RSC files
: in the root directory. Chameleon really kicks butt!

: Brian Mc

If you autoboot with Hisofts aespath.prg auto folder application, this
kind of thing doesn't happen, though Neodesk 3 hangs. (Can't remember
where I got the proggie though!).

Steve@Brighton

: >
: > ____
: > |Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
: > |+64 4 298-7249 r.sheppard5@genie.geis.com |
: > ---
: >

4035. Atari Web Page Address!

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 15:56:21 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <35n0n5$1kg@mserv1.dl.ac.uk>
Source record: 180380

Hi,

Here is the address of my Atari Web page:

http://www.dl.ac.uk/TCSC/disco/mark/atari.html

The page is only a day old and will be updated regularly, but I need your input. This page is for you so you must tell me what you want to see. Please send ideas or things for inclusion to me. Send all mail directly to me and make sure any files are UUEncoded first. I look forward to hearing from you.

Thanks

Mark msh@dl.ac.uk

4036. Where can I find c_desk.lzh?

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 16:08:54 UTC
From: "M.P. Clemmetsen" <M.P.Clemmetsen@ncl.ac.uk>
Message-ID: <35n1em$3i4@whitbeck.ncl.ac.uk>
Source record: 180381

The subject says it really... does anyone know an ftp site that has Holger Weets' C-Desk GEM shell for Sozobon C. If not, do they know of any other way I can get hold of it, e.g. the name of a PD library that has it.

Thanks,

Michael

4037. GEM Spooler 3.2d available now!!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 16:22:54 UTC
From: vctec@westminster.ac.uk
Message-ID: <CwFs63.KBM@westminster.ac.uk>
Source record: 180382

This program is now available at hensa...well has been for a day
now....

get it from micros.hensa.ac.uk

(micros/atari/tos/o/o108/gspool32.zip)

This is the full english version...as supported by Andrew Lee in the
UK.

You may access hensa via telnet/pad/gopher and WWW.

Regards
Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

4038. Re: SCSI Ethernet on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 17:03:25 UTC
From: sccoe@ucscb.UCSC.EDU
Message-ID: <35n4kt$fmk@darkstar.UCSC.EDU>
Source record: 180383

Yes, well that brings me back to my original question....does the the TUW122 TCP/IP software or Upoint support either a parallel or SCSI ethernet device????

Also some help using these German programs would be appreciated.
Thanx.

P.S. Where are you Dan, Ackerman? What's his email address?

4039. Blowup + Multisync's

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 17:37:28 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <35n6ko$9l8@lyra.csx.cam.ac.uk>
Source record: 180396

At last, I have just bought Blowup hard 2, NVDI, and a Multisync monitor (Microvitec 1438). (from System Solutions, they had the best looking advert :))

I am well impressed !!!!

I think every Falcon should be sold complete with Blowup and a multisync monitor, because a low res monitor just makes the machine look crap.
It could be a useful selling point. (1024x768 rather than 640x480 as standard)
Maybe you could manage to fit the blowup bits inside the case so no-one would notice any difference. Or better still change the case (but thats another story). Include NVDI as part of the ROM and away you go!

I can now see what is on the screen when using Pagestream, and I don't have to wait half an hour for the screen to redraw itself. :)
The desktop is *huge* compared to what is was before. And there was me wondering where I could put all those icons :)

I do have a couple of questions/suggestions though....

When the monitor is in VGA mode, all the graphics in games look very blocky compared to RGB mode. Is this supposed to happen and if so why?
I thought it could run in a higher resolution and so make the pixels twice as big but that didn't make any sense to me.

Also when using Blowup it is difficult to choose the resolution you want.
Using the config program I can choose 2 resolutions for each of the colour settings (2,4,16,256,TC) and can change between them using the accessory.
But, if I want to change from say 640x480x16 to 800x600x16 I first have to change to a different amount of colours first.
Is it not possible to have an accessory which has a plain list of resolutions, chosen using the config program, and be able to choose *any* of them straight away?
Including the *same* resolution so you can switch between VGA and RGB.
A button on the accessory window to reboot would be handy as well.

Another thing, when I had Blowup and NVDI installed I decided to try Multitos to see what difference it made to that. I *think* the order was NVDI, Blowup and then Multitos but I'm not sure. It started up OK, but when it tried to load the control panel accessory it threw a wobbly saying something about a memory violation. This was the last thing I expected not to work since it came straight from Atari :). It did work OK without Multitos. This doesn't really bother me too much as I never have the need to run Multitos anyway....

One other thing, in the Blowup manual it says it can't do very high TC resolutions as the video chip is asking for data faster than the RAM can

deliver it. Would one of these 030/040 +TT RAM upgrades help this? I thought TT-RAM is supposed to be faster than ST RAM. Are Blowup and NVDI compatible with any/all of these boards?

Phil (who is very happy now, but still wants more...)
[E-mail pd@mole.bio.cam.ac.uk]
--
It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of cigarettes, it's dark, and we're wearing sunglasses.

Hit it.

4040. ghosts in my pc

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 17:46:36 UTC
From: mhsmith@ornews.intel.com
Message-ID: <35n75s$39n@ornews.intel.com>
Source record: 180387

I built a multisync switchbox (kinda kludgey, but it works. The only problem I have is with slight ghosting in monochrome.

I think it might have something to do with the switch but not sure. I'm using a metal box as for my switch, connector, etc.

Has anyone else had this problem and what were the solutions?

Thanks,

M

--
=-=-=-

4041. UK- Atari stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 18:00:12 UTC
From: marshall@bioch.ox.ac.uk
Message-ID: <1994Sep20.180012.22627@inca.comlab.ox.ac.uk>
Source record: 180306

```
The following is a list of articles for sale.
All prices are in pounds sterling & include postage.

2 double-life deskjet cartridges 14 each/25 pair
Timeworks 2 DTP + font disks 25
Book: User's Guide to Timeworks DTP 6
Naksha Mouse (incl. Operation Stealth) 7
Write On 8
Fontkit Plus 3.4 5
Word Ex 2.02 5
Quick ST 3 5
Imagecopy 1 5
Molgraph 2 5
Old 520STFM internal SS drive 7
Quartet & Playback 12
Multiface ST 5
Lemmings 5
Lemmings Tribes 10
Sim City / Populous 5
Balance of Power 1990 5
Nam 5
Pro Punter 5
Book: Atari ST Tricks & Tips 4
The Black Cauldron 2
Carrier Command 2
Deflektor 2
Backlash 2
Skyrider 2
Andes Attack 2
Back issues ST Applications 1 each
Back issues ST Club Newsletter 1 each

Please contact me by e-mail at:
Cameron.marshall@queens.oxford.ac.uk
or marshall@bioch.ox.ac.uk

Thanks
```

4042. Re: Can I get an IBM PC to read ATARI ST format disks?

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 18:20:24 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <35n958$gk0@mailer.fsu.edu>
Source record: 180385

s.bennett@uea.ac.uk wrote:
> I have several hundered of these! Anyone any ideas?
> It's all ASCII data.
> Cheers

See the program st2dos.zip on atari.archive.umich.edu in /Misc. It is a PC program that will convert most ST disks to PC readable ones. If you still have an ST, you can convert them there using DC Formatter (write MSDOS bootsector option).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4043. Re: Assembler & C

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 18:49:54 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EIUTEAVA@ttgk.textlitho.nl>
Source record: 180309

In <35l478$72e@felix.dircon.co.uk> Philip Mack wrote :

>
>Hi all...
>
>I'm trying to write a small clock programme that displays on
>the GEM desktop. I've got the VB written in assembler and I'm
>trying to link in a C module that does all the screen formatting.
>
>Anyway the progamme cashes all the time !
>
>Has anyone written a clock programme I my have a look at,
>or mananged to link an assembler VB routine with a C module ?
>If so could I have a look at your code.

If you are using GEMDOS/BIOS/XBIOS calls from within your assembler or C
program then you're in for a suprise. GEMDOS/BIOS/XBIOS calls are not
're-entrant' so may NOT be used from within interrupts (VB)
You can however write directly to the screen (messy, especially on graphic
cards, Falcons etc..) or you can try to make your clock an ACCessory, then
it automatically gets 'attention' from the AES, the ACC system has 'limited'
multitasking capabilities. The clock won't be updated in non-GEM programs
however (that is programs without a menu-bar).

Gert

--

-- --
Atari TT-Point
-- --

4044. FOR SALE: 1040ST w/ Loads o' Software

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 19:05:50 UTC
From: johns224@cps.msu.edu
Message-ID: <35nbqe$15e6@msuinfo.cl.msu.edu>
Source record: 180314

I have an Atari 1040ST (w/ Monitor) that I want to sell. All the software that I have goes with the sale. I have LOADS of games and utilities. Email me at the address below for more info.

EMAIL ADDRESS: kutcheym@egr.msu.edu

Thanks!

Mike Kutchey
kutcheym@egr.msu.edu

4045. Re: Moniterm Monitor on TT/STE

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 19:07:12 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EIUTEAVD@ttgk.textlitho.nl>
Source record: 180311
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <35ledc$2sm@mailer.fsu.edu> Mickey Boyd wrote :

>For a 19" Moniterm monitor (Viking?), I would like to know:
>
>1. Can this be hooked to a TT? What is involved?
>2. Can this be hooked to an STE? Ditto.
>
>There is a card for the MegaST computers that fits the internal megabus
>connector. I'm pretty sure I don't have one in the STE (replaced by a
>VME card slot). I know there are several monitor cards for the STE/TT,
>but can any of them drive a 19" mono monitor?

The monitor can be connected directly to a TT, assuming the monitors input is ECL (mine is..) Maybe you will have to readjust the vertical hold and the picture may appear too small, on the left side PCB (facing the back) there is a jumper wire surrounded by a couple of holes marked A,B,C,D etc. If I can recall correctly I moved it up to the highest to get a full size picture. After adjusting the V-Hold and V-Size the monitor served me very well (Signum!3 is great on it).. But now I'm spoiled by the picture of my 'supposed to be dead, so throw it away' 17" color monitor.. The monitor is driven by a TSENG-VGA card (yes, from a PC..) in my TT, and runs now in 800x600 at 256 colors...
But for a razorsharp display go for the Viking! The picture is 'rocksteady' at 71 Hz and the desktop is huge...

Gert

--

-- --
Atari TT-Point
-- --

4046. Re: CLI with NeoDesk & Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 20:10:33 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <35nfjp$e8d@golem.wcc.govt.nz>
Source record: 180386

] Hi, can anyone recomend a nice "add-on" cli that works with NeoDesk and Gen
] I'm looking for something preferably PD or Shareware (I'm cheap! -).

There's the official Neodesk CLI which someone in this group was selling
a while back. They _might_ still have it, it looked like quite a good
program!

Neodesk comes with COMMAND.TOS which isn't the greatest, but it works.
(It's pretty slow). There's also PCOMMAND which is a lot better & faster.

If you want a unix CLI (probably...) then I wouldn't have a clue! (It
wouldn't work too well anyway, as Geneva apparently doesn't like MiNT)

4047. Atari 800 Emulator for MSDOS

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 21:53:02 UTC
From: lannie@ins.infonet.net
Message-ID: <35nlju$gik@insosf1.infonet.net>
Source record: 180389

Does anyone know where I could get the copy of the Atari 800
Emulator for the MSDOS machines? I asked Daerk Mihocha, and
he said msdos.archive.umich.edu, but it is not there.

Thanks

Lannie@ins.infonet.net
Lannie Schafroth

4048. Falcon HD access errors

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 22:37:29 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <26537EVSYQIXVFBGLPD@ars.ath.forthnet.gr>
Source record: 180392

ID>To try out the speed of the drive I first used ratehd v3.05. I got this
ID>The access times varies from 32 to 46ms depending on graphics mode!

The ratehd never gives good results on a Falcon. I think that the
program needs fixing...

ID>I ran HowFast to get another opinion on the transfer speed. This reported
ID>writes at around 1.2Mb/s and reads at 1.8Mb/s.

Now this is readings you can depend on. The program works in a very
reliable way.

As for the other problems. The cable must be wrong. Check it.
I had the same problems. Once the hard disk just stopped during
optimisation and i hadn't backup up the data! A simple restart of the
hard disk was the solution (and pressing retry on the dialog box) but
I had to do this 4 times. After changing the cables, the problems
dissapeared.

Michael Papadopoylos.
mipap@ars.ath.forthnet.gr

-Sorry for any spelling mistakes.

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services

4049. Re: Falcon HD access errors

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 22:46:32 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <CwG9xL.DL6@cix.compulink.co.uk>
Source record: 180305

In message <357nvn$m54@nyheter.chalmers.se>, d8klojo@dtek.chalmers.se said:

>BARRY WILSON <wilsontjb@cix.compulink.co.uk> wrote:
>>IIRC an updated version of ratehd was released earlier this year.
>
>Where can this be found? Is it commercial?

IIRC it comes with ICD Pro Utilities, however, it _may_ be pd and available on
their bbs.

Barry wilsontjb@cix.compulink.co.uk

4050. TraceTechnologies

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 23:46:17 UTC
From: marshall@cs.uq.oz.au
Message-ID: <35ns89$iqc@uqcspe.cs.uq.oz.au>
Source record: 180399

Can someone mail me the address (email and snail-mail) for Trace
Technologies (DataDiet people). Thanks.

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

4051. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1994-09-20 23:49:58 UTC
From: paul@vega.ame.arizona.edu
Message-ID: <35nsf6$t5e@news.CCIT.Arizona.EDU>
Source record: 180395

In article 2009941556060001@edbtech.central.susx.ac.uk, g.m.hockney@sussex.ac.uk (Geoff Hockney) writes:
> As a brand new subscriber to comp.sys.atari.st can anyone give me any info
> on the availability of v3.1 for the Spectre. Also does Dave Small have an
> Internet address?
>
> Thanks
>
> Geoff

Dave Small announced that 3.1 was done last March, that it only needed docs and copying. There's been nothing sice then. He does have an email address, but I can't recall what it is, but it doesn't matter anyway since he hasn't answered anything in quite a while.

Just keep hoping--that's what we all do.

-Paul Harris @ @
paul@vega.ame.arizona.edu ___/

4052. Re: The Best ATARI BBS software ????

Newsgroup: comp.sys.atari.st
Date: 1994-09-21 00:25:41 UTC
From: Ansy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <puzRPZ9.mindbomb_bbs@delphi.com>
Source record: 180313

Joakim Nordlander <jonord@krynn.solace.mh.se> writes:

> There's a few, like QBBS, RatSoft and Octopus. I am going to change to
>Octopus which is a very fast system and it also works fine on an 8 MHz ST
>under MultiTos. Koos Kuil, who is developing Octopus is very friendly too.
> I'd say go for Octopus. It's quite expensive though, about $80.
>
> /Jocke

Jocke, Whats Octupus?!? I thought I'd tried and seen just about every
ST BBS in my quest for a good system (finally settled as a beta tester for
and upcoming new product luckily!)...

Any info you could mail me on the package? Is there a demo available, or
can you supply me with an address (internet or otherwise)?!

I'd love to see it in action too :}

Many Thanks - Andy @ Mindbomb

4053. Geneva/NeoDesk/Works

Newsgroup: comp.sys.atari.st
Date: 1994-09-21 01:17:37 UTC
From: tdcflcn@infinet.com
Message-ID: <35o1ji$d76@rigel.infinet.com>
Source record: 180310

OK, I got Geneva and NeoDesk 4 yesterday. Love it. Works better than I thought it would. It was well worth the upgrade. Now all I need is 16mb of memory so I can load all my favorite apps.

One Problem:

I'm having some problems with Atari Works, it will not load from Geneva in stand alone or from NeoDesk. With or without GDos. It will not run in single-task mode.

Help! I really need this.

Anyone know of any problems with Gevena running with Outburst or Warp 9?

Thanks,

Thomas (Tom) Chamberlain, tdcflcn@infinet.com
===
Member of: | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
| P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *
===
Also a IBM AS/400 RPG/COBOL Programmer/Analyst/Software Consultant

4054. L.t.p.d. Bbs

Newsgroup: comp.sys.atari.st
Date: 1994-09-21 01:31:00 UTC
From: doug.brookes@balmybeach.tor250.org
Message-ID: <0da0f5ae@balmybeach.tor250.org>
Source record: 180397

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4055. Re: TraceTechnologies

Newsgroup: comp.sys.atari.st
Date: 1994-09-21 01:31:59 UTC
From: marshall@cs.uq.oz.au
Message-ID: <35o2ef$ota@uqcspe.cs.uq.oz.au>
Source record: 180304

In <35ns89$iqc@uqcspe.cs.uq.oz.au> marshall@cs.uq.oz.au (Marshall (G.M) Harris) writes:

>Can someone mail me the address (email and snail-mail) for Trace
>Technologies (DataDiet people). Thanks.
Thanks - I have it now!
--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

4056. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-21 01:33:53 UTC
From: mabdul@viking.dvc.edu
Message-ID: <35o2i1$8ep@viking.dvc.edu>
Source record: 180394

I probably sound two-sided, but the reason I still use MultiTOS is because it features shared memory, loadable file systems, and other goodies.

I really do not know anything about MagiC/X so I can't say anything about it. Is MagiC an AES replacement or Multitasking GEM or is it a low level kernel replacement/enhancement like MultiTOS?

4057. Migraph Hand Scanner For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-21 01:41:34 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Sep20.224134.27633@ac.dal.ca>
Source record: 180400

Migraph hand scanner w/touchup, Scan & Save and scanning tray with
Merge it software. $250 CDN. Please E-mail if interested!

4058. Toadfest info

Newsgroup: comp.sys.atari.st
Date: 1994-09-21 01:59:58 UTC
From: rmitch1@umbc.edu
Message-ID: <35o42u$l2m@umbc8.umbc.edu>
Source record: 180398

Found this info on Toadfest '94 on GEnie -- thought I would pass it along.

[----- CUT HERE -----]

TOAD COMPUTERS -- PRESS RELEASE -- SEPTEMBER 20, 1994

It's official, it's for real, it's packed with stuff and it's headed your way! Watch for the new Toad Computers PRODUCT CATALOG! It's being mailed to 25,000 of our closest friends and you're probably one of them! If not, call us TOADAY and get on our mailing list! We want to make sure you have the latest information on the products available for your Atari!

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- Emulators - Gemulator for $99
- Repairs - Spectre 3.1
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- Spreadsheets - Financial Software
- Educational Software - Edit*Plus
- Mice & Joysticks - Cheap Games
- Recipes - Directions to our Store
- Beetle Mice - Our Reader Survey

WATCH FOR IT in your mail! It has a bright yellow, full color cover! You can't miss it! Also announced in the catalog are the following new services from Toad Computers:

TOADFAX FAX-ON-DEMAND SYSTEM: (410) 544-0098

TOADFAX -- a new, automated, voice activated FAX-On-Demand system -- distributes pricing and product literature to Toad customers.

Simply call the system, enter the numbers of the documents you wish to receive using your touch-tone phone. You can choose between entering your FAX number and having our system call you back, or receiving your documents on-line at the time of your call.

TOADFAX is intended to cure a common problem in today's fast paced computer market -- information obsolesence -- and gives customers a fast and easy way to check up on prices and product information.

TOADFAX can be reached by dialing (410) 544-0098 and will begin operation in mid-August 1994.

TOAD T-SHIRT: "MY OTHER COMPUTER IS AN ATARI!"

Also available is a new Toad T-Shirt! This is the first Toad T-Shirt in almost four years and it's sure to be a hit!

ON THE FRONT: My Other Computer is an ATARI!

ON THE BACK: ATARI Logos (from Catalog Cover)
Toad Computers
America's Atari Source!

The shirt is white, rugged 100% cotton. The front is in blue. The back is in full color and features various Atari logos (Fuji, ATARI, Lynx, Jaguar, TT, ST, STE, Portfolio and Falcon030 -- each in a different color!)

This rugged shirt is 100% Fruit-of-the-Loom cotton and more stylish than a hairpiece!

Small, Medium, and XL: Only $10.00!

2XL and 3XL Sizes: Only $14.00!

==========

TOAD COMPUTERS -- HOLIDAY FESTIVAL '94 ANNOUNCEMENT!

Toad Computers is proud to announce HOLIDAY FESTIVAL '94 which will take place on December 3rd & 4th, 1994. Last year's event drew a surprise 500 people from all over the country and featured guests and exhibitors such as:

- Dave Small
- Joe Waters, Ed. of Current Notes
- Charles Smeton (STraight FAX!)

- Dave Troy (CN Columnist / Toad Co-owner)
- Tim Reyes
- MajicSoft
- Carter's Creative Computer
- Greg Ondo of Steinberg Jones

All Atari developers and user groups are invited and will be given FREE table space if pre-registered by November 1, 1994. Tables requested after that time will be $150 each. Space will be allocated on a first come, first served basis.

We'll feature free hot apple cider, door prizes and more! We'll also have another raffle to benefit Habitat for Humanity (which raised over $500 last year!!)

The show will take place at TOAD COMPUTERS in the Park Plaza Shopping Center in Severna Park, Maryland. There's unlimited free parking and lots to see and do nearby, as we're nestled between Washington, Baltimore, and Annapolis.

Confirmed 1994 attendees include:

- Tom Harker, ICD Inc. (CatBox and Star Battle)
- MajicSoft
- Binary Sounds (Hybrid Arts Product Line)
- Joe Waters, Ed. of Current Notes
- Greg Ondo, Steinberg Jones
- Charles Smeton (STraight FAX!)
- Dave Troy (CN Columnist / Toad Co-owner)

Many others are in the works.

TOAD COMPUTERS HOLIDAY FESTIVAL '94:

Saturday December 3th 10:00am - 7:00pm
Sunday December 4th 10:00am - 5:00pm

Toad Computers
Park Plaza Shopping Center
570 Ritchie Highway
Severna Park, MD 21146-2925

Voice: (410) 544-6943
Orders: (800) 448-8623
FAX: (410) 544-1329
BBS: (410) 544-6999
TOADFAX: (410) 544-0098

For MAPS, DIRECTIONS, HOTEL ACCOMODATIONS, or any other information you may need, please call us!

Keep an eye open for further developments on the show! We plan to have announcements on and in:

- GEnie - CompuServe
- Internet - Delphi
- Current Notes - ST Informer
- Processor Direct - Anything We Can Think Of

We will also be mailing postcards in support of the show
sometime in November. If you know of someone who would like
to come to the show, give us their name and address and
we'll be sure they get the information!

ADMISSION IS FREE!!!! ADMISSION IS FREE!!!

==========

NEC CD ROM DRIVE SPECIALS!

We have the best deals on CD ROM drives for your Atari! Here are some
prices on our legendary NEC Drives!

- NEC CDR25 150K/sec, +/-600ms $ 99 Portable

- NEC CDR210 300K/sec, 280ms $279 External
$199 Internal

- NEC CDR510 450K/sec, 195ms $379 Internal
$459 External

- NEC 3xe 450K/sec, 195ms $599 External
NEC 3xi $499 Internal

- NEC 3xp 450K/sec, 250ms $449 Portable

Take one look at this chart and one obvious question emerges:

WHY ARE THE CDR210 AND CDR510 so CHEAP compared to
comparable drives from NEC?

The answer? The NEC CDR210 and 510 are OEM (original equipment
manufacturer) versions of their popular double and triple speed
drives. They function identically to their higher-priced counterparts!
You might want to spend a little more to get the 3xp, 3xe, and 3xi
drives because of their sleek styling, or cool looking plastic cases,
but you don't have to! The 210 and 510 drives give you all the power
at a significantly lower price!

EXTENDOS $19
Audio CD Master $29
Photo Show / PS Pro $29/$39

CD ROM's:
GEMINI Atari CD ROM $29
Bitsream 500 Fonts $44.95
Qwikforms CD ROM $49
Project Gutenberg $29
Fractal Frenzy $29
GIFs Galore (no adult) $29

Source Code $29
Clip Art Cornucopia $29
Space & Astronomy $29

GERMAN PD CD!!! $39
GERMAN PD CD 2 $39
Winning Pictures $29
Font Funhouse $19
Font Pro Vol 1/2 $25
EPS Pro Clip Art $139
EPS Pro Clip Art 2 $139
Corel Photos $39
Sound Library Pro $25

DON'T BE FOOLED! YOU NEED AND WANT THE QUALITY OF A SCSI CD ROM DRIVE ON YOUR ATARI!

We have received a few calls from customers who say that they have seen double-speed CD ROM drives on sale for $150. Well -- this may be true, but what they are seeing are usually IDE (PC compatible) CD ROM drives without a case or power supply. The Atari cannot use the IDE drives -- you need a SCSI drive -- and they are more expensive than their IDE counterparts, due to their higher quality. Plus, for $199 you can get an _internal_ SCSI drive, but that's probably not what you want! You want an EXTERNAL drive, which almost always costs about $80 more! So, when you really think about it, the $279 you pay for an external, SCSI, high quality CD ROM drive is completely in line with the $150 you might pay for a generic, internal IDE drive!

-----> NEC CDR-210 EXTERNAL SCSI 2x DRIVE FOR $279!!!!

==========

WATCH THIS SPACE FOR MORE SPECIALS COMING SOON!

==========

HEY! WE ARE:

Toad Computers
Park Plaza Shopping Center
570 Ritchie Highway
Severna Park, MD 21146-2925

Voice: (410) 544-6943
Orders: (800) 448-8623
FAX: (410) 544-1329
BBS: (410) 544-6999
TOADFAX: (410) 544-0098
MUSIC/MIDI: (410) 544-7495

THANKS FOR EIGHT GREAT YEARS! WE'VE ENJOYED BEING YOUR ATARI SOURCE AND LOOK FORWARD TO SERVING YOU IN THE FUTURE!

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============================================== (C) TC, INC. 07/94 ==
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4059. STReport E-Mail subscription

Newsgroup: comp.sys.atari.st
Date: 1994-09-21 02:24:33 UTC
From: dpj@delphi.com
Message-ID: <h2xzPL5.dpj@delphi.com>
Source record: 180308

STReport will be branching out to Internet users in the very near future. Since I've started to avail myself of Delphi's Usenet access areas from within the Atari area, I've received numerous requests to receive STReport from a variety of Internet addresses. So, we're putting together an Internet distribution/mailing list for those who wish to receive STReport on a regular basis, and we'll UUENCODE each issue and mail it to you. If you're interested in being added to our mailing list, please drop me some mail at "dpj@delphi.com". Look for mailings to begin by the start of October. We are also considering a number of Internet ftp sites to post our issues as well. Whatever we can do to make STReport available to you. we'll try it!

Dana @ STReport International Online Magazine

4060. Re: Any voice mail software for the ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-09-21 02:52:32 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <35o75g$i7l@golem.wcc.govt.nz>
Source record: 180312

] I just bought a voice mail capable modem. I understand that I can use it
] like an advanced answering machine with the right software. Does any
] software like this exist on the st ?. If it does, would I in any way be abl
] run Straight Fax 2 at the same time?.

Coma v2.xx can handle Voice-Mail. (On Zyxel and (I think) Supra modems)).

It's English/Deutsch and is Shareware, the shareware fee being about 80DM
(From memory). It's a very impressive program, and also handles fax
and acts as a mini-BBS (works like a dial-in FTP site apparently - I
never worked this out as the doc's are in German).

Running Straight Fax as an Accessory (I think it can) at the same time
should allow faxes, but Coma does this as well. (Detects voice/fax/modem
and acts appropriately).

AFAIK It's the only program that handles voice-mail properly on the ST.

4061. Re: What is LittleNet?

Newsgroup: comp.sys.atari.st
Date: 1994-09-21 02:53:54 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <35o782$i7l@golem.wcc.govt.nz>
Source record: 180307

] There is an inproved version of LittleNet around, called astoundingly
] enough, MediumNet, with various improvements like allowing you to save

Is this commercial? If not, any idea as to where to get it from?
(Some friends are quite pleased with LittleNet, and no doubt would be
even more so with a more souped-up version)

4062. Re: Atari 800 Emulator for MSDOS

Newsgroup: comp.sys.atari.st
Date: 1994-09-21 02:55:25 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <35o7at$i7l@golem.wcc.govt.nz>
Source record: 180391

```
] Does anyone know where I could get the copy of the Atari 800
] Emulator for the MSDOS machines? I asked Daerk Mihocha, and
] he said msdos.archive.umich.edu, but it is not there.

Try atari.archive.umich.edu in ./atari/Emulators/
I'm not sure of the filename, but it will no doubt mentionit somewhere.

It could be in ./atari/8-bit/ instead/as well as there are "add-on"
virtual disks in there for it.
```

4063. Re: What is LittleNet?

Newsgroup: comp.sys.atari.st
Date: 1994-09-21 03:03:23 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <35o7pr$i8b@golem.wcc.govt.nz>
Source record: 180302

In article <35fb1i$gjj@nermal.cs.uoguelph.ca>, thopman@uoguelph.ca (Theodore L Hopman) writes:
>Rowland Baker (sccoe@ucscb.UCSC.EDU) wrote:
>
>: What exactly is this program supposed to do? I have it set up between the
>
>There is an inproved version of LittleNet around, called astoundingly
>enough, MediumNet, with various improvements like allowing you to save
>your defaults. I haven't used either (just taken a cursory look) since I
>don't have two ST's to network, but the letters allow you to set up the
>network so that you can access the other machine's drives (Slowly.).
>
>THeo

If there is a updated version Please post better information, like
full file name and sites that it on, this half baked info does
not help any one, only frustates them...

By the way I had a look on most normal sites and never found this...

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

4064. Spectre GCR and more for sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-21 04:34:00 UTC
From: japolis@nyx10.cs.du.edu
Message-ID: <35od3o$e82@nyx10.cs.du.edu>
Source record: 180301

Hello! I have the following items for sale or trade:

"productivity stuff"
Codehead Utilities, release 3.....$10.
G+PLUS 1.3.....$15.
MultiDESK 2.1.....$15.
Image CAT .....$20.
Mini Office (Nicely done graphs and stuff, from UK) .....$25.
Spectre GCR 3.0 complete, unregistered, with system software and a big
bunch of disks of utilities and programs to get you started.....$200.

"fun stuff"
OIDS and PINBALL MAGIC (games).....both for.....$15.

"books"
THE GUIDE TO CALAMUS DESKTOP PUBLISHING.....$25.

Or.. how about..... All for $225.

Add $2.90 for shipping, or shipping is FREE with three or more items!
Payment forms acceptable are Check, MO, or trade for any of the items
below.
I am looking for Tracker/ST, STeno, Studio Photo, Imagecopy 2, True paint,
Warp
9 v3.80, or EdHak or who-knows-what. Let me know what you have! (please
legal only, with disks and docs) Call (303)473-0511 or EMAIL to
JApolis@nyx.cs.du.edu or jeffApolis@aol.com

Thanks!

4065. Need feedback on prices for system

Newsgroup: comp.sys.atari.st
Date: 1994-09-21 05:01:40 UTC
From: davidli@dragon.labmed.umn.edu
Message-ID: <CwGrH9.3oD@news.cis.umn.edu>
Source record: 180393

I am thinking about selling off my major Atari STe system. I'd like to hear from you about what you think a good price would be for the following (who knows, maybe someone out there wants to take it all off my hands for a set price). Send me e-mail if you're interested, or if you have any suggestions about asking prices. I may summarize it all after a bit of time has passed.

- David Paschall-Zimbel

Hardware:

1040STe with TOS 1.60 and 4 megabytes of memory
SC1224 color monitor
semibroken SM124 monochrome monitor
External double-sided floppy disk drive
ICD AdSCSI Plus ST controller with 20 megabyte SCSI hard drive
ICD Link2 controller
NEC CDR-25BJ CDROM reader
Atari game controller
IMG Scan cartridge

Software:

Gemini Atari CDROM
Geneva
NeoDesk v4.0
Warp9 v3.5
Civilization
CAD 3D 2.0
Cyber Control
Future Design Disk
Human Design Disk
Architectural Design Disk
Cartoon Design Disk
Antialiaser (works with Cyber Control)
Cyberpaint 2.0
Cybertexture
AtariWorks with SpeedoGDOS
Wordflair 2 with FSMGDOS
Universal Item Selector v3.1
dBMAN v2.xx
Personal Pascal with TackleBox ST
Captain Blood
Balance of Power
Risk
Orbiter

Oh No! More Lemmings
Black Gold
VIP Professional
Arkanoid
Populous
All Aboard!
Zoomracks II
DC Desktop
DC Utilities
ProCopy
Quick ST II
MultiDesk
MT C-Shell
G.I.S.T.
Atari scholastic series: Chemistry volume 2
Atari scholastic series: Biology volumes 1,2,3,4
Math word problems
Turbo C version 2.0
About 400 disks filled with public domain/shareware programs

Books:

The Atari Compendium
Compute's Atari ST:VDI
Compute's Atari ST:AES
Abacus Atari ST Internals
Abacus Atari ST GEM Programmer's reference
Programming the 68000
The CP/M handbook
Atari ST Applications Programming

Magazines (with Disks):

All issues of STart magazine
Most issues of ST Format from mid-1990
Most issues of ST User from mid-1990
Most issue of ST Review from mid-1992

4066. Re: Looking for Patrick Seeman (co-author of Guck)

Newsgroup: comp.sys.atari.st
Date: 1994-09-21 05:45:14 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <35oh9a$k43@golem.wcc.govt.nz>
Source record: 180303

In article <Jw3zXj7.johnhechtman@delphi.com>, John Hechtman <johnhechtman@delphi.com>
writes:
> Please help me! I have an English translation of Patrick's fine file viewer
>program, Guck, courtesy of Steve Wells who did the translation. But all the
>email addresses listed for Patrick are invalid. I cannot find out where to
>send translations of his program/docs/shareware payments. Does anyone here
>know how to reach him?

I contacted a Firm in the UK that Advertised version 2.0 of GUCK, I rang
them, they stated that the Author was no longer invoved with it...

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

4067. Re: Usenet Reader

Newsgroup: comp.sys.atari.st
Date: 1994-09-21 05:59:02 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Sep21.055902.6373@news.unige.ch>
Source record: 180321

>I want to be able to telnet to the service then quit from the term
>program and run the XXX program just like the winnv for Windows.
>
>Michael Papadopoulos.

And I would like to do the same; I am connected to the net via a
serial link to a Sun.

****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

4068. Re: Atari 800 Emulator for MSDOS

Newsgroup: comp.sys.atari.st
Date: 1994-09-21 08:14:31 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CwH088.8vJ@cs.vu.nl>
Source record: 180316

lannie@ins.infonet.net writes:

>Does anyone know where I could get the copy of the Atari 800
>Emulator for the MSDOS machines? I asked Daerk Mihocha, and
>he said msdos.archive.umich.edu, but it is not there.

PC XFormer v2.0's URL is:

ftp://msdos.archive.umich.edu/atari/8bit/Xf2/

>Thanks

>Lannie@ins.infonet.net
>Lannie Schafroth

Ivo.

||| Ivo van Poorten <ipoorten@cs.vu.nl> aka The Gatekeeper |||
||| Visit my Atari 8-Bit Home Page !!! |||
_/ | _ The URL is http://www.cs.vu.nl/~ipoorten/8bit.html _/ | _
ATARI or ftp all offered stuff at: ftp.cs.vu.nl/pub/ipoorten 8-BIT

4069. Re: Faster Than Light

Newsgroup: comp.sys.atari.st
Date: 1994-09-21 08:20:48 UTC
From: cgra@se.alcbel.be
Message-ID: <35oqd0$gns@btmplq.god.bel.alcatel.be>
Source record: 180320

Erlingh of course is both in Norway *and* Out To Lunch...

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

4070. Re: virtual memory on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-09-21 08:24:10 UTC
From: cgra@se.alcbel.be
Message-ID: <35oqja$gns@btmplq.god.bel.alcatel.be>
Source record: 180317

Ed could you please send me a non-garbled email address:
evgaster@hvsae01.ns-nl.att.com doesn't work.

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

4071. Re: Assembler & C

Newsgroup: comp.sys.atari.st
Date: 1994-09-21 09:54:56 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Sep21115457@issan.informatik.uni-dortmund.de>
Source record: 180318

In article <Up-EIUTEAVA@ttgk.textlitho.nl>, gert@ttgk.textlitho.nl (Gert van der Knokke) writes:

|> In <35l478$72e@felix.dircon.co.uk> Philip Mack wrote :
|>>
|>> Hi all...
|>>
|>> I'm trying to write a small clock programme that displays on
|>> the GEM desktop. I've got the VB written in assembler and I'm
|>> trying to link in a C module that does all the screen formatting.
|>>
|>> Anyway the progamme cashes all the time !
|>>
|>> Has anyone written a clock programme I my have a look at,
|>> or mananged to link an assembler VB routine with a C module ?
|>> If so could I have a look at your code.

|> If you are using GEMDOS/BIOS/XBIOS calls from within your assembler or C
|> program then you're in for a suprise. GEMDOS/BIOS/XBIOS calls are not
|> 're-entrant' so may NOT be used from within interrupts (VB)

BIOS and XBIOS *are* re-entrant, but in limited way. You must be
careful not to overflow the internal stack where the registers are
saved upon entry. But it should be no problem to make some output with
Bconout.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

4072. Re: Atari Unix (was: Unix on ST)

Newsgroup: comp.sys.atari.st
Date: 1994-09-21 10:18:22 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.780142702@acp5>
Source record: 180322

mike@divsun.unige.ch (Mike Morris) writes:

>Is there any reason why this could not now be made available as
>PD/freeware?

There is a reason why it can't: The Atari System V is based on the original
sources by AT&T and these can't be released for free.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

4073. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-21 10:19:50 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.780142790@acp5>
Source record: 180323

mabdul@viking.dvc.edu (Abdulkareem) writes:

>Is MagiC an AES replacement or Multitasking GEM or is it a low level kernel
>replacement/enhancement like MultiTOS?

It replaces _the whole_ operating system, not only the AES. MagiC is a
complete TOS/GEM compatible operating system of its own, supporting
preemptive multitasking. Loadable device drivers are not supported yet.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

4074. Web browser for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-09-21 11:03:48 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <35p3uk$jtj@mserv1.dl.ac.uk>
Source record: 180319

Hi,

Does anyone know if there is or will be a Web browser for the Atari. After creating my own Atari Web page I thought it would be nice if people had an Atari browser on which to view it.

Thanks,

Mark msh@dl.ac.uk

4075. Re: The Best ATARI BBS software ????

Newsgroup: comp.sys.atari.st
Date: 1994-09-21 11:06:47 UTC
From: jonord@krynn.solace.mh.se
Message-ID: <jonord.780145327@krynn>
Source record: 180315

Ansy Maccallum <mindbomb_bbs@delphi.com> writes:

>Jocke, Whats Octupus?!? I thought I'd tried and seen just about every
>ST BBS in my quest for a good system (finally settled as a beta tester for
>and upcoming new product luckily!)...
>
>Any info you could mail me on the package? Is there a demo available, or
>can you supply me with an address (internet or otherwise)?!
>
>I'd love to see it in action too :}

Octopus is also a new, upcoming BBS-system still on it's beta-stadium which
is developed by Koos Kuil. For a demopackage you must contact him directly
since he wants to have control over who gets it. Contact him at
Koos_Kuil@textlitho.nl or 2:282/397@FidoNet.ORG.

In short, the program is fast, runs in both GEM and TOS enviroment and also
under a multitasking enviroment. It uses a scriptfile which allows you to
make your board to look the way you want.

/Jocke
--
Shine on You crazy Diamond and make sure you Keep Talking
after all, we're only ordinary men...
/|\ Joakim Nordlander jonord@solace.mh.se

4076. graphics tool wanted

Newsgroup: comp.sys.atari.st
Date: 1994-09-21 11:21:00 UTC
From: michael.brunnstrom@cindy.ct.se
Message-ID: <fd7a5e08@ct.se>
Source record: 180201

Hi Martijn Dekker, how are you

19-Sep-94 11:01, Martijn Dekker wrote to All
Subject: graphics tool wanted

MD> From: mdekker@fwi.uva.nl (Martijn Dekker)

MD> Hi,

MD> I am looking for a package that lets me design sprites and backgrounds
MD> for
MD> a game I am designing (it exists on paper only at this moment).
MD> I use a 1040ST. Of course it should be able to store
MD> the graphics in a format I can use (for example a C file).

MD> Any info about such programs welcome.
I suggest that you take a look on a program called Neochrome 2.28.
Neochrome has some support for C, when handling sprites for example.

Greetings from Michael Brunnstrom

4077. My PD- and Sharewarelist !

Newsgroup: comp.sys.atari.st
Date: 1994-09-21 11:35:52 UTC
From: Werner Michaleck <Werner.Michaleck@muenst.Boerde.DE>
Message-ID: <2e801a93.16@muenst.Boerde.DE>
Source record: 180297

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Atari-Liste Stand: 01.09.1994
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Virenkiller
```

Die neueste Verion unserer Virenkillerdiskette finden Sie in
Zukunft auf dieser PD-KATALOG-DISKETTE!
Durch st�ndige Erg�nzung und Erneuerung gibt es keine
Angaben zu den enthaltenen Programmen.

5 Flight F Demo des schon legend�ren Flugsimulator II
10 M Studio SW F 53 Musikst�cke f�r das Musikstudio(MIDI-MUSI)
Eldicad SW GFA hervorragendes Elektro CAD Progr.
voll GEM viele Optionen.
14 Minos SW F ACC Labyrinth mit L�sung !
Dulo SW F ACC
Mad SW F ACC, der Bildschirm spielt verr�ckt
Square SW F ACC
Happy 4 SW Das Spiel 4 gewinnt.
Pascal SW Passhel-Compiler, Linker, Editor.Hilfsprogramm
Ram Disk SW F einstellbare Ram Disc nur altes TOS
25 Megaram SW F ACC Ramdisk f�r Megarechner
VDI Samp F Darstellung verschiedener M�glichkeiten
und Farben f�r Grafikprogramme
Zord 7 SW VIP " Technologes " Demo !!
Mandel SW F �hnlich Apfelm�nnchen
PSPEED SW F �berp�ft die Lade- und Speicher
geschwindigkeit der einzelnen Laufwerke
Dump SW Monitor gut !
Silent SW F MIDI Progr. spielt das Lied Silent Night
Casio SW Progr.zur �bertragung von Daten
zwischen dem Casio Keybord CZ101 und
dem ST �ber die MIDI Anschl�sse
Color 512 F Alle 521 Farben auf dem Bildschirm
Iconname SW F Erm�glicht das �ndern der Namen
RTC 12 SW F resetfestes Einstellen von Zeit und Datum
X Modem SW F Terminalprogr.f�r X Modem und kompat.
Grafdemo SW F einige Grafikdemos
Ram 97 SW F Ramdisk f�r 260 mit Boot Tos
Etiketten SW F Druckt Disketteninhaltsverzeichnis
auf Endlosetiketten
Munchners SW eine Pac Man Version auf dem ST
Pool SW Monocrome Billard Version

Reversi SW F ACC Spiel
Puzzel SW Puzzle am ST
46 Desk Uhr SW F Tic Tac..... Tic Tac
Gemtool SW Demo f�r die GEM-Programmierung
Harddisk SW F Treiber f�r Harddisc.Automatischer
Start von der Festplatte
Master SW F Generationsberechnung mit
frei definierbaren Regeln
Memory SW F ACC zeigt freien Speicherplatz
von A bis D und RAM
Pegasus SW Malprogramm
RCS Scann SW RCS Scann analysiert Files
Toram SW F Kopiert automatisch bestimmte
Programme beim Booten in eine RAM Disc
Disc Uhr SW F Tic Tac..... Tic Tac
RAM DISC SW F ACHTUNG in diese frei definierbare
Ram Disc kann viel mehr eingeladen werden,
als sie normalerweise fasst.
Beispiel:Anmelden mit 400 K Byte
Einladen ca. 720 K Byte ?!?!
Aufl�sung: Die Ram Disc komprimiert die Progr.

48 Fram 77 SW Statische Berechnung f�r Konstrukteure.
Sehr umfangreich
Messwerte SW F Grafische Darstellung von Messwerten
66 AGO Finanz SW F Finanzmathe: Berechnung von Zinsen,
Laufzeit, Tilgung
Assembler SW F Assemblerpaket nach M68000 Standard
inkl. 2 Pass- Assembler, Disassembler,
Debugger, Editor Zum Erstellen von
Maschinenspracheprogrammen mit 14 K. Anleitung
Mathelib SW F Eine umfangreiche Mathebibliothek f�r
Pascal, igonometrische Funktionen,
Matrizenalgebra u.v.m..Nur f�r ST Pascal.
72 Auto SW F CH Maus versperrt Zugriff
auf Desktopleiste
Protect SW F ACC Der Protector (Schreibschutz)
Levis 123 SW F Chemieprogramm aus den USA.
Mit 50 KByte Anleitung
Bikalk SW ACC einfacher Taschenrechner
Speettos SW F ACC doppelte Geschwindigkeit
beim Laden und Speichern
Tinytool SW F ACC Monitor
Epromdisk SW F Erzeugt Ramdisk von 128 und 64 K
f�r die Ablage von Programmen, die auf ein
Eprom gebrannt werden sollen.
Disklable SW noch ein Etikettendruckprogramm.
Mit �ber 100 festen M�glichkeiten.
Etiketten SW Adressaufkleber f�r Label und Briefe.

Hardcopy SW ACC unterst�tzt eine gezielte Hardkopy
(Bildausschnitt)
79 LFD ST SW F Rund um den ATARI. Stand:19.4.1986
Eine etwas ausf�hrlichere Erkl�rung
als das Handbuch.75 KByte und optimal
f�r Einsteiger.Lesbar am Bildschirm.
Aufkleber SW komfortabler Adressaufkleber Forth
Digi Uhr SW Digitale Uhr, oben rechts im Desktop
Etiketten SW Beschriftung von 3,5" Disketten
Labelprog. SW F Herstellung von Texten, Etiketten
CPM Z 80 SW F Z 80 Emulator
Folks SW F Volks- Forth 83 Einstiegsm�glichkeiten
mit sehr vielen M�glichkeiten der
Weiterentwicklung
CBRAM SW F Ramdisk

90 Adress ST SW F eine gute Adressverwaltung, die
einigen k�uflichen das F�rchten lehrt
DiskUtilitySW F Der Weg an's Directory
manipuliert L�schschutz,
erzeugt echtes IBM-Format
Solitair SW F bekanntes 'Taschenspiel' -
�berspringen von Streichh�lzern
in einem breiten Kreuz
ST Grafik SW F GFA-Grafikausgabe in Form von Kuchen und
Balkengrafik und/oder Diagrammen [sehr gut]
Boxmaster F 2 Spiele
103 Yahtzee SW Altbekanntes Zockerspiel
Disk SW Spielautomatensimulation
Calc SW Superrechner der Wienand KG

140 Tendemo F hervorragendes Zeichenprogramm mit sehr
vielen Optionen wie DEGAS ELITE

141 Tridemo SW wie P.D. Nr 140
156 Syntw K 1 SW Originaldiskette von Steinberg Res.
Eine Slideshow zeigt, was das Originalprogramm
Syntworks K 1 kann. Ca 30 Minuten Laufzeit.
1 MB erforderlich.
Schieber SW ein alter Rechenschieber.
Slalom SW Geschicklichkeitsspiel
Skiabfahrtslauf in 4 Stufen.
Three GM SW Drei Spiele: 1.Kalah 2.Memo 3.Solitais
177 Roulet SW Wagen Sie den Schritt in Ihr privates
Spielkasino.
Eleganz und Kapital vorrausgesetzt.
Lohnsteuer SW F Lohnsteuerberechnung.
Maxidisk SW F !!!!! nur altes TOS
TOY Prolog SW F V 4.8 mit Source
Ansicht SW F sehr beruhigende Strichdemo.

Monodemo SW sehr beruhigende Strichdemo.
Doodle + SW F einfaches Malprogramm. Erkennt
alle g&#65533;ngigen Formate.
183 Bridgeit F Strategiespiel f&#65533;r 2 Personen.
CH Time SW F GFA Uhr stellen.
CLR Demo SW GFA Programmiervorschl&#65533;ge.
Dir SW F GFA Checkt Disketten nach Files und Folders.
ED Sprite SW GFA Sprite- und Mouse-Editor
GFA Mice SW Spiel GFA Nicht 100% lauff&#65533;hig.
GFA Shell SW F GFA, zum besseren Handling beim Arbeiten mit
Compiler
Globe F GFA-Demo zeigt schnellen Aufbau von 3 D-
Kugeln
Kalender GFA Kalender nach Wunsch!!!
Master F Mastermind (Superhirn) Stragespiel GFA
Microcard F GFA Zeichenprogramm
Pacman F 2 Pacman Versionen GFA
Scorfour F Vier Steine in einer Reihe GFA
Sensori F Spiel GFA
States F Strategiespiel GFA
TI TA TO SW GFA 3D Tic Tac Toe mit vier versetzten
Brettern &#65533;bereinander. Alle Bretter werden
gleichzeitig gespielt. 1 oder 2 Spieler.
GFA Basro SW F 41261
192 ST Klick SW F Notiz, Wecker, Schreibmaschine, Rechner
Kalender mit Tagen und Monaten, Druckeranp.
Mac Pan SW Der alte PAC MAN aus der Spielhalle.
Term SW Umfangreiches Terminalprogramm
X Ref SW F Anpassung von C Programmen, die f&#65533;r andere
Rechner geschrieben wurden.
Invaders SW Eine neuere Umsetzung des alten
Spielhallenspiels.
Andruil SW Geschicklichkeitsspiel mit 75 Bildern.
Diamon SW Vielseitiges Spiel mit 30 fertigen Levels,sehr
schneller Grafik und Feldeditor.(Boulder Dash)
Minefilds SW wagemutiges Spiel in einem Minenfeld.
Data Text SW Datenverarbeitung
194 Sprache SW F Softwarem&#65533;ssige Sprachausgabe
ZeitmanagerSW GFA Sehr &#65533;bersichtlich und gut durchdachtes
Zeitplanungskonzept. Super
Carpet SW Berechnungsprogramm von 3D-Funktionen.
Hiddenline,Algorithmus und Beleuchtungseffekten.

3 D Plott SW Berechnungsprogramm von 3D-Funktionen
mit einigen Extras.
Funktion SW Plotterprogramm mit verschiebbaren Achsen,
mehrere Darstellungsarten m&#65533;glich.

Tops SW F The Other Pascal Shell (Pascal Plus)

198 RCS ICN SW Icons einfach erstellen.Bildschirmbereiche
werden einfach umgewandelt in Icons.
Anlage SW Anlage / Aktien / Investmentverwaltung
Depot SW Aktiendepot
Aktie SW F Aktienverwaltung
Regelpro SW Simulation einer Regelstrecke
Berechnung und grafische Darstellung.
Schaltplan SW elektronische Schaltpl�ne mit Hilfe von
Schaltsymbolen selber entwickeln.
Rotax 4.0 SW Animation und Rotationsprogramm von 3-D K�rpern
Pic Switsh F V0.5 Darstellung verschiedener Bildformate.
RSC INN SW F Ausschneiden von Bildschirmausschnitten,
zur Weiterverarbeitung zu ICONS
200 Poster SW Druckt ein Bild in vierfacher Gr�sse.
Ausdrucke lassen sich dann zu einem Poster
zusammenf�gen.

ZS Editor SW Zeichensatzeditor f�r 24-Nadeldrucker
(P5/6/7 und andere). Down-Load Zeichensatz.
Basic Ref SW Crossreferenzprogramm f�r GFA-Basic.Hilft
mit vielen Optionen, Fehler aufzudecken.
Incl.Source in GFA-Basic.
MSK Edit SW GFA Maskeneditor f�r GFA-Basic.Generiert mit
einfacher Bedienung eine komplette
Eingabemaske als Quelltext (Form Input).
Retten SW Fortran. Speichert zu lange Dateien in mehreren
Teilen auf verschiedene Disketten.
Seco SW F GFA Verwaltet Bildausschnitte (mit GFA-
Basic-Befehlen PUT GET verwendbar) und
f�gt sie zu Bibliotheken zusammen.
World SW Lernprogramm. Fragt alle L�nder und
Hauptst�dte der Welt ab. Dabei erfolgt die
Antwort per Mausklick.
Enthaltene Landkarten: BRD, USA, Ozeanien,
Mittelamerika, S�damerika, Europa, Asien.

Kreuzwort SW Generiert Kreuzwortr�tsel.
203 Imperium SW Kaufen und verkaufen von �lfeldern, Pumpen,
Tankwagen.Nat�rlich ist auch Sabotage
enthalten.Wettbewerb vorrausgesetzt.
F1 Manager SW Sie m�ssen einen Formel-Eins-Rennstall
verwalten. Ausr�sten von Autos, Verpflichten
von Rennfahrern und einiges mehr geh�rt dazu
BOLO SW Wahrscheinlich die beste Arkanoidumsetzung
Columbia SW Malprogramm mit vielen Optionen.
Kermit v1.1SW F Datenfern�bertragungsprogramm

204 RAM SW F ACC zeigt freien Speicherplatz.
Paintlux SW Sehr umfangreiches Malprogramm. 3
Ein Muss f�r jeden Monochrombesitzer.
Inhalt SW Erzeugt eine Index-Liste von 1st Word-Texten.

Kopieren Sie einfach alle W�rter,
die ber�cksichtigt werden sollen, in eine
Datei."Inhalt" f�gt nun die Seitennummer an.
Index SW Programm zur Erstellung einer Seitenindexliste,
alphabetisch sortiert, Liste aller Zeilenlineale
und aller Bilder. Weiterhin wird ein Lexikon
aller vorkommenden W�rter erzeugt, mit Wortfilter.
BT Konvert SW Konvertiert 1st Word-Texte nach Becker-Text.
Incl. Sonderzeichenumwandlung und Schriftartanpassung.
Type SW Schreibmaschinenkurs in �ber 40 Lektionen.
Von einzelnen Buchstaben bis zu ganzen W�rtern
werden Aufgaben gestellt und bewertet .
Plotter SW F Darstellung von Werten in Diagrammen.
sehr aufwendig und vielseitig.
Morse SW F Morselernprogramm, mit Angabe der T�ne,
und Abfragen der Buchstaben und W�rter.
206 L Painter SW Malprogrgramm Rasteroperationen, Musterspray,
Verwischen, Drehen, Biegen,
Blockladen und Speichern, Fontloader.
Minigolf SW 18 Bahnen , Steuerung per Maus
Richtung Anschlagst�rke. Sehr Gut !!
Solit�r SW Dreidimensionales Solit�r mit guten Grafiken
Deutsch und Franz�sisch.
Roulette SW Was mag das wohl sein?
Surface SW einfache aber sehenswerte Strichdemo
Mazemaker SW F erstellt ein Labyrinth.
Setmaus SW F ACC Mauseinstellung 3 fache Geschwindigkeit,
CAD SW Student CAD nur altes TOS
Gut gestaltetes CAD Programm mit vielen
guten Optionen.Vergleichbar mit kommerziellen
CAD Programmen.
209 Schloss SW F Textadventure
Squixx SW Altbekanntes Spielhallenspiel f�r Maus
und Joy-Stick.Ziel:F�llen von Fl�chen
im Kampf gegen Steinbeisser.
StundenplanSW F erstellt Stundenplan nach Wahl.
APPLE ST SW F �bertragen von Textdaten zwischen ATARI ST
und APPLE �ber v 24 als GFA BAS + PRG.
Cartoon SW einfaches Zeichentrickfilmprogramm.
Erstellen von Animationen m�glich.
MIDI Mus SW MIDI Programm 1 MB und Keybord erforderlich
sehr �bersichtlich und professioneller Editor.
Einspielen �ber Keybord, Noten ausdrucken.
Erstellt f�r Yamaha PC R 800.

210 Kreuz AS SW Eine sinnvolle Art, mit dem Computer zu
spielen, ohne einen Pfennig Einsatz.
Nachahmung des gleichen Gl�cksspielautomaten.
X Modem SW F Datenfern�bertragung

AMIGA Demo F 100% Funktion wird nicht gew�hrleistet.
Spriter SW Sprite Editor
Denk Mal SW es weden Farbe und Ton vorgegeben, und
sollen nachgespielt werden. 3-6 Felder.
Deconv SW Deconvolutionsprogramm zur Bestimmung
von Abklingzeiten.
Bilanzen SW Kontenverwaltung mit Monats,-Jahresbilanzen,
Balken und Kuchengrafiken,sehr �bersichtlich.
Dakar Sw Dateiverwaltung
Rechnen SW F Wirtschaftsrechnen f�r B�rokaufleute.
Funktionen:Zeiteinheiten, Z�hlmasse,
Englische L�ngenmasse,-Gewichtseinheiten,
L�ngenmasse, Gewichte, K�rpermasse,
mathematische Berechnungen, Datenumwandlung,
Zinzrechnung, Dreisatz, Lagerkennzahlen,
Buchf�hrung, W�hrungsrechnen, Prozentrechnung,
Diskontrechnung, Kalkulation, Verfallzeit
Durchschnittsrechnung, Kurswert,u.v.m.
Auf jeden Fall zu empfehlen.
Zeichen SW F Grafikprogramm f�r alle g�ngigen Formate,
mit vielen neuen Funktionen und neuen Ideen.
Z.B.Ordner erzeugen, sroll, 4 Spiegel,q
Spiegel, Mausi, Gag, Effekt (horizontal-
vertikal), Tausch, Peil, Baum, Rahmung,
Kantenform,Mausiform, M-Kreis, Hardcopy.

216 Deskblue SW Gibt dem Desktop ein neues Gesicht.
alle Programme laufen einwandfrei(4 Wochen Test)
Lotto SW F Lotto Analyse. Chancensteigerung durch
Analysierung aller vorhergegangenen Ziehungen.
Eingabe der folgenden Ziehungen m�glich.
Morsen SW F Morsen �ber Centronics-Schnittstelle.
Erweiterung f�r Funkger�t ist m�glich.
Senden von Buchstaben, Kennung, Zeilen u.Dateien.
Morse ST SW Morsetrainer (nicht 100%, aber sehenswert)
Picsw 0.7 F Darstellung und Drucken von Degas PI1-PI3,
NEO, Tiny, NVision, Amiga IFF, Mac Paint,
Mac Startup, CIS Vidtex und alle Atariformate.
QTH LOC SW Programm f�r Funkamat zur Festestellung der
QTH Kenner.Sehr sch�ne Grafiken und Karten
Ratte SW lernende Ratte in einem Irrgarten
REM EX SW F Entfernt REM aus GFA Basic Programmen.
Mazemakr SW F Erzeugt ein Labyrinth f�r Bildschirm u. Drucker
M Help SW F ACC Hilfsprogramm mit den Funktionen:
Disk Formatieren, kopieren, Ordnernamen �ndern,
Disknamen �ndern, Directory drucken.
Netz SW Bestimmen Sie die Gr�sse einer Netzlandschaft.
Kprinter SW F Kassettenh�llendruckprogramm f�r Audiokassetten.
227 Sammelsorium der gebr�uchlichsten Accessories mit ACC Loader

Weller ToolSW F Setup. Auto-Programme, Accessory Auswahl,- und
Lade-Programm mit sehr vielen sinnvollen Infos.
PD; V.1.4; 1.8.1989; Autor: Clemens Weller
Calc SW - ACC Superrechner der Wienand KG mit ca.280 Funktionen
PD; V.3.0; 1986; Autor : M.Weller
MM Copy SW F ACC Filekopierprogramm von Laufwerk A bis H.
PD; V.1.0; 1986; Autor: K.Ullmann
Setmaus2 SW F ACC Ver�ndern der Mausparameter wie z.B.
Geschwindigkeit,Doppelklick auf der rechten Taste u.s.w.
Sideklick SW F ACC Multi ACC mit Taschenrechner, Terminkalender,
Kalender, Uhr, Wecker, Notizblock, Zeichensatz,
Disk Index Druck und Puzzle.
PD; V.1.0; 1986; Autor: ROS-Soft / H�hn & Ullmann
ST Klick SW F ACC Multi ACC mit Notizblock, Wecker, Drucker Init,
Schreibmaschine !!!, Kalender und Minitaschenrechner.
SHW; V.1.4; Autor: W.Zweygart
Word 400 SW F ACC einfache Textverarbeitung.(sehr sinnvoll)
PD; V.2.0; Autor: F.Gregory Schneller
Bigmacc SW F ACC Multi ACC mit ein oder zweiseitiges Formatieren
Kopieren A-A/A-B/B-B, Filecopy, Uhr, RAM Disk (einst),
RAM Disk laden, F Tasten Belegung und Spooler
PD; V.1.1; 1987; Autor: Marco van Meegen
Clock SW F ACC zeigt in einem Fenster die Zeit Analog an
CRT Saver SW F ACC Bildschirmschoner, schaltet den Bildschirm
nach einer einstellbaren Zeit dunkel.
PD; V.1.0; 7.1986; Autor: ASSoft
DIR Print SW F ACC druckt das Inhaltsverzeichniss (DIR) von A & B
PD; V.1.0; Autor: John Kurvink
Diskhelp SW F ACC mit den Funktionen: l�schen, kopieren, rename,
format, sortieren, tauschen und Ordnerh�ndling.
PD; Autor: Helmut M�nsch / Karl-heinz Wilder
DOLU SW - ACC Mauslupe. Vergr�pert den Bereich des Mauszeigers
ca. um das 16-fache in einem eigenen Fenster.
Freeram SW F ACC zeigt den derzeit freien Speicher an.
Info Box SW F ACC Speicheranzeige, Inversschaltung, Mausklick
ein und ausschaltbar, Weckereinstellung, Uhr.
MAD SW F ACC wahrscheinlich das verr�ckteste ACC �berhaupt.
Es passieren die unm�glichsten Dinge mit dem Desktop
M Help12 SW F ACC Multi ACC mit Formatieren, Kopieren, freiem
Speicher, Ordner �ndern, Disknamen �ndern, DIR Druck.
PD;V.1.2; Autor: Holger Brieger
Show RAM SW F ACC zeigt den derzeit freien Speicher oben rechts an.
Start Up SW F ACC er�ffnet die M�glichkeit ein PRG aus der
DeskTop Leiste zu starten. Witziger Bildschirmschoner
Supercalc SW F ACC einfacher Taschenrechner
Uhrzeit SW F ACC zeigt oben rechts die Systemzeit an.
PD; V.1.1; 7.2.1987; Autor: Dietmar Rabich
Software SW - PRG zur Erstellung eines Softwareverzeichnis.
PD; V1.0; Autor: Horst Fabry

240 STDCAT SW F Disketten-Katalog-Programm in GEM
FRW; V.4.0; 15.10.1988; Autor: Bob Silliker
Drucker SW F Druckereinstellung f�r Seikosha SP 1000 A
und Epson Kompatible. Sehr viel Optionen, wie z.B.
verschiedene Schriftarten, Grafik und Hardcopyausdruck,
Puffer, 10 verschiedene intern. Schriften, u.s.w.
PD; V.1.0; 23.3.1989; Autor: Siegfried H�bner
Fupball SW - Simulation der Fussball-Bundesliga. Sie sind der
Manager eines 3.Liga-Clubs und sollen Meister werden.
PD; V.1.61; 1988; Autor: Reiner Duda
Termin SW F gelungener Terminkalender mit kompl.Jahreskalender
incl. Feiertage auf einer Maske, jahres�bergreifende
Terminplanung, Suchfunktionen, Hilfsfunkotionen u.v.m.
PD; V.3.2; Autor: Siegfried Weckmann
P TAP SW professionelle Fupballbundesligaverwaltung
SHW; V.1.0; 1987; Autor: 2 S Ware
242 AUS I D SW F Ausgabe in eine Datei erm�glicht das Schreiben
einer Druckerausgabe in eine Datei auf Diskette.
PD; V.1.0; 12.1989; Autor: Volker Deffner
KNIFFEL SW F W�rfelspiel f�r 7 Personen
PD; V1.0; 1988; Autor: Frank Stozer
WT-GFA SW F Weller Tools Entwicklungssystem f�r GFA-Basic mit
Cross Reference-Analyser f�r globale und lokale
Variablen sowie �bergabeparameter, Labels und
Proceduren; findet Fehler und macht
Verbesserungsvorschl�ge; Ausgabe als Zeilen- und
Proceduren-Referenz.
Outline-Funktionen f�r Analysen der Programmstruktur.
Zahlreiche Optionen, Utilities und Hilfsprogramme.
PD; V.1.2; 10.12.1988; Autor Clemens Weller
246 Viren SW F Diese Diskette ist randvoll mit verschiedenen Virenkillern
und teilweise deren Quellcode. Einige Viren werden
analysiert und liegen im Quellcode vor.
248 AMANAGER SW - Adressmanager der gehobenen Mittelklasse mit
sinnvollen Optionen.
SHW; V.1.02; 1989; Autor: J�rg Trojan
ARC SW F Archivierungsprogramm mit Anleitung in Englisch.
Kompriemierung bei Text und Grafik :ca.50 %
PD; V.5.21; 1989;
ZOO SW F Archivierungsprogramm mit Anleitung in Englisch.
Kompriemierungen ca.40 % schneller als ARC.
PD; V.2.01;1989; Autor: Rahul Dhesi, Daan J.Jitta
ARCVSZOO SW F ASCII Text zu beiden Archivierungsprogrammen, und
vergleicht diese miteinander. Autor: Daan J.Jitta
B�RSE SW - B�rsenspiel um Autofirmen in neuer, verbesserter Version
PD; V.2.0 GFA V.3; 1.8.1988; Autor: Rolf H�ming
B BANNER SW - Grope Schriftz�ge auf Endlospapier in 5 Gr�pen und
5 Schriften f�r 9 Nadeldrucker.
PD; V.1.21; 1989; Autor: J�rg Trojan

D PR�FER SW - Diskettenpr�fer pr�ft die verwendeten Disketten auf
Fehlerfreiheit, Benutzung von einseitigen Disketten
und checkt die hoffentlich einwandfreie Funktion der
Diskettenlaufwerke.
SHW; V.1.5; 1989; Autor: J�rg Trojan
250 ACC Loader SW F JJ-LOAD: Ausw�hlen der ACC's w�hrend des Bootvorgangs
PD; V.1.04; 1990; Autor: Martin Kellner
CODER SW F ACC verschl�sselt Dateien
PD; V.1.17; 1990; Autor: Wolfgang Ante
Autor: Wolfgang Ante
DATETIME SW F ACC+PRG zeigt Uhrzeit und Datum an.
PD; V.1.0; 1989; Autor: Reiner Fr�drich
LOCK SW F ACC verschl�sselt das System mit einem Codewort
PD; V.1.1; 1989; Autor: Manor Hill
QUICK ST SW F ACC:Beschleunigungsutility f�r ST und STF.
SHW; V:1.4; 1989; Autoren: D.Mihocka, I.Kolenko
QUICK STM SW F ACC:Beschleunigungsutility f�r STM
SHW; V:1.4; 1989; Autorer: D.Mihocka, I.Kolenko
SFONT SW F ACC:erm�glicht das Laden von neuen Desktopfont's
WERKZEUG SW - ACC:hervorragendes Multiutility mit 16 verschiedenen
Hilfsprogrammen im Desktop.
PD; V.1.0; 1987; Autor: Ingo Br�ckl
FORMAT SW F ACC:Formatierprogramm
PD; V.1.0 ; 1987; Autor: Dietmar Rabich
FREE RAM SW F ACC:zeigt den freien Speicher, das Datum und die Uhrzeit
PD; V.1.0 ; 1986; Autor: Dietmar Rabich
FILECOPY SW F Super File Copy: Sehr �bersichtliches und durchdachtes,
schnelles Kopierprogramm f�r einzelne Dateien.
PD; V.2.4; Autor: Jens Fangmeier
B E B SW F ACC:Bitte ein Bitt: umfangreiches Kopierprogramm.
SHW; V.3.1; Autor: Uland T�ffner
DISKHEAD SW F stellt die Systeminformationen der Festplatte dar.
PD; V.1.1; 1988; Autor: Rainer Fr�drich
DMA REDY SW F erfragt den Status Quo des D M A Ports.
PD; V.2.1; 1988; Autor: Rainer Fr�drich
PARKDISK SW F parkt den Kopf der Festplatte.
PD; V.3.1; 1988; Autor: Rainer Fr�drich
PM DUMP SW F Utility f�r Assemblerprogrammierer zur Unterst�tzung
bei der Suche von System-Crashs
PD; V.1.1; 1988; Autor: Rainer Fr�drich
SCR SAV SW F Bildschirmschoner
PD; V.2.0; 1989; Autor: Rainer Fr�drich
TOS VER SW F ermittelt die derzeitige TOS-Version
PD; V.2.2; 1988; Autor: Rainer Fr�drich
UTERM SW F klitzekleines Terminalprogramm f�r zwischendurch
PD; V.1.1; 1989; Autor: Rainer Fr�drich
UNIDUMP SW F ACC+PRG Utility zum Senden von MFile's oder
TwentyFour-File's �ber MIDI
PD; V.1.0; 1989; Autoren: M.Hill, Th.Meuller

XXX LOAD SW F Einladen und Anzeigen von DOO, PI3, PAC-Bildern.
PD; V. ;Autor: Wolfgang Ante
252 LABYRINTH SW - Interressantes u. strategisches Jump und Run Spiel
Wichtig !!! Lesen Sie die Anleitung. Spiel ist O.K.
SHW; V ; 25.7.1989; Autor: G&#65533;nter Heidel
MONKY SW - Umsetzung des Automatenspiels MONKY KONG
PD; V.1.0; 1988; Autor: Ron J.Fortier
KIDGRAPH -- F einfaches Malprogramm f&#65533;r Kinder (englisch)
PD; V.1.0; 1987; Autor: D.A.Brumleve
KIDGRID2 -- F einfaches Malprogramm f&#65533;r Kinder (englisch)
PD; V.1.0; 1987; Autor: D.A.Brumleve
KIDMUSIK -- F einfaches Musikpogramm f&#65533;r Kinder (englisch)
PD; V.1.0; 1987; Autor: D.A.Brumleve
KIDNOTES -- F einfaches Notenlernprogramm f&#65533;r Kinder (englisch)
PD; V.1.0; 1987; Autor: D.A.Brumleve
KIDPIANO -- F einfaches Piano- und Orgelspielen f&#65533;r Kinder (englisch)
PD; V.1.0; 1987; Autor: D.A.Brumleve
256 BAUSPAR SW - Errechnet auf einfache Art den Verlauf eines
Bausparvertrages bei unterschiedlichen Sparzahlungen.
Mit 7 verschiedenen Bausparkassenberechnungsarten.
PD; V.1.0; 1989; Autor: Klaus Walter
ORION -- F Weltraumballerspiel mit der Maus
PD; V.1.0; 1988; Autor: Beery's Bit Software
QUIS SW F Frage- und Antwortspiel f&#65533;r 7 Personen nach
dem Muster von "Der Grope Preis" mit Wim T&#65533;lke
PD; V.1.0; Autor: Frank Stolzer
QUICK ST SW F ACC Beschleunigungsutility f&#65533;r ST und STF.
SHW; V:1.4; 1989; Autoren: D.Mihocka, I.Kolenko
QUICK STM SW F ACC Beschleunigungsutility f&#65533;r STM
SHW; V:1.4; 1989; Autorer: D.Mihocka, I.Kolenko
SENSORI -- F Nachspielen von vorgegebenen Farben und T&#65533;nen.
PD; V.1.0; Autor: Michael Fordermair
BIGMAC SW F ACC:Multi ACC mit ein- oder zweiseitigem Formatieren,
Kopieren A-A/A-B/B-B, Filecopy, Uhr, RAM Disk (einst),
RAM Disk laden, F-Tasten belegung und Spooler
PD; V.1.1; 1987; Autor: Marco van Meegen
258 LETTEROR SW - Buchstabenspiel mit dem Inhalt eines Lesebuchs der
ersten Klasse (476 Worte)
PD; V.1.43; 1989; Autor: Rudolf Schmitt
MINITEXT SW - Komplette Textverarbeitung mit sehr vielen Optionen.
PD; V.2.45; 1989; Autor: Heinrich M&#65533;ller
PD SUPER -- F Wettkampfspiel mit 100 m-Lauf, Weitsprung, Kugelstopen,
Hammerwerfen, Hochsprung, 110 m H&#65533;rden, Speerwerfen und
Diskuswerfen.
PD; V.1.5; 1988; Autor: K.Hermann
S B F S SW F Segelflugsimulator
PD; V.1.0; 1988; Autor:
SUCHSETS SW - gibt eine alphabetische Liste aller benutzten Signum-Fonts
PD; V.1.0; 1989; Autor: Alfred Sap

TEXTER SW - Tool f�r GFA-Basic.Textstring-Positionierer.
FRW; V.2.0: Autor: Markus H.Giebeler
FONTMON SW - Programm zum Anzeigen der verwendeten Signum-Fonts.
PD; V.1.0;1989; Autor: R.L�deke
NO CLS SW - entfernt das " CLS " am Programmanfang bei GFA-Basic 2.02A
S FONT SW F ACC neue Font's f�r das Desktop
SPION SW - Speicher Spion; durchforsten Sie Ihren Speicher
267 Driod 3 F Grafikadventure
FRW; Autor: Haral Breitmaier
Stones F Tetrisvariante
PD; V. 1.0; 1989; Autor: Carsten Kauschmann
Tunnel V F Tunnel Vision ist ein Labyrithspiel.
PD; Autor: ST Enthusiasts of Portland

300 Sagrotan sw/f Virenkiller der Version 4,17 mit �nderung des Bootsektors
(auch f�r MS-DOS kompatibele Disketten !)

400 STZIP.TOS Selbstextrcting-Progrmm zum Packen/entpacken von
*.ZIP-Files (auch DOS-gepackte!)
500 RUFUS Terminalprogramm
600 Starcall Terminalprogramm, voll ANSI und Color, sehr gut
610 Starbox Mailboxprogramm, l�uft unter Starcall !
700 Trapido noch ein Terminalprogramm

sowie diverse Spiele (auf Anfrage)
* Liste f�r MS-DOS- PD ist in Arbeit !*
*** linke Zahlenangabe ist nur fuer mich relevant,bitte Files angeben !***

Weitere Programme sind schon im Test/auf Anfrage. Ich werde das LISTING
in der BOX st�ndig aktualisieren! (und auch die Programme !)
Ich biete die M�glichkeit, Einzelzusammenstellungen nach individuellem
Wunsch zusammenzustellen !(als ST-ZIP-File) oder im Versand.

Dazu ist entsprechendes Leerdiskmaterial und eine Anforderungsliste erfor-
derlich. **->Bitte R�ckporto beilegen oder frankierten Umschlag !<-**

Wir wollen keinen Handel treiben , sondern TAUSCHEN !!! Also- wenn gute
(aktuelle Programme ***nur PD- und Shareware oder FREEWARE***) bei Euch
vorhanden sind, (auch TEST-Versionen neuer PRG oder Updates) - bitte
eine MSG schreiben oder direkt zuschicken ! (oder in die BOX laden!)

Alle Programme k�nnen gepackt werden (auf Wunsch mit entspr. Prg)->Stan-
dard ist momentan STZIP<- **damit die Disk VOLL wird !**

*** Format derzeit (max.) 960 KB bei 720'er 3,5'' Disketten ***
* mit Tricks (Dos-Formatierung) auch h�her) ** ->Fehlerquote auch !
MS-Dos k�nnen wir bis 1,4 MB auf 3,5'' Disketten fahren.(HD und DD)

Ich finde, das ist ein faires Angebot, wenn man den Aufwand ber�cksichtigt!

Adresse f�r Anfragen und Bestellungen :

W e r n e r M i c h a l e c k

W i n k e l m a n n s t r a s s e 30

(D) 39108 M a g d e b u r g
Telefon : (049) (0) 931-7314356 oder ber Boerde.DE(BBS)

Sanyowq/ENDE

4078. ST Flowcharting Utility?!?

Newsgroup: comp.sys.atari.st
Date: 1994-09-21 13:39:34 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <2e808c00101ba@elfhaven.ersys.edmonton.ab.ca>
Source record: 180169
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

Does anyone know of a flowcharting utility for the ST? I'm finding that
I'm rapidly becomming aggravated with the pencil-and-paper method. It
just does not look very good. The only requirements that it must meet
is that it must support annotations and horizontal case/switch statements.
Any other features, like GDOS support, are a plus.

Thanks...

--
Michel Forget / Electric Storm Software // My cat stole my //
mforget@elfhaven.ersys.edmonton.ab.ca // opinions, and pawned //
mforget@worldgate.edmonton.ab.ca // them off for milk. //
PGP Public Key Finger. = 1F C0 D3 FE 40 51 7F 47 F3 4A C6 AD 6E 02 71 85

4079. ST SHARE IBM HD?

Newsgroup: comp.sys.atari.st
Date: 1994-09-21 13:44:54 UTC
From: John.Stoff@203-1657-4.wmeonlin.sacbbx.com
Message-ID: <b94_9409211432@wmeonlin.sacbbx.com>
Source record: 180335

```
e> From: encore100@aol.com (Encore100)
e> Newsgroups: comp.sys.atari.st
e> Date: 20 Sep 1994 00:29:05 -0400
e> Organization: America Online, Inc. (1-800-827-6364)
e> Lines: 5
e> Sender: news@newsbf01.news.aol.com
e> Nntp-Posting-Host: newsbf01.news.aol.com
e>
e> Anybody know a good way to link an ST with an IMB compatible?
e> I've using a null modem cabe and running communications programs on
e> each computer with the IBM being the BBS/host. It works, I can save
e> and load my ST files on the HD, but it is awkward.
e> Solution?
e>

For a ST master & a PC slave unit look for GHOSTLNK. The only problem is
that the PC has to have partitions < 32 meg.

TTYL

John
--
: Fidonet: John Stoff 1:203/1657.4 .. speaking for only myself.
: Internet: John.Stoff@203-1657-4.wmeonlin.sacbbx.com
```

4080. Re: Just got an 1040STf... Now what?

Newsgroup: comp.sys.atari.st
Date: 1994-09-21 15:26:30 UTC
From: blakjak@panix.com
Message-ID: <blakjak-2109941826300001@vidipax.dialup.access.net>
Source record: 180390

Just an update here... I found out (thru Teradesk) that it's running TOS 1.00. Yikes! Yep, the joys of not being able to rename folders! Are there fixes for this - or more importantly - is there some ST operating system that can be booted off of a floppy and bypass TOS?
Or do I have to buy a new ROM. Sigh.

--
noah [blakjak@panix.com]
<http://www.seas.upenn.edu/~bhou/noahUpdate/home.html>
Stick figures are the origin of everything.

4081. Re: B/W Video problems

Newsgroup: comp.sys.atari.st
Date: 1994-09-21 19:11:00 UTC
From: jan.sjoberg@cindy.ct.se
Message-ID: <7f5d9a4f@ct.se>
Source record: 180336

In a message of <16 Sep 94 18:33:58>, Anthony Marriott (2:200/427.3) writes:

> Basically, the screen starts slowing going to inverse video.
> The screen appears to shimmer as it is going through the
> transition and sometime I can see a visible grid matrix on
> the screen (maybe at chip boundaries?).
>
> This problem has gotten worse as time goes on. Unfortunately,
> I need to use B/W with the CUBASE music software I have.
>
> Anybody else experienced this? Is there a quick fix like
> giggling the video board? I guess there must be a seperate
> board for B/W and color.
>

If the screen kind of flickers and showing stripes all over, the problem may be the cable from the monitor. Try to move the cable and the connector a little, if it gets better/worse, get a new cable.

Greets from

Jan Sjoberg, Sweden

4082. COBOL for the ST - help needed!

Newsgroup: comp.sys.atari.st
Date: 1994-09-21 21:34:48 UTC
From: frank@theshack.demon.co.uk
Message-ID: <940921Z213448.654frank@theshack.demon.co.uk>
Source record: 180205

Hi Everybody,

Can anyone offer some advice here - I'm in desparate need of a COBOL compiler for the ST. I know HiSoft still sell Nevada COBOL, but it runs under the old CP/M emulator, and to be honest, I'd rather not! :-> Two questions:

1 - Is this the only COBOL compiler available for the ST Range?

2 - Has anyone actually used Nevada under the emulator? Is it any good - what's the compilation speed like, etc.

Thanks for any help you can give me here! :->

Cheers,
Frank.

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

4083. Any voice mail software f

Newsgroup: comp.sys.atari.st
Date: 1994-09-21 23:59:32 UTC
From: Antony.Lacey@mettav.exnet.com
Message-ID: <780171664.0@mettav.exnet>
Source record: 180212

> I just bought a voice mail capable modem. I understand that I can use it
> like an advanced answering machine with the right software. Does any
> software like this exist on the st ?. If it does, would I in any way be
> able to
> run Straight Fax 2 at the same time?.

Try CoMa_230. It's shareware from germany and does support Voice modems
(alledgedly)... it's worth a try!

Cheers... Antony

If it ain't broke, you haven't used it yet.

* Origin: The Tavern BBS 44-(0)81-445-6514 (100:1011/0)

4084. *** Can`t delete two file

Newsgroup: comp.sys.atari.st
Date: 1994-09-22 06:01:07 UTC
From: larserik@oslonett.no
Message-ID: <35r6j3$52d@hasle.oslonett.no>
Source record: 180337

> I recently found two files in a directory that I can't seem to delete
> (trash). Actually they are empty directories but you cant place anything
> in them and when you try to do anything with them I get messages like
> "application not found..." and "path not found Tos error #-34. I can
> also no longer do a "show information" on the disk partition that these
> two directories are on. Any suggestions?

Yes, use a disk editor and alter the filename of the directories (you
need to search for them to locate dir directory block where they are).
There is a special character first in all deleted file names (I'm not
sure what it is, but look for another deleted file and you'll see it).
After you have altered the first char in the name the directoty is gone
(but it may still occupy some blocks so you'd better optimize the disk)

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

4085. Re: *** Can't delete two file on hard drive ***

Newsgroup: comp.sys.atari.st
Date: 1994-09-22 10:36:07 UTC
From: davecook@cougar.multiline.com.au
Message-ID: <35rmmn$aig@cougar.multiline.com.au>
Source record: 180338

```
ZIGFREID (peterw@io.org) wrote:
: I recently found two files in a directory that I can't seem to delete
: (trash). Actually they are empty directories but you cant place anything
: in them and when you try to do anything with them I get messages like
: "application not found..." and "path not found Tos error #-34. I can
: also no longer do a "show information" on the disk partition that these
: two directories are on. Any suggestions?

Peter,

You could try deleting them with the demo of Kobold. I know it will
delete 0k files that I can't delete using normal methods.

The demo is available on Internet. If yo cant find it let me know and I
will email it to you.

Good luck.

Cheers,
Dave
--
+-------------------------------------------+
| Dave Cook Perth, Western Australia |
| Internet: davecook@cougar.multiline.com.au |
| Fidonet: 3:690/254.0 |
+-------------------------------------------+
```

4086. Re: Web browser for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-09-22 12:57:13 UTC
From: schuller@dutiws.twi.tudelft.nl
Message-ID: <CwJ7zE.G98@dutiws.twi.tudelft.nl>
Source record: 180330

In article <35q3ev$fu9@nyheter.chalmers.se>,
Christer Gustavsson <d2cg@dtek.chalmers.se> wrote:
>I'm sure that many people want to know where to get the lynx... If you know,
>please post...

I call my port of lynx a kind of "hack-ware", you'll need to know what you're
doing to get it to run. It can be found at

http://www.twi.tudelft.nl/Local/FTP/pub/atari/ or
ftp.twi.tudelft.nl:/pub/atari

Bart Schuller.
--
/ Bart Schuller \
/P.B.Schuller@TWI.TUDelft.NL webmaster@www.twi.tudelft.nl\
My WWW page
\ talk schuller@ind136a.wi.leidenuniv.nl /

4087. Re: Atari 800 Emulator for MSDOS

Newsgroup: comp.sys.atari.st
Date: 1994-09-22 13:02:44 UTC
From: lannie@ins.infonet.net
Message-ID: <35rv9k$d5f@insosf1.infonet.net>
Source record: 180331

In article <35piaf$13lr@msuinfo.cl.msu.edu>, hopper_t@msupa.pa.msu.edu writes:
>In article <35o7at$i7l@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz (Steve
>Wells) writes:
>I would guess that the emulator for MSDOS machines is either in the
>/atari/8-bit/ section, or in one of the MSDOS directories. Sorry I can't
>be of more help.
>
>Tom
>hopper_t@msupa.pa.msu.edu

Hey Tom,
I found it in the atari/8bit/Xfs area on umich.edu.
Thanks for the help tho.... Next question... Does anyone
know of a utility to transfer 8bit software onto one of
the XFD files? I would rather use my direct connect to get
files and transfer theem into one of these (drive) files.

Thanks,

Lannie

4088. POV

Newsgroup: comp.sys.atari.st
Date: 1994-09-22 13:22:00 UTC
From: sc3031@rncb.demon.co.uk
Message-ID: <199409224cpl260@rncb.demon.co.uk>
Source record: 180207

I AM HAVING TROUBLE RENDERING PICTURES ON POV. IT GOES OKAY FOR A WHILE AND
THEN CRASHES. I HAVE 1MB OF MEMORY AND THE PROGRAM IS ON 720KBYTE DISK.
DOES ANY KNOW WHAT TO DO.

Simon Collins, sc3031@rncb.co.uk

4089. Speech program code

Newsgroup: comp.sys.atari.st
Date: 1994-09-22 14:29:47 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <35s4cr$pc6@infa.central.susx.ac.uk>
Source record: 180204
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Is it possible to get the code (pref. in C) for a speech program anywhere?

Thanks for any help

--
Andrew Collington | andrewc@cogs.susx.ac.uk | andrewc@central.susx.ac.uk
---
I _DO_ have reason why I do what I do - I just can't remember them
---

4090. Assembler Graphics Help please

Newsgroup: comp.sys.atari.st
Date: 1994-09-22 14:36:03 UTC
From: rrk@vixen.cc.bellcore.com
Message-ID: <35s4oj$msi@athos.cc.bellcore.com>
Source record: 180332
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

My assembler tutorial in ST Format tells me that a
32 by 32 pixel sprite requires 20 bytes in each line (low rez),
for 32 lines. I keep calculating 16 bytes (or 8 words) in each line,
not 20. I figure each of the first 16 pixels needs one bit in each
of four contiguous words (four planes for color). Similarly
I figure the next 16 (now 32 in all) pixels need four more
contiguous words. A total now of 8 words, or 16 bytes.
Could the fact they are using OCP Art Studio have something
to do with the need for 4 additional bytes? Or is there yet
another detail I'm neglecting?

Thanks.

Randy Kutz Bellcore ..!bellcore!vixen!rrk
or rrk@vixen.cc.bellcore.com

4091. Need a SM124 or compatible monitor.

Newsgroup: comp.sys.atari.st
Date: 1994-09-22 15:49:45 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <35s92p$edl@charm.magnus.acs.ohio-state.edu>
Source record: 180334

Hi all,

Well, it looks as if my old monochrome monitor finally gave up the ghost
(smoke, flames, piericing cries of terror, utter panic, you get the picture).

Anyone have a *good* SM124 or (insert whatever that new model is called) they
wish to sell? Looking for something with a good picture, no distortion or other
problems...

Thanks!

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"To my mind the most frightening book ever published is Lewis F. Richardson's
'Statistics of Deadly Quarrels'. You've probably never heard of it even though
its relevance to the mess you're in is at least as great as that of Darwin's
'On the Origin of Species,' which you learned about in fourth grade. And that's
because it's so completely terrifying only those 'experts' who are adequately
armoured with preconceived contrary ideas which will enable them to disregard
Richardson's work completely ever get to study it."
- Chad C. Mulligan

4092. Re: Speech program code

Newsgroup: comp.sys.atari.st
Date: 1994-09-22 16:15:42 UTC
From: rm03@cscmgb.cc.ic.ac.uk
Message-ID: <1994Sep22.161543.17138@cc.ic.ac.uk>
Source record: 180333
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

in article <35s4cr$pc6@infa.central.susx.ac.uk>,
Andrew Collington (andrewc@cogs.susx.ac.uk) wrote:
>Is it possible to get the code (pref. in C) for a speech program anywhere?
Try Programming/c_say.zoo on atari.archive (or it's mirrors).

I haven't actually tried to use it, but it seems to be a simple phoneme based
speech system in C.

Hope this helps,

-- Robert Mellish, F.O.G. --
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
-- and also the mrs joyful prize for rafia work. --

4093. MTOS and Neodesk 3

Newsgroup: comp.sys.atari.st
Date: 1994-09-22 16:33:37 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <35sbl1$r88@infa.central.susx.ac.uk>
Source record: 180339

Try as hard as I might, I could never get the two working in harmony -
someone please tell me how.

(i.e. how to instruct MTOS that i want Neodsek 3 to run).

Steve

4094. Re: Gnu Shell 22 (gnush22.zip)

Newsgroup: comp.sys.atari.st
Date: 1994-09-22 16:40:59 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <35sc2r$r8v@infa.central.susx.ac.uk>
Source record: 180340

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: > 'Compiler Returns 1' is displayed. Occasionally, a ????????.o file

: Well UNIX style programs should return 0 for successful completion, so I
: was presume that GCC can't find some of its files. Possible due to
: environment variables not being set up correctly?

: > Anyone any ideas - i'm loathe to use a cli to run GCC.

: I don't use this shell myself. In fact I'd be loathe to use anything
: *other* than a CLI with GCC!

It's O.K. - i found the probelm:

I tried to set up the system using;

gcc258b.zoo
utlbinb.zoo

plus the libs(98) etc.

The problem is that this set up lacks ONE IMPORTANT binary file -
gcc-as.ttp

Way back I hit the same problem, and opted for 1.37 which has every
file.

Remedy - take gcc-as.ttp from the gcc233b.zoo archive, and everything
works luvely.

GNUSHELL is also real neat and shall be registering shortly.

I'm now going to try it under Geneva - a reasonable commandline/MTOS
setup is too slow on my STe.

Steve

4095. New files at HENSA (22 September)

Newsgroup: comp.sys.atari.st
Date: 1994-09-22 17:34:04 UTC
From: vctec@westminster.ac.uk
Message-ID: <CwJKsL.M80@westminster.ac.uk>
Source record: 180341

```
Hello

Weekly posting is a day early this time, because i am not in work
tomorrow....
See ya all on Monday....

Download and enjoy!
Danny

ATARI NEWS OF THE DAY Updated 22/09/94 @ 1830

Newsletters
-----------
Latest releases:-

atari-tos Volume 07 Issue 005 21/09/94

Back copies can be found in the directory "tos/news","mint/news","falcon/news"
Please refer to the file "00readme" in the directory for details of how to
subscribe.

DIGESTS
-------
tos/n/n151 Atari Explorer Online Magazine
Latest updates on.... 19/09/94

tos/n/n153 Central Atari Information Network Monthly Newsletter
Latest updates on.... 19/09/94

New software for the Atari TOS section
--------------------------------------
New packages are as follows; type "cd ~/micros/atari/tos/<x>/<code>" to get to
where they are held. <code> is as below and <x> is the first letter of <code>.
EG. For package "m100" you'd "cd ~/micros/atari/tos/m/m100".

Pfx Date Key Details
--- ---- --- -------
o113 21/09/94 ---- ATARI TOS DESKTOP SURVIVAL KIT 1.0 About desktop/newdesk.inf
n170 21/09/94 S--- BOOTXS 2.10 DEMO Configure your system for different bootups
o114 21/09/94 ---- SPICE 2G General purpose circuit simulation program
o115 21/09/94 S--- MEDIUM NET Network two Ataris via the midi ports

o109 20/09/94 S--- AUTOSORT 4.1 Sort the programs in your folders
o110 20/09/94 S--- GUCK 1.8b Fast text and picture viewer
o111 20/09/94 S--- DC XTRACT 2.20c 4-in-1 archiver/dearchiver..arc/lzh/zoo/zip
n122 20/09/94 ---- OCR 1.3 Optical Character Recognition Software
o112 20/09/94 ---- PURE ASCII Non-pure text to Pure-ASCII converter
```

o108 19/09/94 S--- GEM SPOOLER 3.2d A disk spooler for your printer...excellent
0107 19/09/94 ---- Info Atari 8 8-bit discussion digests
n151 19/09/94 ---- ATARI EXPLORER ONLINE Magazine Vol 3 Issue 11
n153 19/09/94 ---- CAIN MONTHLY NEWSLETTER issue 07-94

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

4096. Re: For Sale: Cubase/Studio Module/MIDEX+/Sound Designer

Newsgroup: comp.sys.atari.st
Date: 1994-09-22 17:39:12 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <CwJL1C.7B@info.bris.ac.uk>
Source record: 180342
Cross-posted to: rec.music.makers.synth,comp.sys.atari.st

In article <CwDKrC.6Cp@bailey.com>, urbansky@bailey.com (John Urbansky) writes:

|>
|>I am very interested in this stuff -- could you tell me a bit about it:
|>
|> 1. This Studio Organizer thing -- is it like X-oR? If so, does
|> it support the following: Yamaha SY77, TG33, FB01, TX81Z, Kawai
|> K4, Korg M1, ART SGX2000?
|>
|> 2. Will all this stuff run on a Moniterm 19-inch monitor (res.
|> 1280 x 960)?
|>
|> 3. Are all the original disks (and original documentation)
|> included?
|>
|> 4. What samplers does the Sample Editor support?
|>
|> 5. Will _all_ this software run on a Falcon?

As far as I am aware, the software will run on the Falcon. However I have
read in several mags that getting MIDEX to work on a Falcon is, if not
possible,
then difficult, involving hardware hackery. This is because the Falcon
cartridge port is wired differently to the ST. Steinberg apparently
have a much more expensive Falcon compatible "replacement" for Midex.

btw Emagic solved the problem by putting as ST compatible cartridge thru
port on the Log3 dongle/output expander. You plug your Unitor II or whatever
into the Log3

|>
|>John
|>
--
---+------------------+
Tim Llewellyn - OpenVMS, Soukous and Cricket Addict |Hey, and get wise |
Physicist Programmer, Bristol Uni Particle Physics. | to the sounds of |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Africa,seen. |
I speak for me and noone else OK (and I might even | Soukous Makossa |
change my mind sometimes!-) | Mbalax Rumba...|
---+------------------+
I neither love OpenVMS nor hate OSF/1, for they are both just tools I use

4097. Re: Connect dead?

Newsgroup: comp.sys.atari.st
Date: 1994-09-22 18:06:51 UTC
From: rb@rbsoft.bias.uni-bremen.de
Message-ID: <35sh3r$gn4@gina.zfn.uni-bremen.de>
Source record: 180343

In article <WWC.94Sep17112259@dxhrb3.desy.de>, wwc@dxhrb3.desy.de (Wolfgang Wander) says:
Moin Wolfgang,

>Well - we will hav a new version in a few weeks supportng NVDI3 and
>new featres in MAGIC3. Be patient... -)
Do I get my Fax ? ;-{)}
Perhaps then I'll switch to ConNect ;-{)}
btw. if fax with faxpoll ?

cu sometimes in hh Ralf

4098. Forsale: Atari 1040ST hardware

Newsgroup: comp.sys.atari.st
Date: 1994-09-22 19:34:31 UTC
From: selick@acs4.bu.edu
Message-ID: <35sm87$o4i@news.bu.edu>
Source record: 180203
Cross-posted to: misc.forsale,nj.forsale,ne.forsale,comp.sys.atari.st

My brother is selling the following Atari ST hardware. He will consider breaking it up, but would rather sell the whole package for $600. Breakup prices are included next to each item. Please respond to <selick@itt.com>

1040 ST - Tos 2.06, 1 meg ram, dsdd 3.5" floppy drive. Includes PC-Ditto II board which is not connected because it made the ST intermittant (note: the ST is absolutely solid without the pc-ditto board installed!) $175

SM124 monochrome monitor - $65

SM1224 color monitor - $100

150 meg MFM hard drive subsystem - includes Supra SCSI host adaptor, Adaptek 4000 SCSI -> mfm controller, and 1 Maxtor 150 meg MFM hard drive with 28 ms access, power supply, and a homemade case. Assembled, and ready to run! $175

Spectre GCR 3.0 with Mac 128k ROMs - $150

Okidata 92 9 pin printer - $65

Please feel free to make offers if you don't like the prices. Again, he will happily take the first $500 offer for the whole lot!

Call Bill eves until 10pm at 201-569-8421. Items are located in northeastern NJ. Prices do not include shipping. Please discuss terms with Bill.

4099. MEDium Net ACC

Newsgroup: comp.sys.atari.st
Date: 1994-09-22 19:57:20 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940922Z195720.989dbrewood@nest.demon.co.uk>
Source record: 180206

Has anyone had any problems at all running Medium Net? It work's just fine on my Falcon, but fails completely on my Mega ST4, bombing out as soon as it boots.

--


```
================================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
================================================================================
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
================================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
================================================================================
```

4100. Re: Connect dead?

Newsgroup: comp.sys.atari.st
Date: 1994-09-22 21:08:05 UTC
From: hallvart@ifi.uio.no
Message-ID: <35srnl$71h@nidi.ifi.uio.no>
Source record: 180344

In article <35sh3r$gn4@gina.zfn.uni-bremen.de>, rb@rbsoft.bias.uni-bremen.de (Ralf Biedermann) writes:
> In article <WWC.94Sep17112259@dxhrb3.desy.de>, wwc@dxhrb3.desy.de (Wolfgang Wander) says:
> Moin Wolfgang,
>
> >Well - we will hav a new version in a few weeks supportng NVDI3 and
> >new featres in MAGIC3. Be patient... -)
> Do I get my Fax ? ;-{)}
> Perhaps then I'll switch to ConNect ;-{)}
> btw. if fax with faxpoll ?
>
> cu sometimes in hh Ralf

I can't even get my Connect program to dial properly. I only have the non-registered version, but I should think it would work- isn't there just a time limit for the demo version?
It looks really great, but I use "Storm" now, since it works!
Can anyone help me?

Hallvard

4101. Re: *** Can't delete two file on hard drive ***

Newsgroup: comp.sys.atari.st
Date: 1994-09-22 21:25:20 UTC
From: whitema@rtsg.mot.com
Message-ID: <35sso0$2d1@delphinium.cig.mot.com>
Source record: 180244

In article <35pvea$mg5@ionews.io.org>, ZIGFREID <peterw@io.org> wrote:
>I recently found two files in a directory that I can't seem to delete
>(trash). Actually they are empty directories but you cant place anything
>in them and when you try to do anything with them I get messages like
>"application not found..." and "path not found Tos error #-34. I can
>also no longer do a "show information" on the disk partition that these
>two directories are on. Any suggestions?

The best solution is to buy Cleanup ST by ICD or Diamond Edge. The next
best thing you can do is try various combinations of copying files
or folders with the same name onto the file you cannot delete. Sometimes
it works, sometimes not. Try this in various combinations.

Good luck.

Mike White
whitema@cig.mot.com

4102. Re: 28800Bps on a F030 ??

Newsgroup: comp.sys.atari.st
Date: 1994-09-22 21:35:15 UTC
From: millert@grad.csee.usf.edu
Message-ID: <35staj$919@mother.usf.edu>
Source record: 180346

Thomas Ludewig (ti6tl@myhost.subdomain.domain) wrote:
: Per Christian Krabsetsve (perck@colargol.edb.tih.no) wrote:
: : How can i set my AUX (SER) port on my Falcon to 115000BPS ??
: : I'v bought an 28800 modem and cant programe my GFA to an greater speed
: : than 9600BPS.
: : HELP !!!!!

: Try "FASTXSER" and use your "Modem 2"-Port, then you should be able to
: have 115000 or even 153000 Baud on your serial line.

: Greetings, Thomas

Actually, in theory, you can get much faster port rates on the Falcon,
except that they would certainly be too fast for the Falcon's bus structure.

I can set the port to 230000 bps, but I have yet to actually test it.

4103. Re: MTOS and Neodesk 3

Newsgroup: comp.sys.atari.st
Date: 1994-09-22 21:44:29 UTC
From: rflashma@mtholyoke.edu
Message-ID: <35strt$rto@mudraker.mtholyoke.edu>
Source record: 180345

Steven Constantine (kaps3@central.susx.ac.uk) wrote:
> Try as hard as I might, I could never get the two working in harmony -
> someone please tell me how.

> (i.e. how to instruct MTOS that i want Neodsek 3 to run).

> Steve

What version of NeoDesk 3 do you have? (3.03, 3.04, etc.) That makes a
big difference. Though, ideally you really want NeoDesk 4, which is
MultiTOS aware and has multitasking support.

Rick Flashman, President Gribnif Software
Tel 413.247.5620 P.O. Box 779
Fax 413.247.5622 Northampton, MA 01061-0779
For support/information please email "gribnif@genie.geis.com"

4104. gemulator

Newsgroup: comp.sys.atari.st
Date: 1994-09-22 21:58:50 UTC
From: DJCHENG@frost.oit.umass.edu
Message-ID: <35sumq$42j@nic.umass.edu>
Source record: 180347

I was wondering if anyone has used GEMULATOR on a notebook yet.
Does it fit? How is the mouse/joystick support?

Are there any plans to actually release a Falcon notebook? Or
ANY notebook? I got tired of trucking my 520STFM to and from school,
so I broke down and bought a PC notebook when I entered grad school.

Of course it meant no money for a Falcon...

And finally, does anyone know if Atari will release the Falcon
in a separate CPU/keyboard option?

Thanks...

4105. EGlib

Newsgroup: comp.sys.atari.st
Date: 1994-09-22 22:13:08 UTC
From: dmviolat@email.teaser.com
Message-ID: <i352c.n3.t1bb36984@email.teaser.com>
Source record: 180273

IF somebody is interested in a GEM library which offers:

3D AES on every machine type (even ST!)
All formulars in windows
Online Help with SpeedoGDOS fonts
International keyboards handling
Memory manager

Totally free with the sources (distributed under the GNU license)

then contact me !

BUT write me at cb@spia.freenix.fr

Christophe Boyanique

--
christophe boyanique
Internet: dmviolat@email.teaser.com

4106. Wntd:Turbosynth Manual, old Atari version

Newsgroup: comp.sys.atari.st
Date: 1994-09-22 22:13:45 UTC
From: jprice@ivory.trentu.ca
Message-ID: <1994Sep22.221345.15660@blaze.trentu.ca>
Source record: 180349

I'm looking for the manual, or a photocopy of same, for Turbosynth, the old Atari version. Please e-mail me w/price, availability. Trade?

4107. FS: 2 ST systems CHEAP

Newsgroup: comp.sys.atari.st
Date: 1994-09-22 22:30:46 UTC
From: messina@rimmer.lanl.gov
Message-ID: <MESSINA.94Sep22163046@rimmer.lanl.gov>
Source record: 180348

Hi,

I need to sell the following two Atari ST setups ASAP.
I'm moving to California next month, and won't have room for these.
I had planned to use these for MIDI work, but that will have to wait.

System 1:
Atari 1040 STf with marpet memory board installed. TOS 1.04
1Meg RAM (4 256k SIMMS) 4Meg RAM Max (4 1M SIMMS)
Fairly new DSDD floppy.
Atari PS3000 color monitor and SS drive.
40 Meg SCSI hard drive with ICD adaptor.
Warp 9 installed on HD.

System 2:
Atari 1040 STf with 1Meg RAM. TOS 1.0
Atari SM124 Monochrome monitor.
Hybrid Arts/Barefoot/Binary SMPTE Track sequencer with SMPTE reader/writer
Old version of software, but syncs very well, even on 4-tracks.

Free to whomever buys one or both of the above systems:
Gravis mouse stick
cheap printer

Prices (buyer pays shipping):
$260 for system 1
$125 for system 2

or
$330 for everything

Everything seems to work fine, although I really don't have much experience
with ST's.
I will consider all offers, selling parts, and mixing up the packages.
Local buyers and fast deals will get preference.

Offers and questions to messina@killdeer.lanl.gov

Later,
Mike

4108. ST Internet Address List

Newsgroup: comp.sys.atari.st
Date: 1994-09-22 22:36:42 UTC
From: frank@theshack.demon.co.uk
Message-ID: <940922Z223642.724frank@theshack.demon.co.uk>
Source record: 180224

Hi Everybody,

I'm busy compiling an "Atari Internet Address List" for possible use within ST Format and .net magazines, containing the email addresses and information about contacts in the Atari world. It would be a great help if anyone would like to make suggestions and contributions to this list, which will also be distributed in ASCII and one or more Hypertext formats through the usual ftp sites.

You can contribute by emailing me with details of any person or organization you think should be included, whether they be a BBS SysOp, Developer, Shareware programmer, Corporation, or just all-round good guy and source of knowledge :-> Just drop me an email with any suggestions and/or information you have, and let me know who you think should he included.

Oh yeah, I hasten to add that this isn't something I'm being paid for by any magazine or body - it started as a labour of love, which will also be useful to some of the other guys I work with, and hopefully it might be of some use to everyone at one point.

Get in touch! :>

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

4109. Spectre Meltdown

Newsgroup: comp.sys.atari.st
Date: 1994-09-22 23:30:01 UTC
From: gbernath@oucsace.cs.ohiou.edu
Message-ID: <CwK1A2.DEo@oucsace.cs.ohiou.edu>
Source record: 180350

After going outside for an hour whilst the computer was left on, I returned to the delightful aroma of fried electronics in the air. Luckily the computer was intact, but the Spectre GCR had gone up in smoke. Though there was no visible damage, it no longer functions. The "happy mac" icon always get followed immediately by the blinking disk eject symbol, and everything freezes. Popping in the other set of ROM's I had around didn't help, so I conclude that the chips controlling the floppies are now hosed.

Since for all practical purposes Dave Small does not support Spectre anymore, I have to call the unit a total loss (all the chips are soldered in, and I don't know which ones are bad).

In summary, I have all the various Spectre pieces for sale cheap, make on offer. Though if you want the manual, you'll have to prove to me that you actually own a Spectre unit.
--
Greg Bernath gbernath@oucsace.cs.ohiou.edu

4110. SLIP (dynamic)

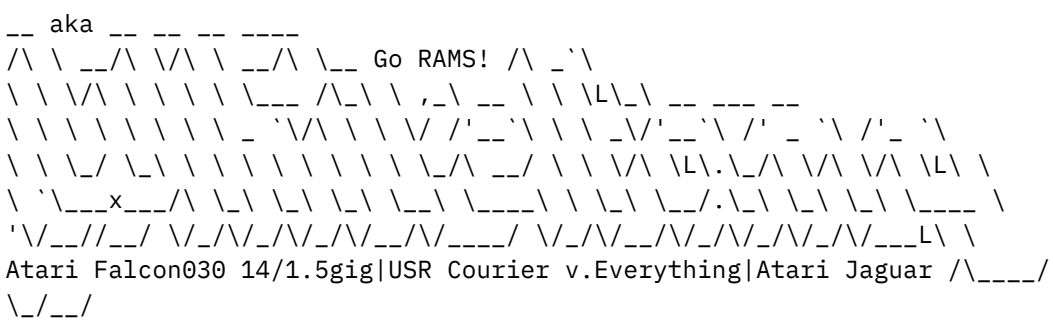
Newsgroup: comp.sys.atari.st
Date: 1994-09-23 01:11:52 UTC
From: kfason@csn.org
Message-ID: <CwK5zs.M8C@csn.org>
Source record: 180208

What does Dynamic SLIP? I looked at the TCPIP FAQ. I looked at both versions of the KA9Q, and the STICP as well. Have not looked at MiNTnet as I have no clue where to start! :)

any help is appreciated. I'd like to use dynamic slip as i can use it over my interactive account.

--

- Kevin Fason



4111. Re: ST SHARE IBM HD?

Newsgroup: comp.sys.atari.st
Date: 1994-09-23 01:54:47 UTC
From: traynost@craft.camp.clarkson.edu
Message-ID: <35tch8$s0t@library.erc.clarkson.edu>
Source record: 180210

John Stoff (John.Stoff@203-1657-4.wmeonlin.sacbbx.com) wrote:

: For a ST master & a PC slave unit look for GHOSTLNK. The only problem is
: that the PC has to have partitions < 32 meg.

: TTYL

: John
How about Info on Ghostlnk? link Sharware/Commerical, Price, Etc?
Thanks -> :) (On the road again with my ST :))!

Scott T. Traynor @ | "Brain! Brain! What is Brain?"
traynost@craft.camp.clarkson.edu | -Star trek The Old Generation :)
Aka Tomcat on Several Muds :) (Meow) | "You Grunts wanna live forever?"
"ME Mispell? Naaaa!" | -Unknown Platoon Sargent

4112. Re: Connect dead?

Newsgroup: comp.sys.atari.st
Date: 1994-09-23 02:01:00 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <2e84466c2b979@elfhaven.ersys.edmonton.ab.ca>
Source record: 180170

hallvart@ifi.uio.no (Hallvard Tangeres) wrote:

>I can't even get my Connect program to dial properly. I only have the non-
>registered version, but I should think it would work- isn't there just a time limit
>for the demo version?
>It looks really great, but I use "Storm" now, since it works!
>Can anyone help me?

You need to set your modem options. I cannot recall exactly which of the
options it is, but you can get to all of the modem options through the
two icons in the dialer on the right hand side of the bottom row. The
ones with the arrows. Make sure it is all set to work with your
modem configuration.

I can tell you, though, that the unregistered version DOES work. Not
too long ago someone else experienced this same problem. It does work,
though, and it is well worth trying. You'll never use anything else
again.

>Hallvard

--
Michel Forget / Electric Storm Software // My cat stole my //
mforget@elfhaven.ersys.edmonton.ab.ca // opinions, and pawned //
mforget@worldgate.edmonton.ab.ca // them off for milk. //
PGP Public Key Finger. = 1F C0 D3 FE 40 51 7F 47 F3 4A C6 AD 6E 02 71 85

4113. Re: software wanted.

Newsgroup: comp.sys.atari.st
Date: 1994-09-23 02:02:04 UTC
From: Anthony.Wright@mettav.exnet.com
Message-ID: <780287836.0@mettav.exnet>
Source record: 180242

Hi all,

Anybody got Straight Fax for sale?. I need the version that will support Class 1 (with drivers for Thats Write)

Also what about scanner driver software? - touch up or similar. Failing that the patch progs that comes with touch up!

Thanks...

Tony 081-470-5905
* (QW|{ 2.6 * Tony Wright: 081-470-5905 / "AH-SO .. man who stick finger in light bulb - velly bright boy"!

* Origin: The Tavern BBS 44-(0)81-445-6514 (100:1011/0)

4114. Re: Connect dead?

Newsgroup: comp.sys.atari.st
Date: 1994-09-23 02:05:45 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <35td5p$11k@mailer.fsu.edu>
Source record: 180211

Hallvard Tanger&#65533;s (hallvart@ifi.uio.no) wrote:
> I can't even get my Connect program to dial properly. I only have the non-
> registered version, but I should think it would work- isn't there just a time limit
> for the demo version?
> It looks really great, but I use "Storm" now, since it works!
> Can anyone help me?

Make sure that within the Dial dialog, in the second modem config dialog (where you can set the reset string, dial string, etc.), that the dial string looks like:

ATDT#|

or something similar. The "#" stands for the number to be dialed, the "|" is the carriage return. This messed me up for awhile when I first got CoNnect. Hope that helps.

BTW, CoNnect has lots of nifty features that one cannot really figure out from the help pages (as least, I couldn't :-). The manual one gets when registering really opens up this program.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4115. ***** 1040 and 520ST system For Sale *******

Newsgroup: comp.sys.atari.st
Date: 1994-09-23 02:35:04 UTC
From: gathings@cs.utk.edu
Message-ID: <35tesoINN164@duncan.cs.utk.edu>
Source record: 180202
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

F O R S A L E

Item Desc Asking Price

Atari 520stfm 512k ram
system mouse, internal 3.5"
drive (ssdd)
68000 main processor
with communcation
software and books $150
(GEM programming etc.)

Atari 1050stf 512k ram (other 512k $250
in above system
mouse internal 3.5"
drive (dsdd)
68000 main processor
with communcation
software and books
(same as above)
SC1224 color monitor
sf354 and sf314
external floppy drives.

Atari 1200XL 64k ram /books $30

Note: All prices Negotiable.
I would like to sell system as a system and not break up.
If not sold with the week, I will junk.

Golando

4116. FS: 1040ST/SC1224

Newsgroup: comp.sys.atari.st
Date: 1994-09-23 06:02:28 UTC
From: mbates@netcom.com
Message-ID: <mbatesCwKJG4.CJ1@netcom.com>
Source record: 180209

I have a 1040 ST w/ TOS 1.2 and an SC1224 (goldstar with front panel
controls). Both in great shape. $150 plus shipping
-Marlin

4117. Re: SLIP (dynamic)

Newsgroup: comp.sys.atari.st
Date: 1994-09-23 08:05:12 UTC
From: michi@pluto.ping.de
Message-ID: <H.ekBL.KQ0VDLb0ifY@pluto.ping.de>
Source record: 180235

In <CwK5zs.M8C@csn.org>, kfason@csn.org (Kevin Fason) writes:
>
> What does Dynamic SLIP? I looked at the TCPIP FAQ. I looked at both
> versions of the KA9Q, and the STICP as well. Have not looked at MiNTnet
> as I have no clue where to start! :)
>
> any help is appreciated. I'd like to use dynamic slip as i can use it
> over my interactive account.
>
> --
>
> - Kevin Fason
>

Hi,

I dont' know what Dynamic SLIP is either.
But SLIP with MiNT and MiNT-NET is very fine thing to do.
You have every important client and daemon, as ftp, telnet, rsh, rlogin,
finger, ping, udpprobe. I even tried www with a lynx port, but the
with the originate vt52 on the ST isn't working so fine.

What do you need?

- MiNT (a patched version of 1.10 or 1.11)
- MiNT-OS (a BSD init an login packet of Steven Usher,
1.4.1 is up to date)
- MiNT-NET (0.53 is the current version)
- and the clients for the services you wants to use.

Where do you get all this things?

for example atari.archive.umich.edu (try ftp msdos.archive.umich.edu
and then change to Atari)

cu, michi

--
* *
* Michael Plonus michi@pluto.ping.de *
* D-44143 Dortmund Michael_Plonus@do2.maus.ruhr.de *
* Germany *

4118. Ideas for Atari Web Page!

Newsgroup: comp.sys.atari.st
Date: 1994-09-23 10:09:26 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <35u9gm$6g@mserv1.dl.ac.uk>
Source record: 180214

Hi,

Again a plea to anyone with ideas for my Atari page on the Web. The page has grown a lot since the start of the week but I need you the users support. What do you want to see from a page dedicated to you and your machine? What software, articles, anything?
Thank you to everyone who has sent suggestions already, I have tried to implement all the ideas I've been given so far but if I haven't be patient.

Special request here for information on Atari Retailers.

Could people send me lists of Atari retailers they know (anywhere in the World excepted). I would like to know the retailers name, address (e-mail aswell if possible) and some comment as to your experience of how good a service they provided. This would be really appreciated.

Thanks to everyone in advance,

Mark msh@dl.ac.uk

(Atari Web Page : http://www.dl.ac.uk/TCSC/disco/mark/atari.html)

4119. UK SALE STe System

Newsgroup: comp.sys.atari.st
Date: 1994-09-23 10:14:35 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <35u9qb$blb@infa.central.susx.ac.uk>
Source record: 180215

I have the following system for sale and will onl;y let go as a whole:

4Mb Ste (TOS 1.6)
52Mb Quantum SCSI Hard Drive (9 mnths old)
Trust Monochrome (Hi-Res) Monitor (6 mnths old)
400 DPI mouse (6 mnths old)
Neodesk 3.04 Replacement Desktop

Much Shareware and PD software:
including GCC 2.5.8 C compiler installed.

Many Games.

Everything is boxed with manuals.

Cost over 800 pounds new, will settle for 350 O.B.O (sensible - i'm
looking for an excuse NOT to sell!!).

Contact kaps3@central.susx.ac.uk

(University of Sussex, Brighton, E.Sussex)

If people require, the system can be moved to nr Oxford.

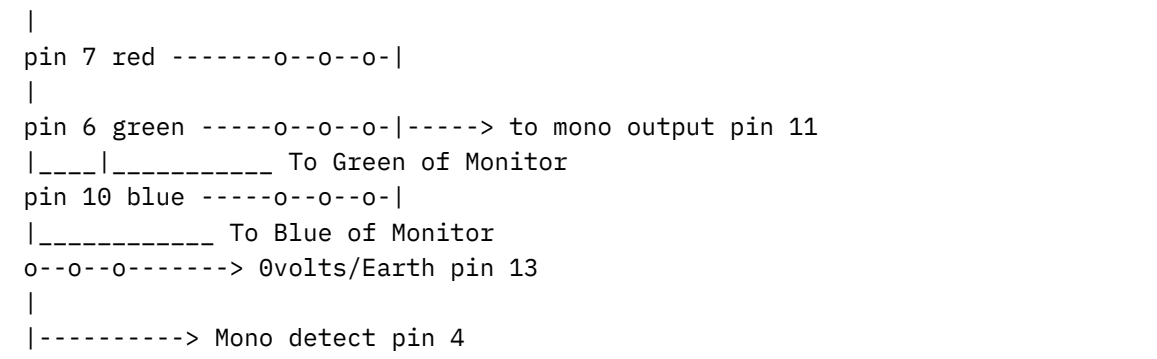
4120. Re: ghosts in my pc

Newsgroup: comp.sys.atari.st
Date: 1994-09-23 11:46:46 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <35uf76$nm4@golem.wcc.govt.nz>
Source record: 180220

In article <35n75s$39n@ornews.intel.com>, mhsmith@ornews.intel.com (Michael H Smith) writes:
>
>I built a multisync switchbox (kinda kludgey, but it works. The only problem I have is with slight ghosting in monochrome.
>
>I think it might have something to do with the switch but not sure. I'm using a metal box as for my switch, connector, etc.
>
>Has anyone else had this problem and what were the solutions?
>
>Thanks,
>
>M

Well the Atari does push out some 1 volt pk to pk, some monitors
don't like that, they work on 0.75 volts pk to pk..

So fit very small 1/8w resitors in the monitor plug, 3 * 22ohms I used
from memory, but must be in the monitor plug at the back of the monitor,
otherwise bandwith will suffer, they go in each R.B.G Inputs...



This is a 2 way 4 pole change over switch, 3 switch contacts are shorted
to gether and go to the mono output pin 11, as I have tried to show here...

Please e-mail me if you are still having problems....

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

4121. Topaz

Newsgroup: comp.sys.atari.st
Date: 1994-09-23 12:02:38 UTC
From: diehl@io.org
Message-ID: <35ug4u$g4l@ionews.io.org>
Source record: 180236

Recently, I got a game called Topaz from the Wuarchive FTP site. It was supposed to be an Archon clone -- something I've been looking for for ages. In any event, once I loaded it up, I was greeted with what _seemed_ to be a fairly English title screen... after that it went to the main menu ... and the original title music from Archon blared -- which impressed me. However, from then on, everything was in German. And unfortunately, it seems that many parts of this game rely heavily on text. (i.e. it sometimes asks you some sort of question in German, which you must answer in order to get to that square)
Was there ever an English version of this game made? If so, where could I find it? And if not, is there anyone who'd be willing to translate it? I could fairly easily extract the text portions of it and E-Mail them to any kind soul who'd be willing to do a bit of translating ... I'm dying to give this game a go, since it looks like a souped-up version of the original Archon, but still looks bloody great, but in its present form, sadly, I can't, not knowing a word of German beyond Fahrvergnugen. :-)

Any help would be most appreciated.

_____ _____ _____
_____<___ ___// __ // ____> ___ Tail of ______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet ____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions __ "ANSI? FANSI!" ___

--

_____ _____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

4122. Re: graphics tool wanted

Newsgroup: comp.sys.atari.st
Date: 1994-09-23 12:15:27 UTC
From: zap@eskimo.com
Message-ID: <CwL0on.C5C@eskimo.com>
Source record: 180216

rendering.
--

internet: zap@eskimo.com
ZAPPERDUDE uucp: zap@eskimo.celestial.com

4123. Cubase Audio AIFF format?

Newsgroup: comp.sys.atari.st
Date: 1994-09-23 12:24:53 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CwL15H.Cvr@exeter.ac.uk>
Source record: 180234

Can anyone give me a full breakdown of the AIFF sound sample file format as implemented in Cubase Audio? Several people have requested I add it to my sample editor (SuperSam), but I am unable to find a description of it.

Is there an email address for the people who wrote/released Cubase?
Thanx,
--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 |
+-------------+---+
| D2D version of SuperSam due to be released real soon now! |
+---+

4124. Re: Can I get an IBM PC to read ATARI ST format disks?

Newsgroup: comp.sys.atari.st
Date: 1994-09-23 12:54:52 UTC
From: monen@fysbb.fys.ruu.nl
Message-ID: <1994Sep23.125452.18335@cc.ruu.nl>
Source record: 180217

In article <s.bennett.102.13CCF7E7@uea.ac.uk>
s.bennett@uea.ac.uk writes:

> I have several hundered of these! Anyone any ideas?
> It's all ASCII data.

You can "repair" the boot sector using Norton Disk Doctor. NDD fixes
the boot sector, but leaves your data intact. At least that worked for
me, I used NDD version 4.5. Of course it is best to try first with an
unimportant disk.

Jos Monen

4125. Sound Sampling Programs

Newsgroup: comp.sys.atari.st
Date: 1994-09-23 13:12:38 UTC
From: tim@perth.DIALix.oz.au
Message-ID: <35uk86bil1@perth.dialix.oz.au>
Source record: 180218

Hello, Does anyone know of any good sound sampling software available on the net if possible.

Please mail me

Tim@Perth.DIALix.oz.au

4126. Re: ST SHARE IBM HD?

Newsgroup: comp.sys.atari.st
Date: 1994-09-23 13:16:16 UTC
From: John.Stoff@203-1657-4.wmeonlin.sacbbx.com
Message-ID: <f80_9409231522@wmeonlin.sacbbx.com>
Source record: 180251

```
t> John Stoff (John.Stoff@203-1657-4.wmeonlin.sacbbx.com) wrote:
t>
js>> : For a ST master & a PC slave unit look for GHOSTLNK. The only
js>> problem is : that the PC has to have partitions < 32 meg.
js>>
js>>
t> How about Info on Ghostlnk? link Sharware/Commerical, Price, Etc?
t> Thanks -> :) (On the road again with my ST :) )!
t>
Here is the Doc file, should answer most questions <g>

TTYL

John

---------------------------------- Snip --------------------------------

Ghostlink v1.02 Beta 02/05/94 Copyright Bitz 1994

What is ghostlink:
------------------
Ghostlink is a link between an Atari GEM Computer (Master)
and a MS-DOS computer (Slave)
It allows the drives (floppy, harddisk, CD-ROM) installed
on the slave to be used by the master as a GEM-partition.
It is possible to connect up to 3 PC slaves (on different ports!)

So, you can, for instance, import a picture stored on a CD-Rom
(connected to a MS-DOS PC) into Calamus!

Connection:
-----------
A simple nullmodem cable is required.

Installation on ATARI:
----------------------
Run the program STMASTER.PRG

1. Select port & speed
On the left you see 3 channel boxes.
Set the wanted port and speed for channel 1:

- STANDARD All Atari's (ST/STE/TT/Falcon)
The standard TOS routines are used.
Select port & speed in the control panel.
(Select 8 bit, 1 stopbit, no parity, no flowcontrol)
```

- SERIAL 2 Only MEGA STE & TT
Speed: 300/600/1200/2400/4800/9600/19200
38400/57600/115200
On a MEGA STE, do not use more than 57600 Baud

- MODEM 2 Only MEGA STE & TT
Speed: 300/600/1200/2400/4800/9600/19200
38400/76800/153600
On a MEGA STE, do not use more than 57600 Baud

- MODEM Only Falcon
Speed: 300/600/1200/2400/4800/9600/19200
38400/57600/115200

2. Select the partition ID's
On the right side is the partition box. Double click on existing
entries to edit them, or click on ADD to add an entry.

Editing a partition entry:
- Select a local drive ID (this is the drive-letter used by
GEM to access the slave).
- Select a remote drive ID (this is the drive-letter used on
the slave computer).
Here you can also select "All existing drives"; this means
that with 1 local drive-ID, you can access all the remote
drives (the remote drives are showed as folders in the ROOT
directory).
- Select a channel (take 1).

3. Click on Save to save the settings, this will avoid you to select
all settings every time the program is runned.
(Note: the settings are saved directly into the program!)

4. Click on install. The program will quit but remains resident.
Just install the icon(s) for the LOCAL partitions on the desktop.

The program can also be installed in the AUTO-folder, this way
the dialog does not appear (select & save settings before).

Installation on MS-DOS:

Run the program PCSLAVE.EXE

1. Select the port with keys <1> = COM1 <2> = COM2
2. Select the speed with the function keys 1->10
300 -> 115200 Baud
Of course, the speed must be the same as the master speed!
3. So, thats all, as long as the slave is active, you'll have
access to it from the master.
4. To quit, press escape (access is terminated).

Use:

Use it the first time at low speed, to avoid speed problems.

The data that is transfered is CRC32 controlled, so when a
datablock send by master or slave has errors, it is send
again (this as much as needed). So, if a computer is to slow,
or in other words the transfer speed is to high, the system
will lock up. In that case hold CONTROL/SHIFT/ALTERNATE on the
master (Atari) and the transfer will stop with an ERROR code.

If on the MS-DOS screen, command tracing is ON, you can watch all
used GEM-DOS operations (very interesting). Here you also can see
the errors. MASTER ERROR means the master recieved a datablock with
checksum error (Master to slow?) and SLAVE ERROR means the slave
received a bad data block (Slave to slow?).

Notes:

What does not work:
- Renaming a folder on the slave. (difficult to do under DOS)
- Starting a program (.PRG of course) on the slave.
(maybe in the next version...)

What's next:
- An Atari Slave program, to connect Atari to Atari
- More ports support (midi, parallell)
(I am really curious to see the parallell speed...)

This is a beta-version, Bitz does not take any responsability
for dammage occured to hard- and/or software by using this program...

If you have any suggestions, bug-reports or whatever, or if you are
interested in a full working version, contact me:

BITZ Computers c/o P. Van Malderen
Brusselsesteenweg, 107
B-1500 Halle / Belgium

Phone: (02) 361 10 89
Fax: (02) 361 25 52
BITZ Atari BBS: (02) 361 14 08 (message to PIRRE KING)

So, enjoy this program...

(c)Bitz 1994 Pierrot Van Malderen.

------------------------------ snip ------------------------------------
--
: Fidonet: John Stoff 1:203/1657.4 .. speaking for only myself.
: Internet: John.Stoff@203-1657-4.wmeonlin.sacbbx.com

4127. looking for E-Magic mailbox

Newsgroup: comp.sys.atari.st
Date: 1994-09-23 13:35:50 UTC
From: az822@FreeNet.Carleton.CA
Message-ID: <CwL4Fr.4H7@freenet.carleton.ca>
Source record: 180219

Does anyone know if E-Magic, the authors of the superb music sequencing
and notation software LOGIC (and Notator SL), has an E-Mail address?

4128. Misc Hardware 4 Sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-23 13:53:21 UTC
From: malay@stars.reston.paramax.com
Message-ID: <CwL58z.Ewz@bart.stars.reston.paramax.com>
Source record: 180225

* Avatex 1200hc (1200 Baud Hayes compatible) modem

* Supra MicroStuffer Printer Buffer (64K, Parallel Interface)

* Quantum LPS 52 MB SCSI Bare Hard Drive (used as a spare MAC external drive)

All items are in perfect condition.
Make an offer(s).

Bob Malay

--
****
* *
* Robert M. Malay Unisys Corporation *
* Government Systems Group *
* 12010 Sunrise Valley Drive *
* Reston, VA 22091 *
* *
* malay@stars.reston.paramax.com *
* 703.620.7750 *
* *
****

4129. Game for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-23 13:54:35 UTC
From: malay@stars.reston.paramax.com
Message-ID: <CwL5B0.EyG@bart.stars.reston.paramax.com>
Source record: 180226

```
ST/STE Games For Sale
---------------------

* Artura - Arcadia
* Blood Money - Psygnosis
* Chuck Rock - Core Design
* Continental Circus - 16 Blitz
* Dragon's Lair - ReadySoft
* F-15 Strike Eagle II - Microprose
* EPIC - Ocean
* The Killing Game Show - Psygnosis
* The Killing Cloud - Mirrorsoft
* Leasure Suit Larry 3x (Triple Pack) - Sierra
* RoboCop 3 - Ocean
* RoboCop 2 - Ocean
* R-Type - The Hit Squad
* TechnoCop
* Toobin' - Domark
* Utopia: The Creation of a Nation - Gremlin
* Zany Golf - Electronic Arts

All software items include docs, boxes and original disks.
Make a reasonable offer which includes shipping.

Bob Malay

--
**************************************************
* *
* Robert M. Malay Unisys Corporation *
* Government Systems Group *
* 12010 Sunrise Valley Drive *
* Reston, VA 22091 *
* *
* malay@stars.reston.paramax.com *
* 703.620.7750 *
* *
**************************************************
```

4130. Re: *** Can't delete two file on hard drive ***

Newsgroup: comp.sys.atari.st
Date: 1994-09-23 14:07:00 UTC
From: samuel.arvidsson@cindy.ct.se
Message-ID: <4f9da46d@ct.se>
Source record: 180241

21 Sep 94, ZIGFREID wrote something like this to All :

Z> From: peterw@io.org (ZIGFREID)
Z>
Z> I recently found two files in a directory that I can't seem to
Z> delete (trash). Actually they are empty directories but you cant
Z> place anything in them and when you try to do anything with them I get
Z> messages like "application not found..." and "path not found Tos error
Z> #-34. I can also no longer do a "show information" on the disk
Z> partition that these two directories are on. Any suggestions?
Z>

I've had the same problem. I solved it using a disk-editor and STZip 2.6!
Start the disk editor and search for the folders you wish to delete. Replace
the first letter of each directory with a • (ASCII 229) and save the sector.
When you look in the directory in desktop the directories still exists. Now
start STZip 2.6. In the disk directory in STZip the directories you have
"deleted" will not exist. Now create new directories with the same names as the
old ones in STZip. If you then go out to desktop you will see !TADA! that you
now can delete them.

Z>
Z>
Z> --
Z> --
Z> Peter Weinzettl | If all the world's a stage....
Z> peterw@io.org | ..... I want more props
Z>
Z>

```
---------------------------------------------------------------
- Samuel Arvidsson __ ___ __ -
- / \ \_ \ / \ 4 MB RAM -
- Vroomfondel/NeanderThal FALCON< <> >_< >< <> > -
- \__/ \__/ \__/ 428 MB IDE -
- Email: samuel.arvidsson@p13.secom.ct.se 133 MB SCSI -
---------------------------------------------------------------
```

4131. Re: Cubase Falcon Only Up to 256M HD Partition?

Newsgroup: comp.sys.atari.st
Date: 1994-09-23 14:30:00 UTC
From: samuel.arvidsson@cindy.ct.se
Message-ID: <34e3f483@ct.se>
Source record: 180240

22 Sep 94, Steve Johnson wrote something like this to All :

SJ> From: steve-j@teleport.com (Steve Johnson)
SJ>
SJ> In article <14267FNPUVHGCCAETJU@ars.ath.forthnet.gr>,
SJ> <mipap@ars.ath.forthnet.gr> wrote:
SJ>
>> IB>I've heard that Cubase Falcon will only record up to a 256M hard
>> drive IB>partition, with out
>> IB>rolling over, or seeing a larger partition. This leaves only room
>> for
SJ> about
SJ>
SJ>
>> You WILL have problems if you try to make greater than 256MB
>> partitions. Not from Cubase but from other programs. Diamond Edge is
>> one... I have recorded to a partition size of 340MB but i couldn't
>> optimize the partition with the Diamond Edge program.
SJ>
SJ>
SJ> Hmmm... I have one 425MB partition that Diamond Edge optimizes
SJ> just fine (it just takes too long! <grin>). This is w/ Diamond
SJ> Edge v1.03.
SJ>

Diamond Edge v1.00 says "Unrecognized bootsector" on my 428 MB partition. Is
there any big changes in the 1.03 version?

SJ>
SJ>
SJ> --
SJ> | Steve Johnson | "People will always be tempted to
SJ> wipe | | Email: steve-j@genie.geis.com | their feet on anything with
SJ> 'Welcome' | | or steve-j@teleport.com | written on it." --
SJ> Andy Partridge |
SJ>

- Samuel Arvidsson __ ___ __ -
- / \ _ \ / \ 4 MB RAM -
- Vroomfondel/NeanderThal FALCON< <> >_< >< <> > -
- __/ __/ __/ 428 MB IDE -
- Email: samuel.arvidsson@p13.secom.ct.se 133 MB SCSI -

4132. file transfering on unix machines

Newsgroup: comp.sys.atari.st
Date: 1994-09-23 15:44:53 UTC
From: jchung@umich.edu
Message-ID: <35ut5l$557@lastactionhero.rs.itd.umich.edu>
Source record: 180222

hey gentlemen,

I'm having problems downloading files from unix machines onto

my 1040 ST. I'm using kermit option on Uniterm, but the files

seem to get messed up upon transfer. Is there some parameter

that I am messing up on the file settings??

I have made sure that packet size and all the other stuff

match between host and computer.

-J

I would like to transfer by XYZ modem protocol but does UNIX support

them??

4133. Re: Blowup + Multisync's

Newsgroup: comp.sys.atari.st
Date: 1994-09-23 15:47:50 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <35utb6$jd5@vishnu.jussieu.fr>
Source record: 180221

TT-RAM is faster than ST-RAM because the coprocessors don't have access
to it. Then, adding TT-RAM wouldn't allow greater video modes. However, some accelerator
boards speed up the bus, and THAT allows better resolutions. Watch out for these cards...

MB.

4134. Async RS232 code

Newsgroup: comp.sys.atari.st
Date: 1994-09-23 15:50:38 UTC
From: s4jwh@csc.liv.ac.uk
Message-ID: <CwLAoF.59x@compsci.liverpool.ac.uk>
Source record: 180223

Hi,
I'm after some code to use the serial port asyncronously
to link in with C .

Can anyone help ?

Mail me > Jon

4135. PC CD-ROM reader for Atari

Newsgroup: comp.sys.atari.st
Date: 1994-09-23 17:00:00 UTC
From: samuel.arvidsson@cindy.ct.se
Message-ID: <9190b0f@ct.se>
Source record: 180239

A while ago, i saw someone writing about some kind of software for the Ataris
to use PC CD-ROM encyclopedies (is the word right spelled?).
Anyone who has more information about this and how to get it. I don't have
access to FTP-sites.

Thanks in advance,


```
-------------------------------------------------------------
- Samuel Arvidsson __ ___ __ -
- / \ \_ \ / \ 4 MB RAM -
- Vroomfondel/NeanderThal FALCON< <> >_< >< <> > -
- \__/ \__/ \__/ 428 MB IDE -
- Email: samuel.arvidsson@p13.secom.ct.se 133 MB SCSI -
-------------------------------------------------------------
```

4136. Re: Medieval Chess

Newsgroup: comp.sys.atari.st
Date: 1994-09-23 17:29:13 UTC
From: gaghon@nevada.edu
Message-ID: <35v399$cau@post-office.nevada.edu>
Source record: 180237

```
: > The game is shareware, and the demo for it is not playable; it just sits
: > there and plays with itself (ahem) for a while, but it won't let you have a
: > go. You need to register for that.

: This is, IMHO, a rather stupid way to release something. To me, a large
: part of whether a game is good or not is playability... with an
: auto-demo like this, you can see how it _looks_, but you'll have no idea
: how it "feels" to play. For all we know, the controls could be pretty
: awkward or unresponsive.

I think then that there is a different version on the net. The game in
STFormat is not a demo, but a complete program. You can play one player,
two players, or watch it play itself. :)

George
```

4137. TOWERS II Falcon game coming soon.

Newsgroup: comp.sys.atari.st
Date: 1994-09-23 17:40:17 UTC
From: gaghon@nevada.edu
Message-ID: <35v3u1$cau@post-office.nevada.edu>
Source record: 180228

```
TTTTTTT OOOOO W W EEEEEEE RRRRRR SSSSS IIIII IIIII
T O O W W W E R R S I I
I O O W W W EEEEE R R SSSSS I I
T O O W W W E RRRRRR S I I
T O O WW W WW E R R S S I I
T OOOOO WW WW EEEEEEE R R SSSSS IIIII IIIII

P L I G H T O F T H E S T A R G A Z E R

==========================================================================

....... Is Coming Soon to a FALCON near you!

TOWERS II, is an RPG for the Atari Falcon 030 computer.

It features:

--> Smooth Scrolling.

--> Window (168x110) or full screen (320x200) movement.

--> Runs in True Color mode, and makes good use of color.

--> Plays MOD music at 50 Khz Stereo.

--> Sounds effects are in stereo.

--> Over three times the size of Towers for the ST.

--> Can be launched from MultiTOS or BlowUP.

--> Requires appx 2megs of Free RAM and 4megs of HD space.

--> Can run on a VGA monitor, RGB monitor, or TV.

--> Powerful spells and weapons.

--> Real-time combat.

--> And much more...

TOWERS II, is being released as a 'Try Before You Buy' product. You can

progress through several levels before you need to order the manual.

The Manual will Retail for only $24 US, and will be available directly

from us, or through participating resellers.

Date of release should be around late October, 1994. Screen shot TIFFs
```

have been released on several boards. Look for 'TOWRSIIP.ZIP'.

==========

JV Enterprises

PO Box 97455

Las Vegas, Nevada 89193

(702) 734-9689

4138. Communication on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-09-23 18:30:11 UTC
From: Program@sterbbs.nl
Message-ID: <025357LSDUAKPUXTELRM@sterbbs.nl>
Source record: 180227

Hi!

I have a _big_ problem with the communication on my Falcon. I can't
use my modem on 2400 baud with it. I can't find out what cause this
problem; I tried several communication programs, disabled HD (wit alt
on startup).
The strange thing is that it works on my ST and walso if I use
V42(bis) or MNP5. Unfortunately not all BBS' use those protocols...

If I _do_ use my modem on 2400 baud I get randomly strange signs.
Is there someone who has the same problem and could tell me how I can
solve it?
I have an Falcon with TOS 4.4 4/65Mb and screenblaster

Thanks,

Frits.

Frits van den Akker = program@sterbbs.nl = program@STR
JFA Sotware = Internet = Majornet

... Sorry for my English; I'm still learning it.

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

======================== !!! Automated Notice !!! ======================
E-mail replies to this user should have the following on the first line
of message text: TO: Program
==

4139. ACSI trouble

Newsgroup: comp.sys.atari.st
Date: 1994-09-23 19:34:57 UTC
From: larserik@oslonett.no
Message-ID: <35val1$ars@hasle.oslonett.no>
Source record: 180229

I've hooked up an ICD Link host adapter with a SCSI streamer to my
MEGA STE, but can't get connected to it....

If I disconnect the internal MEGA STE harddisk the streamer appears at
ACSI ID 0. If I disconnect the ICD Link (with the streamer) the
internal harddisk appears as ACSI ID 0. BUT if both are connected
none of them work and ID-TEST only returns garbage as SCSI id-string.

To me it looks like both devices works on ACSI ID 0.
How do I get passed this problem (the ICD Link adapter is a closed
box with no DIPs or setting, and no special software). Is there
a strap inside the MEGA STE to set the first adress of the external
ACSI, or do I have to change the internal harddisk to ACSI ID 1
(the internal host adapter has adress select) - and if I do - will
the internal harddisk still be bootable (with the ICD disconnect too)

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no

4140. Help with ATARI ST Notebook

Newsgroup: comp.sys.atari.st
Date: 1994-09-23 19:54:45 UTC
From: ahines@mor.itesm.mx
Message-ID: <35vbq5$3ba3@campus.mty.itesm.mx>
Source record: 180230

Hello!
A friend of mine reciently showed me an Atari ST Notebook (NST-141) and asked if i could help them use it. The problem was that it was all in German. Well, I don't know anything about ATARI's and my German is a bit rusty. If someone could help me out it would be appreciated:

-What is an ATARI ST notebook (CPU, Operating System)?
-Would it be possible to change it into English or Spanish?
-Is this computer IBM compatible?
-Is there good software out there for this computer?

Any and all information will be appreciated. Thanks.

Andrew Hines
ahines@campus.mor.itesm.mx

4141. Looking for MintNet kernel binary

Newsgroup: comp.sys.atari.st
Date: 1994-09-23 20:32:32 UTC
From: mike@io.org
Message-ID: <35ve10$e1q@ionews.io.org>
Source record: 180243

Is there an ftp site that has the Mint kernel binary compiled for mintnet ?

If not, if you have mintnet running, could you email me a copy of your kernel?

Mike
--
==========
Mike Stramba Email: mike@io.org
Toronto,Canada Internex Online - Toronto, Canada (416) 363-3783
==========

4142. Re: TOWERS II Falcon game coming soon.

Newsgroup: comp.sys.atari.st
Date: 1994-09-23 20:34:29 UTC
From: azog@world.std.com
Message-ID: <CwLntI.B5C@world.std.com>
Source record: 180231

gaghon@nevada.edu (GEORGE GAGHON) writes:

> P L I G H T O F T H E S T A R G A Z E R

>==========

>....... Is Coming Soon to a FALCON near you!

>TOWERS II, is an RPG for the Atari Falcon 030 computer.

I hope Towers II is easier than Towers I! I have this, and find that
I get lost too easy in the mazes, and never find any good stuff.
I like it, and hope that a 'II' would only improve: better movement
routines (original was so blocky), and hopefully a map option.

Will Towers I users be able to upgrade for cheaper? :)

--
Billy D'Augustine azog@world.std.com

4143. Papyrus, SpeedGDOS

Newsgroup: comp.sys.atari.st
Date: 1994-09-23 20:45:55 UTC
From: jpb3@ukc.ac.uk
Message-ID: <9861@falcon.ukc.ac.uk>
Source record: 180232

I'm posting this message just to ask if anyone at all knows when/if Papryus will get colour support. At the moment if is mono-only, and I can't bring myself either to use a mono-emulator, or to fork out loads of money on another monitor.

Also, does anyone know whether the latest edition of Speedo GDOS works any better/worse with Timeworks 2, and if it would be viable therefore to use Timeworks 2, and SpeedoGDOS alongside each other. The ability for the new SpeedoGDOS to use Postscript Type 1, and TrueType fonts has DEFINITELY caught my attention...

Thanks for any help I may get..

--
John Beranek \
First Year /
Computer Systems Engineer \
University of Kent /

4144. Printer redirector wanted

Newsgroup: comp.sys.atari.st
Date: 1994-09-23 21:11:02 UTC
From: Darren.Trutzenbach@f616.n2605.z1.fidonet.org
Message-ID: <7a8_9409240402@nisc.fidonet.org>
Source record: 180248

In a message of 16 Sep 94 04:19:27, Boyd@gauss.Math.Fsu.Edu wrote:

B> Can anyone tell me the names of some programs that can redirect output
B> from the printer port to a file? Basically, I have a program that can
B> output PostScript, but only directly to the printer port (really dumb,
B> that).

Hi, there is another program called BARREL, does the same kind of thing i
believe as ICCA, worth a shot though!

+=-----==-----=+
| R_O_U_N_D T_A_B_L_E B.B.S, Shamong NJ USA (609)268-7524 |
| ATARI Exclusive, 16.8 Baud + CD-ROM |
| +=---=+ |
| ~ Sysop: D.Trutzenbach@f616.n2605.z1.fidonet.org ~ |
| Darrenet@aol.com |
|Fidonet 1:2605/616 Atarinet 51:1/18 NeST 90:301/18 Tablenet 26:1/1|
+=-----==-----=+

4145. Any voice mail software for the ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-09-23 21:15:34 UTC
From: Darren.Trutzenbach@f616.n2605.z1.fidonet.org
Message-ID: <7a9_9409240402@nisc.fidonet.org>
Source record: 180249

In a message of 17 Sep 94 17:24:11, Putney@suburbia.Apana.Org.Au wrote:

P> I just bought a voice mail capable modem. I understand that I can use it
P> like an advanced answering machine with the right software. Does any
P> software like this exist on the st ?. If it does, would I in any way be
P> able to
P> run Straight Fax 2 at the same time?.
P>
P> Thanks in advance
P>
P> putney@suburbia.apana.org.au
P>

Hi, i have looked for the same thing, the only ATARI computer that has voice
mail software/Hardware available is the Falcon, due to the Direct to disk
recording possibilities of it.

```
+=-----============================================================-----=+
| R_O_U_N_D T_A_B_L_E B.B.S, Shamong NJ USA (609)268-7524 |
| ATARI Exclusive, 16.8 Baud + CD-ROM |
| +=-------------------------------------------------=+ |
| ~ Sysop: D.Trutzenbach@f616.n2605.z1.fidonet.org ~ |
| Darrenet@aol.com |
|Fidonet 1:2605/616 Atarinet 51:1/18 NeST 90:301/18 Tablenet 26:1/1|
+=-----============================================================-----=+
```

4146. malfunctiong DD

Newsgroup: comp.sys.atari.st
Date: 1994-09-23 21:20:18 UTC
From: Darren.Trutzenbach@f616.n2605.z1.fidonet.org
Message-ID: <7aa_9409240402@nisc.fidonet.org>
Source record: 180250

In a message of 18 Sep 94 18:36:56, Cj251@cleveland.Freenet.Edu wrote:

C> I have a gts-100 floppy drive that my st does not 'see' on
C> occasion. I changed cables and that seemed to work (for awhile)
C> but now nothing. Does anyone have any suggestions as to what to
C> look for --either in the computer or the drive?
C>
C> Thanks,
C>
C> Dan Paxt

Hi i also have a GTS floppy drive that gave me the same problems, i too switched cables, but ended up replacing the 720k drive mechanismn with a 1.44 mitsumi, which will recognise 720k , it was the only drive that would replace the original one inside and work properly, The 1.44 part of the mitsumi drive does not work!

```
+=-----============================================================-----=+
| R_O_U_N_D T_A_B_L_E B.B.S, Shamong NJ USA (609)268-7524 |
| ATARI Exclusive, 16.8 Baud + CD-ROM |
| +=-------------------------------------------------=+ |
| ~ Sysop: D.Trutzenbach@f616.n2605.z1.fidonet.org ~ |
| Darrenet@aol.com |
|Fidonet 1:2605/616 Atarinet 51:1/18 NeST 90:301/18 Tablenet 26:1/1|
+=-----============================================================-----=+
```

4147. comp.sys.atari.programmer (testing)

Newsgroup: comp.sys.atari.st
Date: 1994-09-23 21:25:27 UTC
From: ysiu@lexicor.com
Message-ID: <CwLq6F.4zD@world.std.com>
Source record: 180233

Hi everyone, I know people have been interested in possibly making this new newsgroup, so I went ahead an chartered a proposal. However this is only the first draft, and unless there are any great objections I will go ahead and submit this end of next week.

Cheers

Yat

Proposal for a new newsgroup
Request for Discussion: comp.sys.atari.programmer

by: Yat Siu (Lexicor@world.std.com)

Group name: comp.sys.atari.programmer
Status: unmoderated (ysiu@lexicor.com)
Distribution: world-wide
Summary: a newsgroup for the discussion of programming on the atari TOS or 8bit computer and any clones or otherwise

Justification:

There are currently several comp.sys.atari.* newsgroups, however none cover the aspect of programming questions. Atari Computer systems (8bit, 16 or 32bit and clones) have various development tools from other third party developers, some of which are very good. Atari Users require a forum where they can ask questions about programming in any language.

This new newsgroup is also meant to encourage programming on the atari and asking questions regarding programming. Very often programming questions are asked in other forums, but they either don't get a reply or ignored because it is not related to the topic. Atari Computers have got a user base of programmers who need to support each other on the usenet on a more global scale, and it should also help third party developers for atari development tools read and see what programmers use/require/want.

Charter:

The proposed group will provide a forum for the discussion of programming queries, discussions of techniques or anything else that is related to programming on the atari for any language that exist on the atari (scheme, gcc, c, basic, pascal, assembler etc.)

NOTE

This RFD is being issued in concordance with the guidelines set in the "How to create a new usenet newsgroup" FAQ regularly posted to news.announce.newgroups. Please refer to this article if you have any questions about the newsgroup creation.

Unless the discussion indicated a need to resubmit a new RFD, the CFV will be posted approximately three to four weeks after the posting of this RFD.

This RFD was (cross)-posted to the following groups: news.announce.newgroups, news.groups, comp.sys.atari.st, comp.sys.atari.8bit, comp.sys.atari.announce and mailed to the gem-list and lexicor-list

4148. Wanted: Replay cartridges or simular.

Newsgroup: comp.sys.atari.st
Date: 1994-09-23 23:25:36 UTC
From: Matt.McAlister@dataport.com
Message-ID: <8ac_9409231607@dataport.com>
Source record: 180265

Wanted:

A replay cartridge the type used in recording sound samples. A STreplay or Dataaplay. With docs would be nice but I'll buy them with out. E-Mail me at:

matt.mcalister@dataport.com

Thanx Matt McAlister
(Dragnet BBS - 415-917-0227)
(24 hours a day - 2400 baud)

InterNet: Matt.McAlister@dataport.com
FidoNet : Matt McAlister 1:143/106

4149. Re: FS: 2 ST systems CHEAP

Newsgroup: comp.sys.atari.st
Date: 1994-09-24 00:52:24 UTC
From: jws4p@Virginia.EDU
Message-ID: <CwLzrD.Gn2@Virginia.EDU>
Source record: 180254

Would you be interested in selling just the hard drive?
-John Stanmeyer
(jws4p@uva.pcmail.virginia.edu)

4150. Wanted: Spectrum 512 Paint Program

Newsgroup: comp.sys.atari.st
Date: 1994-09-24 01:06:37 UTC
From: jws4p@Virginia.EDU
Message-ID: <CwM0F2.GuK@Virginia.EDU>
Source record: 180255

I have been searching all over without any luck for the old
paint program from Antic, Spectrum 512, which used special
hacks to display all available 512 colors at once in low rez,
48 per scan line max if memory serves correct. I have a
520STfm with 1 meg and TOS 1.0. If anyone has Spectrum or a
similar program that would run on a basic system such as mine
I'd really appreciate hearing about it. You can post a reply
here or email me at jws4p@virginia.edu . Thanks!
-John Stanmeyer

4151. Re: Medieval Chess

Newsgroup: comp.sys.atari.st
Date: 1994-09-24 02:14:58 UTC
From: vicb@clark.edu
Message-ID: <360232$fiq@clark.edu>
Source record: 180238

In article <35v399$cau@post-office.nevada.edu>,
GEORGE GAGHON <gaghon@nevada.edu> wrote:
>: > The game is shareware, and the demo for it is not playable; it just sits
>
>: This is, IMHO, a rather stupid way to release something. To me, a large
>: part of whether a game is good or not is playability... with an
>
>I think then that there is a different version on the net. The game in
>STFormat is not a demo, but a complete program. You can play one player,
>two players, or watch it play itself. :)
>

Actually, there isn't _any_ version on the net that I've been able to find,
and believe me I've looked far and wide at numerous sites. Any kind soul
willing to help solve the situation? :-)

Victor Bruhn
vicb@clark.edu

4152. Re: Upgrading 520ST memory

Newsgroup: comp.sys.atari.st
Date: 1994-09-24 08:06:21 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <360mlt$6av@golem.wcc.govt.nz>
Source record: 180277

2.5 MEG SIMM Upgrade....

I have a updated version of the SIMM ₧2.5 meg upgrade, these
are corrections and more info I have added my self after doing
some 6 memory upgrades...

So if interested please e-mail me....

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

4153. Re: Wntd:Turbosynth Manual, old Atari version

Newsgroup: comp.sys.atari.st
Date: 1994-09-24 09:59:20 UTC
From: steve-j@teleport.com
Message-ID: <360t9o$ij0@kelly.teleport.com>
Source record: 180246

In article <1994Sep22.221345.15660@blaze.trentu.ca>,
<jprice@ivory.trentu.ca> wrote:

>I'm looking for the manual, or a photocopy of same, for Turbosynth, the old
>Atari version. Please e-mail me w/price, availability. Trade?

Contact Digidesign and see if they can replace a manual for it.

By the way, photocopying a manual for someone else is illegal.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4154. Re: Looking for MintNet kernel binary

Newsgroup: comp.sys.atari.st
Date: 1994-09-24 10:01:01 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <360tct$c2o@nyheter.chalmers.se>
Source record: 180245

```
In article <35ve10$e1q@ionews.io.org>, Mike Stramba <mike@io.org> wrote:
>Is there an ftp site that has the Mint kernel binary compiled for mintnet ?
>
>If not, if you have mintnet running, could you email me a copy of your kernel?
>

I'm not sure about this, but I think it would be illegal to distribute a
compiled mint. I think the docs that goes with the sources say so, and that's
why you can't find a ftp site with the binaries...
```

Christer.
--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

4155. ignore this

Newsgroup: comp.sys.atari.st
Date: 1994-09-24 10:06:10 UTC
From: Steve
Message-ID: <360tmi$imc@kelly.teleport.com>
Source record: 180247

Like I said, ignore this!

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4156. Re: The Best ATARI BBS software ????

Newsgroup: comp.sys.atari.st
Date: 1994-09-24 13:54:48 UTC
From: bensmith@teleport.com
Message-ID: <361b38$39c@linda.teleport.com>
Source record: 180252

I used to be a BBS SysOp. I ran Benjamin's BBS. I plan on running the BBS again once I can get my new MoDeM, Hard Drive and get my 520ST upgraded to 4 Megs and Rainbow TOS (1.4). I was Beta Testing some BBS ShareWare called UBBS, which stands for U.ltimate B.ulletin B.oard S.oftware. This software was written by Brian G. Hauer and Brian had help from others including Aaron Hopkins, Author of FreeZe Dried Terminal. UBBS Does Color VT-52, Color ANSI, ASCII and UBBS-Term Graphics. UBBS is written in GFA Basic. I was am a registered SysOp and I was one of the few Beta Testers who supported Brian with both feedback on needed information on the Beta Testing process and financial support. I found that because of my support, I had a say on future upgrades and features. By the time my bbs Hard Drive ultimately failed, the BBS went from running as a Basic file from within GFA Basic to version 2.0 where it was Compiled (finally), had a lot of new advances and renamed ForeSight. (The reason the old version wan't compiled was it wouldn't work until a newer version of GFA and Compiler came out.). The features are fantastic and if you have a Term Program which supports UBBS-Term, such as FreeZe Dried Term, you'll see some of the fantastic Menus supported by the BBS. Plus along with a support for ?!?some?!? software like some kind of ST Quick Reader which I think is IBM Compatible. It is netted with other ForeSight BBS's and planned expansion into other BBS's netting types. Great Full Screen Editor supporting ANSI, VT-52 and UBBS-Term (FSE written by Aaron Hopkins). Very nice on both the SysOp's end and callers end. If you want to see the BBS in action, call The Travelling BBS at (310)543-5483 8N1, support for ASCII, VT-52, ANSI and UBBS-Term. Both Color and B&W for most emulations. If you have UBBS-Term, use it. ITS GREATTT!! If you wan't to try using the Full Screen Editor, leave a message for Bravo Sierra, that's my handle. If your replying to a message, try the quoting feature. It's very good when debating in public. You can pull text from the person's message your replying to, trim the information irellevant to your argument and because its a full screen editor, if you make a mistake in the letter, you can jump around, with your arrow keys and edit the message. I think theirs even Cut and paste. It's like using an online word processor. And to get online help, hold down the Control Key and the the H key. To use the full screen editor, you must go to Configuration or Settings Menu.

Do not be fooled, even though the author of this BBS software is a friend and associate of Aaron Hopkins (Aaron's follow up support of FreeZe Dried Terminal is, to put it mildly, poor.) he is responsible and continues to proceed in advancing UBBS plus gives great support to his registered SysOps. He is currently in college but still keeps his BBS up 24Hrs and is home on weekends to reply to those who wrote him on the BBS and continue working on the BBS. Also, on College vacations he works on new projects for the BBS software.

---TTYL---
--Thanks--
---Ben---
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

4157. Re: software wanted.

Newsgroup: comp.sys.atari.st
Date: 1994-09-24 13:56:25 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <361b69$ll8@mailer.fsu.edu>
Source record: 180253

Anthony Wright (Anthony.Wright@mettav.exnet.com) wrote:
>
> Also what about scanner driver software? - touch up or similar. Failing that
> the patch progs that comes with touch up!

Migraph just sent me a nice newsletter/catalog that you might be interested
in. They can be reached at 1-800-223-3729.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4158. Re: Calamus Fonts, OR NOT!

Newsgroup: comp.sys.atari.st
Date: 1994-09-24 15:25:38 UTC
From: frank@theshack.demon.co.uk
Message-ID: <940924Z152538.467frank@theshack.demon.co.uk>
Source record: 180270

In article <026361YNOUFXMLQFXUUS@ars.ath.forthnet.gr>
tasmeran@ars.ath.forthnet.gr writes:

> Maybe your problem will be solved if you load the fonts in the TYPEART
> font editor (by DMC) and save them again: there are minor differences
> between different CALAMUS font formats.

Fonts which cause SL to return the error dialog about "contains data not
in .CFN format" can be fixed like that - by loading and saving into a
CFN editor - Genus, Didot and FaST Club's Fonty all seem to fix it. It
won't, AFAIK (it didn't work for me, at least) cure fonts which report
"not serialised for this copy of Calamus".

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

4159. Hab 'nen PehZeh

Newsgroup: comp.sys.atari.st
Date: 1994-09-24 15:33:00 UTC
From: Andreas_Rost@ms3.maus.westfalen.de
Message-ID: <199409241733.a8546@ms3.maus.de>
Source record: 180287

Hallï¿½le Wilfried

WB>Welche davon darf mann den bestellen :-(

Alle, die in der Liste stehen.

Man liest sich ...

4160. Know a good comms prog ?

Newsgroup: comp.sys.atari.st
Date: 1994-09-24 15:55:22 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <09241994.155522@empyr.dircon.co.uk>
Source record: 180256

Hi All,

Can anyone give me some advice please ? I'm having shedloads of trouble with my comms software.

I have a 520STFM with 1Mb RAM, no HD, TOS 1.02 (yuk!) and a hi-res screen.

I'm using TeddyTerm v2.12 with XYZ.TTP v2.01 Beta as the protocol handler. The way it's set up now is that I have QuickST v3 run first in the Auto folder, then a RTS/CTS fix (HSFIX), then MACCEL (Mouse Accelerator), then NO CLICK (for the keyboard), Eternal Ramdisk (270k) into which I RAMLOAD Desktop.inf and xyz.ttp. I run TeddyTerm from the floppy. All this takes a fair while, and I don't really want all the frills that TTerm offers (and correspondingly takes all that time to load). I only use comms mostly for e-mail, and log onto a local BBS and use a QWK mail reader (MT-QWK). My mail packets are rarely over 50k.

I would like to have a setup that would possibly run from the ramdisk, or at least be QUICK to load !!, I need RELIABLE Z-modem transfers that don't need to access the floppy, and a script file would be nice to handle the logon sequence. Call costing would be a bonus, but it's not essential at all.

Can anyone suggest something ? I have tried Storm v1, but it freaks at port speeds over 2400, Freeze Dried Terminal is a bit big and insists on doing batch transfers, when I only want one file, apart from that, it's a bit unfriendly and too complex for what I want. I just want something SMALL, QUICK, BASIC (within limits !), and RELIABLE.

Whatever, I really can't use XYZ.TTP, as although it downloads fine, it gives me no end of grief when uploading. It starts racing ahead with the throughput figures, quoting me things like 6000 + cps for a 9600 baud modem, with a zipped file !, then it says 'Repositioning to offset 1024' and locks the whole thing up, forcing me to drop the carrier to get out !

It did it with the earlier version of XYZ too. It's driving me (and I presume my sysop) MAD !!!

PLEASE ! can someone out there help, before I finally crack and buy a PC ??

VQWK 6.20I

4161. Arno (Germany) ?

Newsgroup: comp.sys.atari.st
Date: 1994-09-24 15:55:26 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <09241994.155526@empyr.dircon.co.uk>
Source record: 180257

Hi, anyone know Arno from Germany ? I was writing to him, but I've lost his e-mail address. If you read this yourself Arno, write to me here or at Kevan@empyr.dircon.com.uk, I'm very interested in your TOS 1.4 Roms.

Thanks all.

VQWK 6.20I

4162. Old ST Games ?

Newsgroup: comp.sys.atari.st
Date: 1994-09-24 15:55:27 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <09241994.155527@empyr.dircon.co.uk>
Source record: 180258

Hi again,

Do you remember things like 'Driller' and 'Purple Saturn Day', and all the other great games that were out in the 80's ?

How many of you have old games sitting around gathering dust ?

I'm not sure if this is the correct echo to post this in, but I can only get comp.sys.atari and comp.sys.atari.tech and I thought this was the better of the two for this subject !

I was just wondering if it could be possible to set up a list of second-hand games / proper software to exchange or buy.

Just an idea.

VQWK 6.20I

4163. Big ST Sale - Part II

Newsgroup: comp.sys.atari.st
Date: 1994-09-24 16:01:56 UTC
From: PIOTR.TYMINSKI@mettav.exnet.com
Message-ID: <780474286.0@mettav.exnet>
Source record: 180288

Hi Steve,

Below are the items which I would like to buy from you:

Battletech Infocom $ 11,00
Imperium Electronic Arts $ 11,00
Phantasie III SSI $ 8,00
Wizards Crown SSI $ 7,00

Mind you, I live in Poland so the postage will cost a bit. Anyway,
I'm reday to pay the postage as well.
Let me know.

Piotr

[MTN_QWK 1.1]-Origin: Tavern (+44)(0)81,4456514

* Origin: The Tavern BBS 44-(0)81-445-6514 (100:1011/0)

4164. Re: Atari ST Offline-reader for usenet?

Newsgroup: comp.sys.atari.st
Date: 1994-09-24 16:02:58 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.HYmK7kPIE9E@semprini.waterloo-rdp.on.ca>
Source record: 180268

In <35m7co$2tf@Krille.Update.UU.SE>, Markus H{rnvi writes:
> Is there any Off-line reader for atari that could be used as a Usenet
> off-line reader? I'm accessing usenet in a shell account, using the nn
> newsreader. I would like to pack the new articles and download them to
> my HD. Read and reply and and then upload the answers.

AFAIK what you're after is called UUCP; look for Hermes UUCP on your
favourite Atari FTP site (well, try atari.archive at least; it's also
available on a German site, but I don't recall the address)...

Hermes is probably your best choice, although it has some nasty (IMHO)
problems, like a uucico (the main transfer engine for UUCP) written in
GFA-BASIC, which makes it a challenge to run it under MiNT. It's a
pity, since UUCP traffic really demands a minix filesystem under MiNT;
it'd be so much faster and easier on the drive.

Now, if I bug nox enough, he might post his Taylor, c-news, trn, elm,
etc system binaries somewhere. He keeps making me jealous by posting to
the MiNT mailing list about how fast it is! :-)

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

4165. Spectre GCR/Colour Monitor For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-24 16:09:32 UTC
From: av143@FreeNet.Carleton.CA
Message-ID: <Cwn67w.H3x@freenet.carleton.ca>
Source record: 180259

ATARI ST Components For Sale

- Color Monitor Asking: $ 90 US

- Spectre GCR Mac Emulator with Mac ROMS $140 US

Please respond via email or contact Russell at (613) 831-8475.

R.A. Morris

Kanata, ON, Canada

4166. Re: Know a good comms prog ?

Newsgroup: comp.sys.atari.st
Date: 1994-09-24 16:44:49 UTC
From: jws4p@Virginia.EDU
Message-ID: <Cwn7uq.MMr@Virginia.EDU>
Source record: 180261

Try TAZ V1.00 from the merit software archives. It is a recent program (1994) that will run on any stock ST (I have a 1meg 520STfm, no harddrive). The program loads quickly from a floppy; it is less than 100k. The program requires 300K free to run, the extra memory for buffers and overhead. So on a 1 meg ST you can create a 600K ramdisk (assuming no desk accs) and put in it the TAZ files, plus an editor and a command line interpreter (TAZ can jump directly to them without disconnecting the modem or haveing to reload the program itself), and still have 400K or so for archive utilities andf download space.
The main advantage of TAZ is that it does not use GEM, so it is extremely fast. On my 14.4k Hayes Accura, screens are redrawn virtually instantaneously. TAZ also has a built in IBM character set for ANSI, although you wouldn't be able to display ANSI colors on a monochrome monitor.
TAZ has built in X-Modem, X-Modem CRC, X-Modem 1K, Y-Modem, and ASCII protocols. For Z-Modem you can specify an external protocol such as XYZ.TTP or KERMIT.TTP.
The one drawback is that TAZ does not support built in VT-100 emulation as of yet, although the authors say in the docs that they are working on it. TAZ does support TTY, ANSI, and VT-52, though, and most internet servers offer VT-52, so this is not that big a problem, at least for me.
I bought FLASH II from Toad computers a few weeks ago and don't use it at all because I like TAZ so much more. Hurray for shareware.
-John Stanmeyer

4167. Re: Communication on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-09-24 17:54:11 UTC
From: jtrautschold@BIX.com
Message-ID: <jtrautschold.780429251@BIX.com>
Source record: 180260

Program@sterbbs.nl writes:

> I have a _big_ problem with the communication on my Falcon. I can't
> use my modem on 2400 baud with it. I can't find out what cause this
> problem; I tried several communication programs, disabled HD (wit alt
> on startup).
> The strange thing is that it works on my ST and walso if I use
> V42(bis) or MNP5. Unfortunately not all BBS' use those protocols...

Are you sure that the comm program you are using works ok on the Falcon?
The Falcon uses different hardware than the ST/TT series and if the your
comm program can't handle that new hardware, you won't be able to
communicate with the modem.

~~~~~~
John R. Trautschold	j.trautschold@bix.com
""""""""""""""""""""	j.trautschold on BIX * 71333,1003 on CIS
Missionware Software	J.TRAUTSCHOL on GEnie * MISSIONWARE on Delphi
~~~~~~

4168. Hardware for sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-24 21:08:27 UTC
From: Michael_Silver@brown.edu
Message-ID: <Michael_Silver-240994160827@cis-ts3-slip7.cis.brown.edu>
Source record: 180262

I have a 520 ST upgraded to 1 meg of memory, 2 double sided disk drives, a color monitor and a mono monitor for sale at the best offer. Send request to
Michael_Silver@brown.edu
I loved my Atari but my hard drive blew up.

4169. .MOD file creator for ST?

Newsgroup: comp.sys.atari.st
Date: 1994-09-24 22:09:04 UTC
From: group1@access4.digex.net
Message-ID: <362820$a3@access4.digex.net>
Source record: 180266

Does anyone know of where I can FTP a .MOD creator for an ST? Can someone post one on this newsgroup?

/----------------------\
| Brian Barton |
| group1@access.digex.net |
\----------------------/

4170. Re: ST SHARE IBM HD?

Newsgroup: comp.sys.atari.st
Date: 1994-09-24 22:15:00 UTC
From: Paul.Civati@mettav.exnet.com
Message-ID: <780546474.1@mettav.exnet>
Source record: 180152

On 21 Sep 94 at 13:44:54 (John Stoff) wrote the following:

> For a ST master & a PC slave unit look for GHOSTLNK. The only problem
> is that the PC has to have partitions < 32 meg.

Have you worked out how to turn off the screen output on the PC slave program,
the docs mention it but they don't say how?

I am thinking that turning it off might speed it up a bit.

The executables I have are v1.02beta are there any newer?

-Paul-

--
~=~=~=

4171. Re: The Best ATARI BBS software ????

Newsgroup: comp.sys.atari.st
Date: 1994-09-24 22:15:25 UTC
From: Ansy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <B03Wg2t.mindbomb_bbs@delphi.com>
Source record: 180263

Sounds like a nice system, is there any plans to incorporate a UUBS term prg
for IBMs or MACs though, considering they are the majority of callers to my
BBS (also a beta product :>)... its seems like compatability is the only
way to go for ST-BBS's these days...

Andy @ Mindbomb

4172. Re: Know a good comms prog ?

Newsgroup: comp.sys.atari.st
Date: 1994-09-24 22:19:46 UTC
From: Ansy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <BW-3gYq.mindbomb_bbs@delphi.com>
Source record: 180264

Have you tried ANSITerm 1.9 - its a small program, offers great ANSI, and has been trouble free for me through three systems (520ST, STE, Mega) it the term I always use for calling - just about 99% of the time...

It does use XYZ however, but it sounds like the problems you are getting have to do with flow control, you need some sort of auto program to lock your comms port to 9600 - theres quite a few available...

Andy

4173. WANTED: drivers voor Epson stylus 800

Newsgroup: comp.sys.atari.st
Date: 1994-09-24 22:27:16 UTC
From: sscpaald@horus.sara.nl
Message-ID: <362944$11f6@mira.sara.nl>
Source record: 180267

Does anyone has drivers for the Epson stylus 800.
I need drivers for speedoGDOS,1fst Word +,Papyrus
PPMaster 2.1. And possible other programs.

Please reply by email, I don't read this group
anymore

Thanks

Harold van Aalderen (harold@sara.nl)
--

Harold van Aalderen (harold@sara.nl; +31 20 5923000)

4174. Re: 28800Bps on a F030 ??

Newsgroup: comp.sys.atari.st
Date: 1994-09-24 23:42:24 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EIYXFGVO@ttgk.textlitho.nl>
Source record: 180294

In <35staj$919@mother.usf.edu> Timothy Miller wrote :

>Thomas Ludewig (ti6tl@myhost.subdomain.domain) wrote:
>: Per Christian Krabsetsve (perck@colargol.edb.tih.no) wrote:
>: : How can i set my AUX (SER) port on my Falcon to 115000BPS ??
>: : I'v bought an 28800 modem and cant programe my GFA to an greater speed
>: : than 9600BPS.
>: : HELP !!!!!
>
>: Try "FASTXSER" and use your "Modem 2"-Port, then you should be able to
>: have 115000 or even 153000 Baud on your serial line.
>
>: Greetings, Thomas
>
>Actually, in theory, you can get much faster port rates on the Falcon,
>except that they would certainly be too fast for the Falcon's bus structure.
>
>I can set the port to 230000 bps, but I have yet to actually test it.

Hmm, can't the Falcon do serial DMA (like the TT can, although I never saw anyone using it...) With DMA you should be able to get those fast rates. On the TT it was meant to be used for the LAN port if I recall correctly.

Gert

--

-- --
Atari TT-Point
-- --

4175. ACSI trouble

Newsgroup: comp.sys.atari.st
Date: 1994-09-25 00:00:00 UTC
From: Nesral@closer.brisnet.org.au
Message-ID: <82c_9409260542@softtech.brisnet.org.au>
Source record: 180300

Hi Lars, well the MSTe peoblems surface again. Most people on the net disagree with me but i will state it again. I have been told by my supplier in Western Australia that the HD controller in the MSTe in not fully SCSI compatiable. My experience with this problem leads me to believe that the internal controller interfers with any ICD controller the reasult of this being the loss of the last partician on the ICD controlled HD. So i presume that when you only have one partician on the HD the MSTe will not see it at all. So you have proved my theory, in that your streamer is seen as the first and only partician and thus cannot been seen at all. I have a switch on the MSTe to switch of the internal HD. This helps as some older ST floppy based programs will not tolerate a HD in the loop. I rearly do not know what you can do about this problem. The only thing I can suggest is that someone mentioned an Atari SCSI controller, I was not aware that Atari made a SCSI controller, but as i said someone mentioned it a couple of days ago. I presume that an Atari controller would work on the MSTe.

To those of you who wish to tell me that all i have said is rubbish rember that all i have said is concluded from physical experimentation not from the theory so if you wish to critise me do so from physical experiments on a MEGA STe otherwise don not expect an answer.

Also if the guy who mentioned the Atari SCSI controller reads this please pass to me and Lars what info you have on it and were to get it as i need one too.

I hope this was of some help Lars.
Seeyoulatermate.
..

```
_-_|\
/ *<-- Geoff of OZ.
\_.-._/
v
```

4176. Atari ST hard disks

Newsgroup: comp.sys.atari.st
Date: 1994-09-25 01:15:28 UTC
From: areeve@hercules.cs.clemson.edu
Message-ID: <362ivg$lba@hubcap.clemson.edu>
Source record: 180269

My Surpa 45 Meg internal hard disk seems to have gone. I'm not sure
if it's the hard disk or the controller, but as it seemed to take
quite a toll on the 50 Watt power supply I think I'd just like to pick up
an external hard disk...which brings me to:

Where can I get an Atari ST, external hard disk for a good price?

- Thanks
--
/-------------------------------------\ /\ _ /\ /
| areeve@cs.clemson.edu | | O O |-------__/
|=====================================| MEOWzers -- \==^==/\ ____\ |
|Sometimes, ya just don't know... - Me| _-_/ || ||

4177. Re: What is LittleNet?

Newsgroup: comp.sys.atari.st
Date: 1994-09-25 01:53:18 UTC
From: bseburn@alpha.vaxxine.com
Message-ID: <362l6e$ap4@alpha.vaxxine.com>
Source record: 180271

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: In article <35fb1i$gjj@nermal.cs.uoguelph.ca>, thopman@uoguelph.ca (Theodore L Hopman) writes:
: >Rowland Baker (sccoe@ucscb.UCSC.EDU) wrote:
: >
: >
: >There is an inproved version of LittleNet around, called astoundingly
: >enough, MediumNet, with various improvements like allowing you to save

: If there is a updated version Please post better information, like
: full file name and sites that it on, this half baked info does
: not help any one, only frustates them...

The actual file name of this new improved LittleNET program is called
MED_NET.LZH atleast thats what I have. It works just as well as LittleNET.

While on the subject of Midi Port Networks.. anyone have reliable
success using MIDICOM?? I had 3 STs' connected in the ring, and things
were just about as un-reliable as you can get. Just wonder if anyone hasa
had better luck.

Brian

4178. Wanted: Disk repairer...

Newsgroup: comp.sys.atari.st
Date: 1994-09-25 02:40:25 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <362nup$fvt@golem.wcc.govt.nz>
Source record: 180278

I need a program that will take sectors from a Hard-Drive and convert
them into a file.

e.g. Sector 6657 to 9426. The program gets them, and everything in-
between, and writes it as a file to another partition.

I need this to recover a large quantity of files, all text, some important,
some not from a corrupted partition. The files are intact, but in the
de-fragmenting process, some of the directories got munged, and restoring
the fat/directory tables didn't help.

Knife-ST, DIsk-Doctor, DL-II, Salvage all are no use. Ed-Hack might help,
but until it arrives in the mail I can't use it.

Is there such a program? The PD-utility Salvage does what I want... almost,
as it will only read/write to floppies, and I can't simply change the
A: to E: in the binary, as it uses some sort of call to access the drive,
rather than a standard-access routine....

I would write one myself, but I'd rather leave it to the professionals,
as nothing works right 1st time, and so would probably make things worse!

The resulting file is approx' 2.8Meg (Which I can split & edit easilly
enough), so it'd have to be able to cope with that!

All it needs to do is read the sector (Start & end specified), and then
append it to the specified file. Similar to what Knife-ST's
"Build" function does. But as that only does things manually, and
sector-by-sector, it would take a good week to rebuild the files....

Any such beast?

4179. HELP! Looking for Atari modem software

Newsgroup: comp.sys.atari.st
Date: 1994-09-25 05:34:57 UTC
From: misc176@csc.canterbury.ac.nz
Message-ID: <1994Sep25.173457.1@csc.canterbury.ac.nz>
Source record: 180272

Hello all,
I am posting on behalf of a friend of mine who has an Atari ST (fm) but who
has no Usenet access. He has been unable to obtain any modem/terminal software
that would allow him to use a modem with his ST.
I would appreciate any help anyone can offer in finding either a piece of
shareware etc. that would allow a modem to be used with his ST as well as any
information about how I would go about transferring/unpacking etc. software
from the net (either FTP or from binaries on Usenet) to an Atari disk, as
I have little knowledge of any of the intricacies of the Atari file system.
As I do not often read this group, replies by email would be appreciated.
Thanks very much for any help anyone can offer...
Philip.
Christchurch, New Zealand.
--
dMMMMb dMP dMP dMP dMP dMP dMMMMb dMP
dMP.dMP dMP dMP amr dMP amr dMP.dMP dMP -- Philip Lamb --
dMMMMP" dMMMMKP dMP dMP dMP dMMMMP" dMP p.lamb@csc.canterbury.ac.nz
dMP dMP dMP dMP dMP dMP dMP dMP -- choice isn't freedom --
dMP dMP dMP dMP dMMMMMP dMP dMP dMMMMMP

4180. Re: Looking for MintNet kernel binary

Newsgroup: comp.sys.atari.st
Date: 1994-09-25 08:55:44 UTC
From: mike@io.org
Message-ID: <363dug$p2p@ionews.io.org>
Source record: 180190

```
In article <360tct$c2o@nyheter.chalmers.se>,
Christer Gustavsson <d2cg@dtek.chalmers.se> wrote:
>In article <35ve10$e1q@ionews.io.org>, Mike Stramba <mike@io.org> wrote:
>>Is there an ftp site that has the Mint kernel binary compiled for mintnet ?
>>
>>If not, if you have mintnet running, could you email me a copy of your kernel?
>>
>
>I'm not sure about this, but I think it would be illegal to distribute a
>compiled mint. I think the docs that goes with the sources say so, and that's
>why you can't find a ftp site with the binaries...
>

Is this true ??

Eric ??

Mike
--
==========================================================================
Mike Stramba Email: mike@io.org
Toronto,Canada Internex Online - Toronto, Canada (416) 363-3783
==========================================================================
```

4181. Re: Looking for Patrick Seeman (co-author of Guck)

Newsgroup: comp.sys.atari.st
Date: 1994-09-25 10:03:43 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <pA60o2v.johnhechtman@delphi.com>
Source record: 180274

Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> writes:

>In article <Jw3zXj7.johnhechtman@delphi.com>, John Hechtman <johnhechtman@delphi.com>
writes:
>> Please help me! I have an English translation of Patrick's fine file viewer
>>program, Guck, courtesy of Steve Wells who did the translation. But all the
>>email addresses listed for Patrick are invalid. I cannot find out where to
>>send translations of his program/docs/shareware payments. Does anyone here
>>know how to reach him?

I have an English version of Guck courtesy of Steve Wells who the the xlation.

>I contacted a Firm in the UK that Advertised version 2.0 of GUCK, I rang
>them, they stated that the Author was no longer invoved with it...

Do you know if the firm is offering/supporting an English version of Guck?
It's a kick-ass file viewer and best of all, unloads when not in use to free
memory! Even DC Shower doesn't unload. ;)

4182. Atari Kermit

Newsgroup: comp.sys.atari.st
Date: 1994-09-25 11:54:35 UTC
From: jprice@ivory.trentu.ca
Message-ID: <1994Sep25.115435.16076@blaze.trentu.ca>
Source record: 180275

I got a box-o-software with a second-hand Atari 1040STe. One of the disks had a program that appeared to be a GEM-based version of Kermit. Unfortunately the disk was corrupted (data on disk may be damaged) and wouldn't load, run, copy, etc. And here I had visions of getting on the Net with my Atari at last, as my server runs Kermit. Does anyone know where I could get this program? Does it talk to IBM mainframes (as what was left of the README seemed to indicate?) Please reply here or e-mail me. Thanks.

Jim Price
jprice@trentu.ca

4183. Re: dir-update (was TOS 1.0 problem and HD upgrade)

Newsgroup: comp.sys.atari.st
Date: 1994-09-25 11:56:00 UTC
From: bo.leuf@cindy.ct.se
Message-ID: <5ee52c70@ct.se>
Source record: 180279

Jouni Alkio wrote using postfix electrons on 16 Sep 94 (to All)...
> From: alkio@finsun.csc.fi (Jouni Alkio)
>
> I have an old 1040 STF with TOS 1.0 (i think).
> Well, isn't the ESC key supposed to update the directory when I have a
> directory open on the desktop and change a disk in drive A? It doesn't
> seem to function reliably. It often shows only the last disk that was in
> the drive even if I change the disk and press ESC.

You say "often", which suggests that a quick "fix" can be to insert the changed disk as write-protected first, do an <esc> dir update, then remove and reinsert it as writable. This will usually work with drives that for one reason or another don't respond normally.

The possible reasons for the problem are:

1. The way the OS determines media change is not fool-proof, and may for writable disks return a changed/maybe-changed/not-changed value.
2. The diskettes may have the same serial number (or be MS-DOS formatted).
3. Reinserting a diskette which has been modified on another system can easily confuse the system.
4. Early TOS could be confused by switching A to logical B and back on a single drive. This occurred fairly often on a single SS-FD 520 system with the venerable First Word Plus where disk swaps were the rule.
5. Some machines have had defect drives which made media-change detection even more erratic. (I ran across this myself with an early Mega ST trying to install Timeworks once. There was no way I could get the installation program to realize that disk 2 had in fact been inserted. The drive was later replaced.)
6. Some cache programs also cache the FD, which can make the problem worse.

A nice fix today is the new Geneva and NeoDesk 4 which allow one to really *force* media update. In NeoDesk 4 with Shift-<esc>. I can see this clearly with an external FD I sometimes use as B; <esc> will not update a swapped writable disk correctly, but Shift-<esc> always will.

- Daggskimmer BBS - an Atari Competence Center
- Email: bo.leuf@daggskim.ct.se

4184. Look for OFLINe Reader for Internet

Newsgroup: comp.sys.atari.st
Date: 1994-09-25 12:48:48 UTC
From: tkohlhage@iaccess.za
Message-ID: <363rjg$dtm@cstatd.cstat.co.za>
Source record: 180276

I looking for a offline Reader four the Quark Format four Internet.
Please send me the Mail Private .I read this Grop not all the Time
Thorsten Kohlhage
tkohlhage@pluto.iaccass.za

4185. Re: Cubase Audio AIFF format?

Newsgroup: comp.sys.atari.st
Date: 1994-09-25 13:50:50 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EIZNEFUUUp@dksoft.ping.dk>
Source record: 180175

In <CwL15H.Cvr@exeter.ac.uk> D.L.Hastings wrote :

>
>Can anyone give me a full breakdown of the AIFF sound sample file format
>as implemented in Cubase Audio? Several people have requested I add it
>to my sample editor (SuperSam), but I am unable to find a description of
>it.
>
>Is there an email address for the people who wrote/released Cubase?
>Thanx,

Hi Dan.

Try nidihelp@cix.compulink.co.uk and i'm sure Vic can help you in some way
as they (Club Cubase Uk) is in close contact with the cubase team.

Greets
Kim

--

```
/-------------------------------------------------------------------------\
-/-------------------------------------------------------------------------\-
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
| The scandinavian board when you | 5 Atari comuters including a Falcon. |
| have Atari problems or requests. | Modem handle 19200 Zyxel baud. |
| CD-Roms online Free download limit.| Many years of experiences. |
-\-------------------------------------------------------------------------/-
\-------------------------------------------------------------------------/
```

4186. Re: Toadfest info 'advert

Newsgroup: comp.sys.atari.st
Date: 1994-09-25 14:07:21 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <09251994.140721@empyr.dircon.co.uk>
Source record: 180283

I've been off-line for a while, and so may not be up to date with protocol on echos, but I seem to remember adverts as being very off-limits. I would rather not receive stuff like this in my mail packet. Would I be right to complain, or should I just shut up ?

VQWK 6.20I

4187. Synth patches ?

Newsgroup: comp.sys.atari.st
Date: 1994-09-25 14:07:24 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <09251994.140724@empyr.dircon.co.uk>
Source record: 180284

Hi, anyone got any Kawai K5, Korg 707 or Evolution Synthesis EVS-1 patches
?
Thanks.

VQWK 6.20I

4188. Re: Atari Falcon vs IBM Compatible w/SoundBlaster

Newsgroup: comp.sys.atari.st
Date: 1994-09-25 14:31:56 UTC
From: ritz@ritz.mordor.com
Message-ID: <CwowD9.7FD@ritz.mordor.com>
Source record: 180282

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
: In <34om2p$2g9@access1.digex.net>, Group 1 Software writes:
: > Can I get an honest opinion out of everyone? I have been thinking about
: > picking up another PC to do Hard Disk recording on. I'm using my 1040STe
: > to run Breakthru and want to record direct to disk. Should I even
: > consider a Falcon (h/w and s/w is very hard to come by)? Is there any
: > s/w available for IBM that will do direct to disk recording? The
: > boneheads I ask at CompUSA don't understand what I mean when I ask
: > that... They say, "Sure you can record to disk! Just record your sound,
: > then save it to a floppy or hard drive." Hello, is anyone in there?

: If you do buy a PC to do direct-to-disk recording, spend the extra $50
: or whatever and get SCSI instead of IDE hard drives. IDE has never
: heard of DMA (direct-memory-access), which means the poor CPU has to
: push all those bits across the wimpy 8Mhz ISA bus. Get a local-bus or
: PCI SCSI system... it'll cost more, but you'll need it for high-quality
: work.

A friend of mine is writing a driver for me for the Buslogic PCI
SCSI-2 card (for BSDI/386). The other day, with a primitive driver
(not even close to being optimized) he was getting 4-5mb/sec transfers.
This was on a Pentium-90 machine using a Seagate Barracuda ST12550N drive.

I would think that anything above 2-3mb/sec would be good for
direct to disk, no?

Regards,

Chris
--
Christopher Mauritz | Ask me about public access unix
ritz@mordor.com | and interactive internet services.
Mordor International BBS | BBS: (201)433-7343,(212)843-3451
Jersey City, NJ | FAX: (201)433-4222

4189. Re: Communication on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-09-25 15:26:39 UTC
From: Program@sterbbs.nl
Message-ID: <5359FFHNIHKLUBGRRQ@sterbbs.nl>
Source record: 180280

j.tautchold@bix.com wrote:

jt>Are you sure that the comm program you are using works ok on the
jt>Falcon? The Falcon uses different hardware than the ST/TT series
jt>and if the your comm program can't handle that new hardware, you
jt>won't be able to communicate with the modem.

I can select the modem-port (2) and the hardware (I think it was
SCC #B), so I think the Falcon is supported, but who knows....
I'm using STarCall 1.9 and I like it _very_ much. As soon as I have
money I'm going to register it (spent my last money on my new Falcon).

Frits.

Frits van den Akker = program@sterbbs.nl = program@STR
JFA Software = Internet = MAJORNET
* TailMail 2.1 #031 *

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

======================== !!! Automated Notice !!! ======================
E-mail replies to this user should have the following on the first line
of message text: TO: Program
==

4190. WANTED: drivers voor Epson stylus 800

Newsgroup: comp.sys.atari.st
Date: 1994-09-25 15:26:39 UTC
From: Program@sterbbs.nl
Message-ID: <5366FFHNIHKLUBGRRQ@sterbbs.nl>
Source record: 180281

Harold van Aalderen (harold@sara.nl) worte:

ss>Does anyone has drivers for the Epson stylus 800.
ss>I need drivers for speedoGDOS,1fst Word +,Papyrus
ss>PPMaster 2.1. And possible other programs.

Papyrus will come out some time next week try calling Paradox at
071 143080. You'll need an registered copy for that.... (think you
won't have to pay for it)
If you find one: I'm ineterseted too!!!

I answered by e-mail, but don't know wether it arrives or not.

Frits.

Frits van den Akker = program@sterbbs.nl = program@STR
JFA Software = Internet = MAJORNET

* TailMail 2.1 #031 *

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

======================== !!! Automated Notice !!! ======================
E-mail replies to this user should have the following on the first line
of message text: TO: Program
==

4191. Re: Falcon HD access errors

Newsgroup: comp.sys.atari.st
Date: 1994-09-25 16:04:08 UTC
From: Spencer.Davies@mettav.exnet.com
Message-ID: <780546474.0@mettav.exnet>
Source record: 180151

On 20 Sep 94 at 07:34:46, "Ofir did truly state.....

"G> I get the same problems with Screenblaster. I think this is a
"G> limitation of the Falcon and I am very interested in finding a
"G> solution. I find that the worst error rate is when using DA's Picture
"G> and saving large TIFs (5MB) in 256 or true colour.
I used to get problems like this in Truecolour and 256 colour modes until I returned my Falcon to System Solutions. They fitted a new Falcon Wing board and "re-did" the stability mod and now I haven't had any errors since (touch wood).

It may pay to have a word with Tony at System Solutions Windsor branch as he performed the above tasks on my Falcon.

Spencer

spencer@boondock.mettav.exnet.com

* Origin: The Net is Yours,USE IT!Don't Abuse IT! (Turbonet 100:1011/0.2)

4192. Re: MPEG movie player for 1040 STe?

Newsgroup: comp.sys.atari.st
Date: 1994-09-25 16:50:20 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.ZWQYEaIb6ng@semprini.waterloo-rdp.on.ca>
Source record: 180196

In <35q35m$fsk@nyheter.chalmers.se>, Christer Gustavsson writes:
> I play MPEG files on my 16MHz Falcon around 12-20 frames/second with Griff's
> plaympeg. The new version is said to be 30% faster, and in the future he's
> planning a version for TT's and _maybe_ STE's. If you want to have an MPEG
> player for STE I suggest you send him a mail and say that you're willing to
> pay a registering fee. I will soon register to get the colour version...

Doesn't Griff's MPEG player use the DSP? Reasonable frame rates can be
had with the DSP in the Falcon.

> btw: I think that ST-guide plays mpeg files, although slow. I think it will
> run in any resolution...

AFAIK, ST-Guide will display IMG files, and that's about it. I think an
online help system on the Atari platform that could play movies would be
overkill; it's not like there's any way to use an Atari to create an
MPEG, unless you're going to render some sort of animation and use it to
build the movie, frame-by-frame.

--
------------------=======================================------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

4193. 520ST + SS Drive For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-25 16:55:45 UTC
From: centaur@eskimo.com
Message-ID: <Cwp2zC.I97@eskimo.com>
Source record: 180285
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

For Sale 520ST with SF354 Single Sided Drive (everything works fine).
Asking $50.00 (I can throw in some shareware as well).
Thanks, Bob

4194. Re: Atari Kermit

Newsgroup: comp.sys.atari.st
Date: 1994-09-25 17:50:19 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94268.135019STIRRE31@MAINE.MAINE.EDU>
Source record: 180286

Jim,
There are quite a few commercial and PD communication programs
about. If you can FTP a file and get it on an Atari disk then
FTP to any Atari site (try ftp.funet.fi for example) and go
into a communications directory. I recommend Uniterm but there
are also many others: Teddyterm, Freed Dried Terminal, Connect....
Good luck. If you cannot FTP these files then please let me know
and I'll find you the address of a PD distributor.
-scott tirrell

4195. Re: Atari ST Offline-reader for usenet?

Newsgroup: comp.sys.atari.st
Date: 1994-09-25 19:10:08 UTC
From: michael@pebbles.robin.de
Message-ID: <EIZSFFVA1UP@pebbles.robin.de>
Source record: 180290

In <H.eg.HYmK7kPIE9E@semprini.waterloo-rdp.on.ca> wrote :

>Hermes is probably your best choice, although it has some nasty (IMHO)
>problems, like a uucico (the main transfer engine for UUCP) written in
>GFA-BASIC, which makes it a challenge to run it under MiNT. It's a
>pity, since UUCP traffic really demands a minix filesystem under MiNT;
>it'd be so much faster and easier on the drive.

If you (like me) would like to avoid the nasty installing procedure of
Hermes, try using UPoint, a plug'n'play software for the ST. I use it for
half a year now and it features everything I demand.

Michael

-- --
Ralph Michael Stock michael@pebbles.robin.de
Daytime phone +49 69 690 45841 100135.1324@compuserve.com

4196. Macintosh Emulator

Newsgroup: comp.sys.atari.st
Date: 1994-09-25 22:09:01 UTC
From: samshirley@aol.com
Message-ID: <364sdt$f9k@newsbf01.news.aol.com>
Source record: 180289

Has anyone heard of David Small working on an Atari emulator for the Macintosh? I would love to see that. I have a Macintosh now (soon to be Power Mac) and I'd like to run my old Atari software.

Also, just out of curiosity, is Dave working on anything for the Falcon to provide colour emulation of the Mac?

4197. Re: Know a good comms prog ?

Newsgroup: comp.sys.atari.st
Date: 1994-09-25 23:14:39 UTC
From: jtrautschold@BIX.com
Message-ID: <jtrautschold.780534879@BIX.com>
Source record: 180291

jws4p@Virginia.EDU (John William Stanmeyer) writes:

> I bought FLASH II from Toad computers a few weeks ago and don't
> use it at all because I like TAZ so much more. Hurray for
> shareware.
> -John Stanmeyer

John... I'm curious. I'm sorry to hear that you are unhappy with Flash II and I'm wondering why. Could you post some reason why you feel TAZ is superior to Flash II? We've tried very hard to make Flash II the best telecom program around and seeing as how I'm unfamiliar with TAZ, I'd like to know your opinion of the differences.

~~~~~~
John R. Trautschold	j.trautschold@bix.com
""""""""""""""""""""	j.trautschold on BIX * 71333,1003 on CIS
Missionware Software	J.TRAUTSCHOL on GEnie * MISSIONWARE on Delphi
~~~~~~

4198. Re: Communication on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-09-25 23:20:18 UTC
From: jtrautschold@BIX.com
Message-ID: <jtrautschold.780535218@BIX.com>
Source record: 180292

Program@sterbbs.nl writes:

> I can select the modem-port (2) and the hardware (I think it was
> SCC #B), so I think the Falcon is supported, but who knows....
> I'm using STarCall 1.9 and I like it _very_ much. As soon as I have
> money I'm going to register it (spent my last money on my new Falcon).

Frits...

I'm not familiar with STarCall so I'm not sure if it supports the SCC chip. Based on your difficulty, it sounds like it doesn't. Then again, perhaps only the registered version supports it? Who knows.

Anyway, good luck getting everything to work. Let us know if you need any more help.

~~~~~~
John R. Trautschold	j.trautschold@bix.com
""""""""""""""""""""	j.trautschold on BIX * 71333,1003 on CIS
Missionware Software	J.TRAUTSCHOL on GEnie * MISSIONWARE on Delphi
~~~~~~

4199. Upoint/TUW122 work with SCSI/Parallel

Newsgroup: comp.sys.atari.st
Date: 1994-09-25 23:30:53 UTC
From: darmok@leland.Stanford.EDU
Message-ID: <36517d$fbs@nntp.Stanford.EDU>
Source record: 180293

I asked before, but it was buried in a thread. Maybe somebody'll help me out this time. I'm wondering whassup with Upoint/TUW122 TCP/IP program packages. Do they work with a SCSI or parallel Ethernet device? What do they need? Could somebody give me some hints to get me started?

4200. Re: Papyrus, SpeedGDOS

Newsgroup: comp.sys.atari.st
Date: 1994-09-25 23:43:46 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <3651vi$j4n@brachio.zrz.TU-Berlin.DE>
Source record: 180295

In article <9861@falcon.ukc.ac.uk> jpb3@ukc.ac.uk (J.P.Beranek) writes:
>
> I'm posting this message just to ask if anyone at all knows when/if
>Papryus will get colour support. At the moment if is mono-only, and I can't
>bring myself either to use a mono-emulator, or to fork out loads of money
>on another monitor.

First to make things clear: this refers to ST medium 640*200 resolution
Of course Papyrus runs in any colour resolution with at least
640*400 pixels. Actually it does run in 640*200 after a warning,
but due to GEM's way of fixing resources won't look good.

For a version appearing end of this year we plan to support 3D effects
in dialogs on TOS versions that allow it and using system fonts of different
sizes in MultiTOS. A possible side-product of this could be that it works
right in 640*200, but I can't promise that. Sorry, but there aren't that
many people that do word processing in this resolution, and designing dialogs
for medium resolution too restricts all dialog objects to character positions,
which is quite a severe restriction. But maybe I'll find a trick.

Christian

--\
Christian Nieber	Television: A medium.
email chris@buran.fb10.tu-berlin.de	So called because it is
R.O.M. Logicware, the Home of Papyrus	neither rare nor well done.
Raschdorffstr. 99, 13409 Berlin	
Tel. ++49/30/492 41 27, FAX 491 93 67	Ernie Kovacs

4201. Re: WANTED: drivers voor Epson stylus 800

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 00:04:13 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <36535t$jd0@brachio.zrz.TU-Berlin.DE>
Source record: 180296

In article <362944$11f6@mira.sara.nl> sscpaald@horus.sara.nl (Harold van Aalderen) writes:
>
>Does anyone has drivers for the Epson stylus 800.
>I need drivers for speedoGDOS,1fst Word +,Papyrus
>PPMaster 2.1. And possible other programs.

For Papyrus we currently have a built-in Epson Stylus driver in
beta testing that will be released in about two weeks. This
will also be available from Paradox. Speedo 5 and NVDI 3 also come
with Stylus GDOS drivers (Papyrus can use GDOS drivers
since version 3.13).

Christian

/--\
Christian Nieber	Television: A medium.
email chris@buran.fb10.tu-berlin.de	So called because it is
R.O.M. Logicware, the Home of Papyrus	neither rare nor well done.
Raschdorffstr. 99, 13409 Berlin	
Tel. ++49/30/492 41 27, FAX 491 93 67	Ernie Kovacs

4202. Re: Know a good comms prog ?

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 01:16:58 UTC
From: millert@grad.csee.usf.edu
Message-ID: <3657ea$1ri@mother.usf.edu>
Source record: 180298

If you want FAST full VT-100 support with full color and an IBM character set, why don't you use ANSITerm?

Nothing is quite as fast and it's ANSI emulation is superior to any other terminal program I've encountered.

You can get version 1.90 from umich.

4203. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 01:17:43 UTC
From: miff@apanix.apana.org.au
Message-ID: <miff.780542263@apanix.apana.org.au>
Source record: 180299

warwick@cs.uq.oz.au (Warwick Allison) writes:

>Atari decided that the TT030 is not fast enough to run X.
>They were correct.

They were completely wrong. The TT is quite capable of running X just fine.
(There is at least one commercial port that achieves quite respectable
benchmarks)

>The Sun 3/50 was a total dog under X. We would use SunView (aka GumbyView,
>SunSpew, etc) instead. And that was running BSD, not SVR4/5 which is
>even slower (Atari's was SVR4 based).

Comparing a TT to a 3/50 is a bit of a joke : the 3/50 is a 10 or 12 MHz
'020, hardly a valid comparison. You'd be closer with a 3/80, which
was often compared favourably with an SS1, or one of the VME '030 systems
like a 3/3xx or 3/4xx.

OBTW if you want to run X on a 3/50, have a look at Xkernel, and
bear in mind that X was originally written _for_ those machines.

>The best hope for Unix on Ataris is the Linux 680x0.

Which is a pity, as Linux isn't much of a Unix, but it seems to attract
the d00dz in the hacking community, and at that age they have the time
to spare. Hopefully there'll be enough followon from that and the
various NetBSD/030 ports so that a port to the TT will be relatively
straightforward, but I'm not holding my breath _just_ yet.

>Warwick
--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

4204. Re: looking for E-Magic mailbox

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 06:28:09 UTC
From: dburns@world.std.com
Message-ID: <Cwq4My.FH4@world.std.com>
Source record: 180153

az822@FreeNet.Carleton.CA (Angus P. Armstrong) writes:

>Does anyone know if E-Magic, the authors of the superb music sequencing
>and notation software LOGIC (and Notator SL), has an E-Mail address?

There is a mailing list at:

logic-users@mcc.ac.uk

I *think* you just put SUBSCRIBE as the message (it's been a whuile since
I signed up, so this may go in the subject field, or maybe you need a
different phrase--I'll find out).

You can get info and a list archive at:

ftp.mcc.ac.uk

Have fun--see you on the list!

Dave Burns
Lowell, MA

4205. Printer redirector wanted

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 07:01:58 UTC
From: Dave.Thorson@f318.n114.z1.fidonet.org
Message-ID: <15f_9409260820@cgs.fidonet.org>
Source record: 180178

On 15 Sep 94 22:19:27 boyd@gauss.math.fsu.edu wrote...

BB> BB> BB> BB> From: boyd@gauss.math.fsu.edu (Mickey Boyd)
BB> Subject: Printer redirector wanted
BB> Organization: Florida State University Department of Mathematics
BB>
BB> Can anyone tell me the names of some programs that can redirect output
BB> from the printer port to a file? Basically, I have a program that can
BB> output PostScript, but only directly to the printer port (really dumb,
BB> Anyway, I want to be able to get this into a file so I can take it to a
BB> PostScript printer elsewhere.
BB>
BB> I thought these were fairly common, but I could only find one on
BB> atari.archive.umich.edu, and it does not work very well. The one I fou
BB> is called ICCA (I can capture anything, cool name at least). Any point
BB> to such programs would be greatly appreciated. Thanks in advance.
BB>
BB> --
BB> **
BB> * Mickey Boyd
BB> * Systems Administrator
BB> * Florida State University Mathematics Department
BB> * email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657
BB> **
BB>

To which Dave Thorson replies...

Try GEM Spool (GSPOOL.LZH where I last saw it). This is a general
purpose print spooler that captures -ALL- output to disk and then
shuffles it off to a printer in the background. Lets you have several
files in the print queue; you can change their sequence, hold them, etc.
I was able to set it to hold all printouts until I told it to send them
(it's a DA you can get to any time). It's easy then to print to, for
example, an HP Laserjet (which I don't have), hold the print file, copy
it to a floppy, and print it at work later. Very handy for this and
works well as a print spooler as well -- doesn't take as much memory as
some spoolers and gives you the full capacity of your hard drive as a
printer buffer....
--
| Fidonet: Dave Thorson 1:114/318
| Internet: Dave.Thorson@f318.n114.z1.fidonet.org
| CyberSpace Gateway Services 1-602-582-1127

4206. STBook

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 07:37:25 UTC
From: t94patsa@ida.liu.se
Message-ID: <1994Sep26.073725.5516@ida.liu.se>
Source record: 180154

Does anyone have this rare item for sale?

--
Patrik Sanfridsson ----- t94patsa@und.ida.liu.se -----

4207. Speccy programs?

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 08:17:27 UTC
From: diehl@io.org
Message-ID: <36602n$k6l@ionews.io.org>
Source record: 180133

Would anyone happen to know where I might FTP some ZX-Spectrum programs?
I'd recently got the emulator, and was rather amused by it ... so I thought
it might be fun to see if I could find any prorams for it, preferably in
.SNA, SNX or Z80 format, or just generally as programs (can it run programs
straight off the machine like that?)

Thanks.

_____ ______ _____
_____<___ ___// __ // ____> ___ Tail of ______ Eric March ___
_____/ / / <_/ // <___ ___ The Comet ____ diehl@io.org ___
_____<_/ <_____/<_____/ ___ Productions __ "ANSI? FANSI!" ___

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_____/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_____<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

4208. Mega STe for sale (Holland)

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 08:28:05 UTC
From: huveneer@math.ruu.nl
Message-ID: <1994Sep26.082805.2210@cc.ruu.nl>
Source record: 180158

Since this offer is only interesting for people living in the Netherlands, I will proceed in Dutch.

TE KOOP:

Atari Mega STe
4 Mb RAM
Monochroom monitor
250 Mb harddisk Maxtor SCSI intern (nog geen half jaar oud)
1.44 Mb FDD extern (idem)
Replay 16 bits sampling cartridge met software
AT-once 386 SX emulator intern (draait Windows in enhanced mode).

Een aantal Atari boeken (waaronder Profibuch) plus een aantal programma's (waaronder Warp 9).

Ik zal op elk serieus bod (via e-mail s.v.p.!) reageren,

Richard.

4209. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 08:38:16 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <36619o$cnn@percy.cs.bham.ac.uk>
Source record: 180155

sanders@sci.kun.nl (Sander Stoks) writes:
>
>It's been asked a dozen times, but here I go again. Is MagiC
>completely compatible with MultiTOS (i.e. is it comparable to NVDI in
>that respect), and does it offer pre-emptive multitasking?
>

Not, it isn't completely compatible with MultiTOS. That is, the MTOS modes of Pexec() work, as does some other stuff, but most MTOS improvements are not supported. This is a great shame, as MTOS is a rich environment although unfortunately slow (primarily due to the AES being dreadful and some problems with disk I/O). The MagiC AES has *some* features of AES 4.0, but not all.

It does do pre-emptive multitasking however. The claims of 'faster than TOS' are only true for single applications running in 'single-mode' (whatever that means), and not for the general case. Typically there is 1 or 2% slowdown, according to most benchmarks I've seen.

The MagiC authors (== the NVDI authors) are apparently trying to graft on a lot of the MTOS features, but it is not known when that version will be available.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4210. Re: Connect dead?

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 08:40:25 UTC
From: oelwein@dxhrb3.desy.de
Message-ID: <3661dp$pov@dscomsa.desy.de>
Source record: 180156

>The manual one gets when registering really opens up this program.

<GRIN> Go on with this, I like to hear that. :->>

Cheers,
Philipp

==
Philipp Oelwein GS/MU/TW d-(--) h- s:+ g+ p? !au0 a26 w>+ v+(++) C+
DESY/HERMES U+UO P? L 3- N+(++) K- W M- V- po+ Y t++(+) !5 !j r
Notkestr. 85 !G v+ b++ !D !b e+(++) u++(+++)(**) h(+) f+ r- n- y+
22603 Hamburg

oelwein@dxhrb1.desy.de Philipp_Oelwein@hh2.maus.de

This footer still under construction

4211. Re: COBOL for the ST - help needed!

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 09:00:35 UTC
From: richara@westminster.ac.uk
Message-ID: <CwqBoL.E6D@westminster.ac.uk>
Source record: 180157

: 1 - Is this the only COBOL compiler available for the ST Range?

As far as I know. If you were desperate then you could probably get
a LEX and possibly a YACC source to parse it, but I don't think
that there are any other compilers.

: 2 - Has anyone actually used Nevada under the emulator? Is it any
: good - what's the compilation speed like, etc.

I haven't used it for ages. I used it for a while and then swapped
to a PC COBOL under PC Emulation. A much better bet.

The Nevada cobol is really old and fairly limited. But it really
depends how advanced your COBOL is going to be. There are PD and
shareware COBOL implementations for the PC so if you have a PC\
emulator I would recomend them before shelling out for Nevada.

But if you don't have a PC emulator then Nevada is your only option
and it will allows you to get to grips with the language. But
prepare yourself for a trip to the past.

It isn't really very slow though. But I never really pushed it hard.

How much do HiSoft sell it for these days?

I don't think they supply the emulator with it either!

--
Alan Richardson, Centre for Parallel Computing, University of Westminster
115 New Cavendish Street, London, W1M 8JS Tel: 071 911 5000 Ext: 3586
Janet: richara@uk.ac.wmin Internet: richara@wmin.ac.uk

4212. dsp programmation

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 09:36:53 UTC
From: sallafra@col.bsf.alcatel.fr
Message-ID: <402@lacerta.sxb.bsf.alcatel.fr>
Source record: 180105

Could anybody tell me why sometimes when I use DspLoadProg, my falcon crash (I mean it returns me -1), and sometimes it works well. If I use DspExecProg, my programme always work well. THANKS

4213. Re: The Best ATARI BBS software ????

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 09:53:57 UTC
From: bensmith@teleport.com
Message-ID: <3665nl$lgo@linda.teleport.com>
Source record: 180160

In <B03Wg2t.mindbomb_bbs@delphi.com> Ansy Maccallum <mindbomb_bbs@delphi.com> writes:

Hi Andy,

>Sounds like a nice system, is there any plans to incorporate a UUBS term prg
>for IBMs or MACs though, considering they are the majority of callers to my
>BBS (also a beta product :>)... its seems like compatability is the only
>way to go for ST-BBS's these days...

I don't believe their are any plans to make any Term Programs that run IBM
or Mac adapt so it will use UBBS-Term. But this BBS Software also Supports
VT-52 (Color or Mono) and ANSI (Color or Mono) as well as ASCII and who knows
what else since I was forced to shut down my BBS (Due to Hardware Failure).

>Andy @ Mindbomb
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

4214. Re: STzip 2.7?? where??

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 09:57:59 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3665v7$40s@golem.wcc.govt.nz>
Source record: 180161

In article <35qeh9$kge@baugi.ifi.uio.no>, hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:
>
>Someone mentioned that there was a version 2.7 (or 2.07??) out now,
>as there's been a lot of talk about the bug in the other version.
>I can't seem to find it- where is it?
>
>Hallvard

```
I think you will find that some one was trying to be smart,
I have never heard of version 2.7 at all....

-------------------------------------------------------------------------
|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |
-------------------------------------------------------------------------
```

4215. Re: POV

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 10:46:59 UTC
From: djs@jet.uk
Message-ID: <1994Sep26.104659.8155@jet.uk>
Source record: 180162

In <199409224cpl260@rncb.demon.co.uk> sc3031@rncb.demon.co.uk (SIMON COLLINS) writes:

>I AM HAVING TROUBLE RENDERING PICTURES ON POV. IT GOES OKAY FOR A WHILE AND
>THEN CRASHES. I HAVE 1MB OF MEMORY AND THE PROGRAM IS ON 720KBYTE DISK.
>DOES ANY KNOW WHAT TO DO.

1. Fix your Caps Lock key.

2. Which version of POV? The first issue of 2.0 contained a bug which
caused bus errors; a patch was supplied with the POV that I have.
v2.2 is the current version, I believe.
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4216. Re: Topaz

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 10:57:11 UTC
From: higgi@yeti.faveve.uni-stuttgart.de
Message-ID: <3669e7$2h0q@info2.rus.uni-stuttgart.de>
Source record: 180163

Eric March (diehl@io.org) wrote:
: Was there ever an English version of this game made? If so, where
: could I find it? And if not, is there anyone who'd be willing to translate
: it? I could fairly easily extract the text portions of it and E-Mail them
: to any kind soul who'd be willing to do a bit of translating ... I'm dying
: to give this game a go, since it looks like a souped-up version of the
: original Archon, but still looks bloody great, but in its present form,
: sadly, I can't, not knowing a word of German beyond Fahrvergnugen. :-)

I will try to answer some of your questions:
I have talked to Graeme Rutt, which is one of those people who translate
german software to english. I have send him the complete version including
the editor for the questions. Maybe, there will once be a english version
of Topas (with "s"! ;-), but it is a LOT of work to translate all of the
3000 questions...
If it will ever be released, the english version will be Shareware. You
may find it on ftp.uni-kl.de or atari.archive.umich.edu.

You can also play the game WITHOUT QUESTIONS. There is a dialog at the
beginning of the game. On the right, there are some buttons. Klick on the
Button named "Fragen" (engl. "questions") to deselect it. You now can play
the game without any questions coming up!

Ciao, Heiko.

+---+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+---+

4217. FOR SALE: Atari ST/TT Software & Magazines : NEW STUFF!

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 11:00:08 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <3669jo$d8a@canopus.cc.umanitoba.ca>
Source record: 180174
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

NOTE: All prices are suggested, feel free to make an offer, though I
will give first priority to those offering my asking prices.

```
=====================================================================
SOFTWARE
=====================================================================
Laser C w/Laser Debugger........$ 34.00 (no box)
Assempro Assembler Language.....$ 34.00 (no box)
OSS Personal Pascal.............$ 34.00 (no box)
Word Perfect....................$ 19.00 (no box or docs, promotional copy)

Night Shift.....................$ 17.00 (cute fun Lucasfilm platform/action)
Hard Drivin.....................$ 9.00 (no docs)
Firezone........................$ 7.00
Sherman M4......................$ 7.00
TV Sports Football..............$ 5.00

Michtron BBS....................$ 1.00 (classic bbs software, no box&docs)

=====================================================================
MAGAZINES
=====================================================================

STart magazine:
winter 86, summer 88 (no disk for either)
10/88 (v3.3) - 7/89 (v3.12)
9/89 (v4.2) - 11/89 (v4.4)
1/90 (v4.6) - 6/90 (v4.11)
the above series has disk w/each mag
*** An excellent resource for a beginner/novice! ***
--- 21 issues total + 21 disks.....$22 + shipping

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will
give first priority to those offering my asking prices. If you are
interested in any of the items, please reply via e-mail as soon as
possible. Questions are welcome. All prices are in US dollars.
Buyer pays shipping. Shipping costs are non-negotiable. Volume
discounts available.

--
<Trevor_Cordes@umanitoba.ca> $ Atari TT030 4+4MB/135 $ cds,tapes,comics,rpg,
3rd Year CompSci Honours $ SyQuest 88 & ZyXEL $ software,midi,videos,
University Of Manitoba, Canada $ *Still The Best* $ 4 SALE - E-Mail me...
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
```

4218. WANTED: Spectre GCR 3.0

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 12:18:50 UTC
From: cgra@se.alcbel.be
Message-ID: <366e7a$psi@btmplq.god.bel.alcatel.be>
Source record: 180164

Anyone in Europe want to sell me their Spectre GCR?

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

4219. Falcon sound to Hi-Fi???

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 12:59:54 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <366gka$gqu@lyra.csx.cam.ac.uk>
Source record: 180165

I have just bought a multisync monitor. The only problem is that it has
no speaker.
Is it possible to put the sound through my stereo?
Do I just need two cables connecting the corresponding microphone and
headphones sockets together. (I realise this is far too easy to work :))

If not, how can I do it?
The stereo has headphone and microphone sockets (same as the falcon) and
I think a CD-in socket (or maybe CD out?). I'll have to check this.

While I am at it, I might take the machine apart and disconnect the
internal speaker which does nothing except really annoy me. Especially
when it decides to turn itself on at full blast when playing some games...

Thanks for any help,
Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of
cigarettes, it's dark, and we're wearing sunglasses.

Hit it.

4220. Re: Toadfest info 'advert

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 13:54:48 UTC
From: rappleye@felix.kodak.com
Message-ID: <366jr8$r2c@kodak.rdcs.Kodak.COM>
Source record: 180166

In article <09251994.140721@empyr.dircon.co.uk>
kevan@empyr.dircon.co.uk (Kevan Winch) writes:

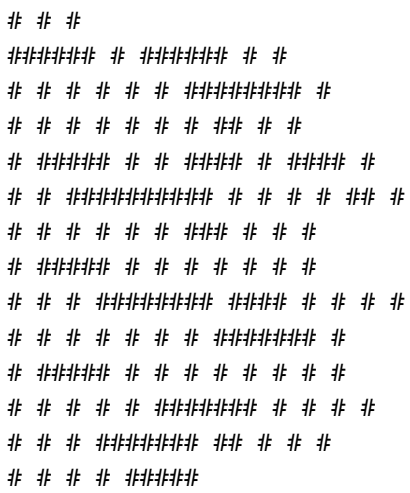
> I've been off-line for a while, and so may not be up to date with
> protocol on echos, but I seem to remember adverts as being very
> off-limits. I would rather not receive stuff like this in my mail
> packet. Would I be right to complain, or should I just shut up ?
>
Given the service that Toad provides for the Atari community, I'd
advise shutting up.

RevDrFreak
'foot soldier

4221. Program for creating Japanese Characters

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 15:03:09 UTC
From: S925377@mailserv.cuhk.hk
Message-ID: <S925377.10.00143388@mailserv.cuhk.hk>
Source record: 180159

Does anyone knows if there's such a program for IBM MS DOS or Windows or
Atari STE that can creat Japanese like this:



I don't mean creating Kanji only but all the hiragana and katagana.
If there is one, please tell me where I can get it. Or if you can, please
uucode to me directly.
Thanks for your help in advance.
Please reply this me to me directly to
s925377@mailserv.cuhk.hk
By the way, the above is my Chinese Name!
Good Luck!
Malcolm

4222. Re: Connect dead?

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 16:08:57 UTC
From: marvi@Krille.Update.UU.SE
Message-ID: <366rn7$6ut@Krille.Update.UU.SE>
Source record: 180167

Can you get a hardcopy english manual by register Connect? Or is it
still "german-only"?

//Markus
--
--| Student at Uppsala
Markus H{rnvi, Uppsala, Sverige | University, Science
e-mail: marvi@krille.update.uu.se | Of Religion, and at
X-400: /S=marvi/O=update/PRMD=uu/ADMD=sunet/C=se/ | Johannelund Teol. Inst.

4223. Re: Connect dead?

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 16:48:46 UTC
From: wwc@dxhrb3.desy.de
Message-ID: <WWC.94Sep26174846@dxhrb3.desy.de>
Source record: 180168

In article <366rn7$6ut@Krille.Update.UU.SE> marvi@Krille.Update.UU.SE (Markus H{rnvi) writes:
Can you get a hardcopy english manual by register Connect? Or is it still "german-only"?

Well you must have a very old version of connect to get your information about the german-only manual from. An english version exists for about one year now... ;-)

Wolfgang

4224. Sale - 1040 STe with 4 meg

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 17:07:54 UTC
From: davidli@dragon.labmed.umn.edu
Message-ID: <CwqyFG.7BM@news.cis.umn.edu>
Source record: 180171

I am selling my 1040 STe (with 4 megabytes of memory installed) and color monitor. I'm asking $400, shipping included. If interested, send e-mail to:

davidli@simvax.labmed.umn.edu

I also have the latest edition of the Atari Compendium for $40 postpaid.

Also, a slew of ST Format/ST Review/ST User/STart/ST Log magazines, with disks, for $100, including shipping (shipping will be high, I figure, since the darned things weigh so much. If you pick 'em up, I'll knock off $25). The UK magazines include issues with programs like Easy Draw 2, Prospero C, Timeworks Publisher v1, etc.

4225. Falcon Sequencer?

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 17:31:17 UTC
From: pl4266@u.cc.utah.edu
Message-ID: <3670h5$pq4@u.cc.utah.edu>
Source record: 180172

[No readable article body recovered]

4226. 56 KBPS terminal software

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 17:42:57 UTC
From: mclambl@ids.net
Message-ID: <3680u1$lqm@paperboy.ids.net>
Source record: 180198

I am looking for a terminal program that will let me run up to 56 kpb
kbps on my 1040STf. So far I'm stuck at 19.2. Is this a hardware
limitation, or just a matter of finding the the right software.

Thanks,
Lee (sig under construction)

4227. GEMRAM and WINX

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 17:44:49 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <1994Sep26.114450.3280@atlas.tntech.edu>
Source record: 180195

I cannot seem to get GEMRAM and WINX to work for the life of me. I just got the latest versions 1.6 and 2.2 respectively, and still am having the same trouble.

I have a 1040STf with US TOS 1.00 ROMS (GEM 1.20 according to WINX.CPX).

Accroding to the documentation for WINX, it can run under TOS 1.0x (in a much more limited mode) WITHOUT GEMRAM. When I try this, I see the Winx info (version, date, and author) followed by "TKR: 0 bytes resident" (or something to that effect) and then 2 bombs. The machine continues booting after this.

When I try it with GEMRAM, I get the GEMRAM info (version, date, and author) followed by "Error: GEM DATA Address" followed by the same "TKR: 0 bytes..." message that WINX gives me. Since GEMRAM doesn't load, WINX reacts the same as it did without GEMRAM in the first place.

I thought that it might be something about the cookie jar since TOS 1.00 doesn't have a cookie jar built-in (I have had AUTO programs tell me there was no cookie jar instead of installing one), so I put COOKIE.PRG in the AUTO folder before GEMRAM and WINX (which before were the ONLY programs in there). This made no difference whatsoever.

I also hope that they aren't expecting XBRA support (saw it mentioned in the docs) since TOS 1.04 was the first version with XBRA.

Any ideas? Has anyone gotten WINX to work with US TOS 1.00 with or without GEMRAM?

WINX seems like a really nice GEM enhancement, but I can't get it to work at all! <sob> <grin>

Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com

4228. Re: Wanted: Disk repairer...

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 17:53:35 UTC
From: rousseau@asimov.cnam.fr
Message-ID: <3671qv$s8m@sheckley.cnam.fr>
Source record: 180173

In article <362nup$fvt@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
>I need a program that will take sectors from a Hard-Drive and convert
>them into a file.
>
>e.g. Sector 6657 to 9426. The program gets them, and everything in-
>between, and writes it as a file to another partition.

You can try 'lastclst' which is with Zorg.
Zorg can be ftped from ftp.cnam.fr:/pub/Atari/Disk/zorg_138.lzh (the official ftp site for Zorg).

I wrote lastclst to read files that occupies the last cluster of a partition.
The TOS 4.02 or AHDI 6.061 can't read it.
You specify the first sector and the size of the file. lastclst write it where you want.

>I need this to recover a large quantity of files, all text, some important,
>some not from a corrupted partition. The files are intact, but in the
>de-fragmenting process, some of the directories got munged, and restoring
>the fat/directory tables didn't help.

Don't use boggus programms, use Zorg :-) (I am the author)

Ludovic Rousseau
Ludovic.Rousseau@cnam.fr
clic.

"normaliser Unix c'est comme pasteuriser le Camembert" moi-meme

4229. Re: TOWERS II Falcon game coming soon.

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 19:00:45 UTC
From: gaghon@nevada.edu
Message-ID: <3675ot$6c9@post-office.nevada.edu>
Source record: 180176

: I hope Towers II is easier than Towers I! I have this, and find that
: I get lost too easy in the mazes, and never find any good stuff.
: I like it, and hope that a 'II' would only improve: better movement
: routines (original was so blocky), and hopefully a map option.

: Will Towers I users be able to upgrade for cheaper? :)

: --
: Billy D'Augustine azog@world.std.com

Towers II is a different game than Towers I. So we did not plan an upgrade. However, we will think about it. :)

As far as movement, Towers II is smooth scrolling, not step movement like Dungeon Master and Towers I.

There is an auto mapping feature in Towers II. (I knew I forgot to add something to the Press release) :)

We will be posting some TIFFs in the next couple of days. I'll post the FTP site here.

Vince

4230. Re: Connect dead?

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 19:02:30 UTC
From: marvi@Krille.Update.UU.SE
Message-ID: <3675sk$c46@Krille.Update.UU.SE>
Source record: 180177

> Can you get a hardcopy english manual by register Connect? Or is it
> still "german-only"?

>Well you must have a very old version of connect to get your information
>about the german-only manual from. An english version exists for about
>one year now... ;-)

> Wolfgang

Yes, I know there is an english program _version_ (and a Swedish too)
but my question was about the _harcopy_ manual, a full printed version.
Very much of the real important stuff is not in the on-line manual:
about ISO-character-sets, emulation and other things.

//Markus

--
--| Student at Uppsala
Markus H{rnvi, Uppsala, Sverige | University, Science
e-mail: marvi@krille.update.uu.se | Of Religion, and at
X-400: /S=marvi/O=update/PRMD=uu/ADMD=sunet/C=se/ | Johannelund Teol. Inst.

4231. Re: Know a good comms prog ?

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 20:30:02 UTC
From: frank@theshack.demon.co.uk
Message-ID: <940926Z203002.507frank@theshack.demon.co.uk>
Source record: 180189

In article <09241994.155522@empyr.dircon.co.uk>
kevan@empyr.dircon.co.uk "Kevan Winch" writes:

> Whatever, I really can't use XYZ.TTP, as although it downloads fine, it
> gives me no end of grief when uploading. It starts racing ahead with the
> throughput figures, quoting me things like 6000 + cps for a 9600 baud
> modem, with a zipped file !, then it says 'Repositioning to offset 1024'
> and locks the whole thing up, forcing me to drop the carrier to get out !

Kevan, your serial port patch isn't working if this is happening. If I
remember rightly, someone said that XYZ has quite a bit of trouble with
certain RTS patches. I know when I used TeddyTerm XYZ seemed to kick the
RTS fix out of memory as soon as it ran. Try HSMODEM, which is the one I
finally got to behave itself with XYZ.TTP - you shoudl be able to pick
it up from your local BBS, or I would imagine a.a.u.e. have it if you
have ftp access.

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

4232. FOR SALE: printer, modem, atari st/color monitor, etc.

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 20:42:39 UTC
From: guy@lisa.chem-eng.nwu.edu
Message-ID: <367bnv$jls@news.acns.nwu.edu>
Source record: 180181
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other,chi.forsale,nwu.forsale

Offered for sale:

Atari 1040ST.....$120
1Mb, TOS in ROM
USA language disk with ST Basic
ST mouse, horizontal diode not working
cable to printer, homemade

Atari SC1224 rgb color monitor.....$30
not working, I think a blown high-voltage supply

Panasonic KX--P1901i 9-pin printer.....$70
half box white fan-fold paper
cable to atari, homemade

Zoom 2400 baud external modem.....$60
SmartCom software
still in 7 year warrenty period

Above in original boxes and with manuals.

2 HP 9122 3.25" dual disk drives.....$40
GPIB interface and two cables

Everything is offered "as is", cash and carry.
You pick up at Northwestern Univiversity.
Take everything for $240.
Accepting best offer.

In addition you can have as much (or as little) of the ST software I
have. There's 41 disks worth. Some samples are:

DC utilities v1 with manual: DC Squish v1, DC Xtract v1, DC Deskey v2,
DC SEA v1, DC Desk Organizer v1, DC RAMdisk v1

UniTerm 2.0c with manual, the best terminal emulator around, VT* and
Tektronix graphics emulation, Kermit, X/Ymodem transfer protocols

Gnome v2.2, an emacs-like editor with online manual

Lattice C v3.4 with manual

Absoft AC/Fortran v2.2 with manual

STart, the ST quarterly disk v2 no2 with magazine: strtcalc, a ti-35
calculator; grapher/3dgraph, 2-d and 3-d function plotters;
pixelpro, a pixel editor; stwriter, word processor with manual

Compute!'s disk v 2 no 6 with magazine: checker, a spell checker;
printer, a printer control desk accessory; sedit, sound
editor; samed, basketball sam and ed game

The rest is miscellaneous, perhaps only good for the blank disk value.

Contact Guy Metcalfe at guy@chem-eng.nwu.edu or leave a message at
708--328--5920.
--
Dr Guy Metcalfe
Northwestern University, Dept. of Chemical Engineering
Laboratory for Fluid Mechanics, Chaos, and Mixing
2145 Sheridan Rd., Evanston IL 60208

4233. Re: Web browser for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 21:09:10 UTC
From: michi@pluto.ping.de
Message-ID: <H.ekBL.gi5rtPcftt2@pluto.ping.de>
Source record: 180179

In <CwJ7zE.G98@dutiws.twi.tudelft.nl>, schuller@dutiws.twi.tudelft.nl (Bart Schuller) writes:
>
> I call my port of lynx a kind of "hack-ware", you'll need to know what you're
> doing to get it to run. It can be found at
>
> http://www.twi.tudelft.nl/Local/FTP/pub/atari/ or
> ftp.twi.tudelft.nl:/pub/atari
>

Hi,

I tried lynx now.
To my opinion it is working fine. The highlighting of the chosen item don't work (vt52) and you have to guess where you are, but I think it's very much better then none.

You can save a page, you can get it mailed to your address, you can download files and all that with only a keypress on the right button.

> Bart Schuller.
> --

cu, michi

--
* *
* Michael Plonus michi@pluto.ping.de *
* D-44143 Dortmund Michael_Plonus@do2.maus.ruhr.de *
* Germany *

4234. Re: Blowup + Multisync's

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 21:15:23 UTC
From: knarf@nasim.cube.net
Message-ID: <367dlb$j40@nasim.cube.net>
Source record: 180193

Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:
> At last, I have just bought Blowup hard 2, NVDI, and a Multisync monitor
> (Microvitec 1438). (from System Solutions, they had the best looking
> advert :))

> I am well impressed !!!!

I've been impressed, too, but after about one year I got bored of the
FALCON and got a TT with TTM194. ;) I got my FALCON in December 1992,
its serial number was 173 ;)

> When the monitor is in VGA mode, all the graphics in games look very
> blocky compared to RGB mode. Is this supposed to happen and if so why?
> I thought it could run in a higher resolution and so make the pixels
> twice as big but that didn't make any sense to me.

I noticed the same. I think those monitors are just more sharp than
those pocket TVs sold as "monitors" (SCC1224).

> Another thing, when I had Blowup and NVDI installed I decided to try
> Multitos to see what difference it made to that. I *think* the order was
> NVDI, Blowup and then Multitos but I'm not sure. It started up OK, but

The order has to be NVDI, MINT, BLOWUP.

> when it tried to load the control panel accessory it threw a wobbly saying
> something about a memory violation. This was the last thing I expected

Hmm, I never got a memory violation using BlowUp. If you can reproduce
this, write a bug report to the authors. Remember: Screenblaster does
not work with memory protection at all. ;)

> not to work since it came straight from Atari :). It did work OK without
> Multitos. This doesn't really bother me too much as I never have the need
> to run Multitos anyway....

Sure, the FALCON is too busy shuffling your pixels to the video
hardware. That's the price of a high resolution...

> One other thing, in the Blowup manual it says it can't do very high TC
> resolutions as the video chip is asking for data faster than the RAM can
> deliver it. Would one of these 030/040 +TT RAM upgrades help this? I

They would help a bit, but not much more, since the bus speed stays
at outdated 16 MHz. ;(

> thought TT-RAM is supposed to be faster than ST RAM. Are Blowup and NVDI
> compatible with any/all of these boards?

Video RAM has to be in ST-RAM. There is no way to use TT-RAM for that.

Bye,
Knarf
--
Frank Bartels | UUCP/ZModem: + 49 89 5469593 | MiNT is
knarf@nasim.cube.net | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

4235. Re: COBOL for the ST - he

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 21:50:40 UTC
From: larserik@oslonett.no
Message-ID: <367fng$mpq@hasle.oslonett.no>
Source record: 180180

> I haven't used it for ages. I used it for a while and then swapped
> to a PC COBOL under PC Emulation. A much better bet.

I have used Professional Cobol (now called Personal Cobol) with my
386sx card (AtOnce) and haven't gotten into any trouble yet....
(it an old DOS-application, made for use on 8086 and 80286 :-)

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

4236. Re: ghosts in my pc

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 22:00:39 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CwrBt3.625@cix.compulink.co.uk>
Source record: 180182

> I built a multisync switchbox (kinda kludgey, but it works. The only
> problem I have is with slight ghosting in monochrome.

I've seen this on PCs with switch boxes. The only cure is one of those suppressor 'cylinders' which are buit into the cable. I've been unable to source cables with these on (except already attached to monitors) or clip on ones.

Failing that, try and improve the sheiding on everything.

:-(

Roland.

@CiX

4237. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 22:00:42 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CwrBt7.62u@cix.compulink.co.uk>
Source record: 180184

> It's been asked a dozen times, but here I go again. Is MagiC
> completely compatible with MultiTOS (i.e. is it comparable to NVDI

No, although the bits it doesn't emulate, you may be able to live without.

> in that respect), and does it offer pre-emptive multitasking?

Apparently yes.

Roland.

@CiX

4238. Re: Mega ST info wanted

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 22:00:45 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CwrBtA.63o@cix.compulink.co.uk>
Source record: 180183

> The original Megas also shipped with TOS 1.02, though I believe the

yes.

> later ones shipped with TOS 1.62.

Unlikely as this is an STE *only* TOS AFAIK. They might be shipped with
TOS 1.04 though.

:-)

Roland.

@CiX

4239. Re: ACSI trouble

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 22:00:48 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CwrBtD.64C@cix.compulink.co.uk>
Source record: 180185

> To me it looks like both devices works on ACSI ID 0. How do I get

That sounds about right.

> passed this problem (the ICD Link adapter is a closed box with no
> DIPs or setting, and no special software). Is there a strap inside
> the MEGA STE to set the first adress of the external ACSI, or do I
> have to change the internal harddisk to ACSI ID 1 (the internal host
> adapter has adress select) - and if I do - will the internal harddisk
> still be bootable (with the ICD disconnect too)

The MSTE should boot from the first SCSI ID. You want to keep the internel one as ID 0 as an externel Tape Drive is not going to be bootable.

There is nothing inside the MSTE (or the Link) AFAIK to change the SCSI ID. The place to change it is on the Tape *drive* unit inself. There should be some jumper pins. You will need to put a jumper on one. Quite where depends on the make and model of the tape drive you have.

You may also run into problems with terminating resistors, but I wouldn't worry about that until it happens.

:-)

Roland.

@CiX

4240. Re: Connect dead?

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 22:57:47 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <367jlb$gu7@mailer.fsu.edu>
Source record: 180186

Markus H{rnvi (marvi@Krille.Update.UU.SE) wrote:
> > Can you get a hardcopy english manual by register Connect? Or is it
> > still "german-only"?
>
> >Well you must have a very old version of connect to get your information
> >about the german-only manual from. An english version exists for about
> >one year now... ;-)
>
> Yes, I know there is an english program _version_ (and a Swedish too)
> but my question was about the _harcopy_ manual, a full printed version.

I believe Wolfgang was in fact talking about the full blown TeX hardcopy manual. Regardless, there does exist an English manual (a very fine one, Philipp :-). As you point out, the manual allows one to use a lot of features that are not covered in the online help. The online help is enough to help you remember things from the manual though, so it is still quite useful.

BTW, since Wolfgang seems to be reading this thread, I suggest that he put a clickable entry in the help page for the dialing dialog which mentions some things about the modem settings buttons, particular the magic characters that make the dialing string work. I seem to remember that the default is not suitable for US use. The default I see in most US programs is ATDT (or in your notation, ATDT#|). The help page "Modem Reactions" would be the ideal place to put it, plus a way to get to that page from the dialing dialog help screen. Just a suggestion.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4241. Re: .MOD file creator for ST?

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 23:28:37 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <367lf5$gu7@mailer.fsu.edu>
Source record: 180191

Group 1 Software (group1@access4.digex.net) wrote:
> Does anyone know of where I can FTP a .MOD creator for an ST? Can
> someone post one on this newsgroup?

Creating Mods on a stock ST is a bit of a pain, as there is no stereo sound. STE machines are stereo, and there is a better selection of trackers (mod file creator) for them.

However, you probably should check out ProtrackerST. It comes with versions for ST, STE, and TT, and is quite nice. It is available via anonymous ftp from atari.archive.umich.edu in /Sound/Players. Do be sure to click the blank area at the upper right corner of the screen while in the disk menu dialog (there is a nifty little game there).

The best tracker I have seen for the STE is Octalyzer. It is available from the same place as above. Grab the 0index file for descriptions of these and other programs.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4242. Re: Atari ST hard disks

Newsgroup: comp.sys.atari.st
Date: 1994-09-26 23:35:29 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <367ls1$gu7@mailer.fsu.edu>
Source record: 180192

Alan Reeve (areeve@hercules.cs.clemson.edu) wrote:
> My Surpa 45 Meg internal hard disk seems to have gone. I'm not sure
> if it's the hard disk or the controller, but as it seemed to take
> quite a toll on the 50 Watt power supply I think I'd just like to pick up
> an external hard disk...which brings me to:
>
> Where can I get an Atari ST, external hard disk for a good price?

Well, an external Atari drive is basically just a stock SCSI drive with a special host adaptor card (the controller is built into a SCSI device). Thus, you can either buy one from an Atari dealer who builds such drives, or you can buy a stock Mac/PC external drive and use an external host adaptor. The prices on stock Mac/PC drives are very low, as there is much more volume. Also, the external host adaptors are actually cheaper than the internal ones (which is strange). Anyway, if you want a new device, I suggest you purchase a Computer Shopper magazine, look at the Megahaus and Dirt Cheap Drive ads (yes, that is really the name of the company), and buy yourself a standard external drive (you don't need Mac formatting software or anything). Then, purchase and ICD Link2 external host adaptor from an Atari dealer for $90 or so, and you will have what you want.

Also, it is a lot easier to find used Mac/PC units on the various forsale groups. There are some amazing deals on those groups.

For a source of dealers, I suggest you call Toad Computers (1-800-448-TOAD), and buy an issue of ST Informer and/or Current Notes magazine. This will give you several ads to choose from for ST mail order places. Do be sure to get a Toad catalog as well. Toad is one of the better mail order places for the ST in the US. D&P is another one, at 1-800-535-4290.

In any case, I suggest an ICD host adaptor. Their software is great, much nicer than Supra/Atari, IMHO.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4243. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 00:01:30 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <367ncq$gu7@mailer.fsu.edu>
Source record: 180194

Michael Smith (miff@apanix.apana.org.au) wrote:
> warwick@cs.uq.oz.au (Warwick Allison) writes:
>
> >Atari decided that the TT030 is not fast enough to run X.
> >They were correct.
>
> They were completely wrong. The TT is quite capable of running X just fine.
> (There is at least one commercial port that achieves quite respectable
> benchmarks)

I think you are confusing "running an X server" with "running UNIX and using
X as the GUI". For example, a 3/50 makes a dandy X-terminal via Xkernel, but
a horrible UNIX box (by today's standards). The difference is that Xkernel
only provides a X server - all other programs must be run elsewhere. Running
UNIX on a machine and then running X means that everything is running locally,
with all of the overhead added together. I believe these folks are saying
that a TT running SVR4 _and_ X was not usable. That is very believable.
X is a memory pig, for one thing. A proprietary (yet small and fast) GUI
similar to Sunview (but not too similar :-) might have been a lot better.

The commercial product you talk about above is probably an X server, not a
full-blown UNIX with X included. A TT is more than capable of being a
great X terminal, from a CPU horsepower point of view.

> Comparing a TT to a 3/50 is a bit of a joke : the 3/50 is a 10 or 12 MHz
> '020, hardly a valid comparison. You'd be closer with a 3/80, which
> was often compared favourably with an SS1, or one of the VME '030 systems
> like a 3/3xx or 3/4xx.

A TT is a bit faster than a 3/80, I believe. Sun 3/80's are pretty awful
by today's standards as well, for a UNIX box. They make really nice
Xterminals, though. Again, totally different set of demands.

> Which is a pity, as Linux isn't much of a Unix, but it seems to attract
> the d00dz in the hacking community, and at that age they have the time
> to spare. Hopefully there'll be enough followon from that and the
> various NetBSD/030 ports so that a port to the TT will be relatively
> straightforward, but I'm not holding my breath _just_ yet.

If LINUX for the Atari catches up with the PC LINUX (or even gets close),
it will be an impressive product, at least in terms of the software available.
Performance will probably be pretty bad though.

--
****
* Mickey Boyd *

* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4244. Re: Toadfest info 'advert

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 00:39:38 UTC
From: shendrix@escape.widomaker.com
Message-ID: <1994Sep27.003938.1969@escape.widomaker.com>
Source record: 180141

kevan@empyr.dircon.co.uk (Kevan Winch) writes:

>I've been off-line for a while, and so may not be up to date with
>protocol on echos, but I seem to remember adverts as being very
>off-limits. I would rather not receive stuff like this in my mail
>packet. Would I be right to complain, or should I just shut up ?

Just shut up! :-) Most of the time, yes. But I don't think Toad is a
regular abuser of that policy and Atari needs all the help it can get.
Removing their posting would hurt more than it would help.

The problem is that some companies did/do/will post massive volumes all
the time. They have biz.* for that. But I doubt too many people would
have even heard about the Toad ad if it had not been posted here.

Perhaps they should have posted a tiny reference to their information in
a biz.* group.

Is there a biz.* group for Atari? I can't seem to locate my Usenet
files.

> VQWK 6.20I
--
csh
----
shendrix@escape.widomaker.com | Linux... that's it for the moment
-----------------------------------+

4245. Re: MEDium Net ACC

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 01:42:32 UTC
From: bseburn@alpha.vaxxine.com
Message-ID: <367ta8$nbl@alpha.vaxxine.com>
Source record: 180197

Daron Brewood (dbrewood@nest.demon.co.uk) wrote:
: Has anyone had any problems at all running Medium Net? It work's just fine on
: my Falcon, but fails completely on my Mega ST4, bombing out as soon as it
: boots.

Nope.. I've got it running between a Mega ST2 and a 1040STe (with 4
megs).. no problems at all. your not running a screen accelerator are
you?? Its not compadable with a few of them, Warp 9 for one.

Brian...

4246. Re: Atari Falcon vs IBM Compatible w/SoundBlaster

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 01:52:46 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.JZejEgPObXg@semprini.waterloo-rdp.on.ca>
Source record: 180067

In <CwowD9.7FD@ritz.mordor.com>, Chris Mauritz writes:
> A friend of mine is writing a driver for me for the Buslogic PCI
> SCSI-2 card (for BSDI/386). The other day, with a primitive driver
> (not even close to being optimized) he was getting 4-5mb/sec transfers.
> This was on a Pentium-90 machine using a Seagate Barracuda ST12550N drive.
>
> I would think that anything above 2-3mb/sec would be good for
> direct to disk, no?

You'd think!

So when are you sending me one of those P90 machines? C'mon, pretty
please? If it's got a reasonable amount of RAM in it (hell, even
without, I'll use a large swap slice) I can start unleashing my BRA1N3
on POV-Ray...

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

4247. LP Timer program.

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 02:08:14 UTC
From: acurtis@theshack.demon.co.uk
Message-ID: <780631694snz@theshack.demon.co.uk>
Source record: 180187

Has anyone out there written a little program to add up minutes and seconds?

I enter running times like this: 2.35
Minutes _____^ ^_____ Seconds

The seconds add up in base 60, though. So a normal calculator becomes unhappy with it. What I could do with is a little custom program to add the minutes and seconds up with. Just a simple TOS job would be fine, no frills necessary.

Thanks for reading this, any help gratefully received.

--

<<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>>
<< From the workstation of Andy Curtis | acurtis@theshack.demon.co.uk >>
<< Freelance Computer & MIDI columnist and SysOp of The Ad.Lib BBS >>
<< Call: +44 (0)91 3702659 V32bis 24Hrs >>
<<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>>

4248. Re: Calamus Fonts, OR NOT!

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 02:26:12 UTC
From: trailer@trailb.wnd.bn.uk
Message-ID: <18490236289966378snz@trailb.wnd.bn.uk>
Source record: 180188

In article <940924Z152538.467frank@theshack.demon.co.uk>
frank@theshack.demon.co.uk "Frank Charlton" writes:

> Fonts which cause SL to return the error dialog about "contains data not
> in .CFN format" can be fixed like that - by loading and saving into a
> CFN editor - Genus, Didot and FaST Club's Fonty all seem to fix it. It
> won't, AFAIK (it didn't work for me, at least) cure fonts which report
> "not serialised for this copy of Calamus".

But that can be cured, I think, by a nice little German program that I
saw somewhere... Dammit! I can't what it is called. If I find it, and
if it's legal, I will place it on a server somewhere soon and let
people know.

--

The Trailblazerrrrrr...

4249. Re: GEMRAM and WINX

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 03:49:26 UTC
From: sammcgee@crl.com
Message-ID: <3684o6$64l@crl4.crl.com>
Source record: 180199

Hiram Lester, Jr. (hwl0978@gemini.tntech.edu) wrote:
: I cannot seem to get GEMRAM and WINX to work for the life of me. I just got
: the latest versions 1.6 and 2.2 respectively, and still am having the same
: trouble....

I have the same problem with my 520ST with TOS 1.0.

My fix is somewhat expensive...

... I bought a Falcon. :)

Sam

4250. Falcon Sequencer

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 04:18:48 UTC
From: pl4266@u.cc.utah.edu
Message-ID: <3686f8$o68@u.cc.utah.edu>
Source record: 180200

Hello!
While I'm saving to buy CUBASE AUDIO, is there a Falcon Sequencer
on any FTP sites any where, I just need something to keep me going. I have
Cubase on my 1040ST but it won't run on the Falcon- 6 bombs!
So can someone help me get it running or can someone help me find a
hold-over sequencer? I really appreciate all the input I've received in
deciding to buy the Falcon, I'm confident it will work out great!
Paul Luscher
Paul.Luscher@m.cc.utah.edu

4251. MultiMedia Authoring Software

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 05:08:49 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <ePmaTc1w165w@sys6626.bison.mb.ca>
Source record: 180106

Ok , all you computing Guru's out there, I would very much appreciate some
posts regarding someone who is need of a Multi Media Authoring Tool Software
for the Atari Falcon 030 that is capable of the following features:

GIFF and TIFF graphic file support
FLI animations & AVR, WAV sound files

This software must be able to produce a *STAND ALONE* interactive multimedia
package for use in creating kiosks and CD Rom packages.

This software would allow the creation of gadgets and overlay on top of TIFF
Pics and be able to access different layers, such as sound, videoclips and more
graphics or menus.

This software would preferably utilize a scripting language.

The software would operate on a 4 meg Falcon with hard drive.

Anyone knowing of such a package for the Atari or of one in development from
Germany or elswhere, we would be very glad to hear some information of it.

Thanks to all.

Eva Crouse

4252. Multimmedia Authoring Software

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 05:13:27 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <5wmaTc2w165w@sys6626.bison.mb.ca>
Source record: 180107

I thought about this after I posted, please leave e-mail in case I should miss your responses in upcoming packets as I sometime cannot log on for many days.

Thanks.

Eva Crouse

4253. Re: Mega ST info wanted

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 05:29:28 UTC
From: jaszcz@dewey.EEAP.CWRU.Edu
Message-ID: <368ajp$iko@usenet.INS.CWRU.Edu>
Source record: 180101

hopper_t@msupa.pa.msu.edu wrote:
: Peripheral co-processor slot (for 68881 math co-processor, etc) (not used
: by almost any software)

are you sure? i have a mega and i've never seen such a thing (slot)

: ones shipped with TOS 1.62.

1.04 (or 1.4) was the last version for the old ST's ...

--Bat

4254. Looking for a copy of First Word Plus

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 05:44:35 UTC
From: Scott Evans <evans@cts.com>
Message-ID: <CwrxAB.H9A@crash.cts.com>
Source record: 180139

Title says it all. My copy just died and unfortunately I never got around to making a back-up. If you have one let me know.

Scott Evans
(evans@cts.com)

"The opinions expressed here are not necessarily mine but I can't get anyone else to claim them"

4255. STs for sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 06:12:33 UTC
From: shall@oregon.uoregon.edu
Message-ID: <368d4h$s8k@pith.uoregon.edu>
Source record: 180134

I recently bought a STe and swapped some of my 520's ram to it. I now
have a 1m 520ST with double sided external disk drive, all working fine;
This machine has a JRI board with extra sims which can be easily repopulated
to make a 4meg machine.
Also, I still have a stock 520 with two single sided disk drives and a mono
monitor.
both these machines are for sale, separately or together.
what I'm hoping to get is,
$175 - 1meg machine
$50 - ds drive
$75 - monitor
?? - stock 520 & single sided drives.
Anybody interested?
E-mail me, please. I don't feel good about cluttering up this newsline.
Stan

4256. Re: What is LittleNet?

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 06:51:10 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cws0Ct.5nn@westminster.ac.uk>
Source record: 180137

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
:] There is an inproved version of LittleNet around, called astoundingly
:] enough, MediumNet, with various improvements like allowing you to save

: Is this commercial? If not, any idea as to where to get it from?
: (Some friends are quite pleased with LittleNet, and no doubt would be
: even more so with a more souped-up version)

Available from micros.hensa.ac.uk

micros/atari/tos/o/o115/med_net.lzh

Dan.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

4257. Re: file transfering on unix machines

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 07:28:22 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cws22t.7J6@westminster.ac.uk>
Source record: 180140

John T. Chung (jchung@umich.edu) wrote:
: I'm having problems downloading files from unix machines onto
: my 1040 ST. I'm using kermit option on Uniterm, but the files
: seem to get messed up upon transfer. Is there some parameter
: that I am messing up on the file settings??

Are you making sure you are doing binary transfers? To do this, you
have to set binary transfers on both machines...you do this by:

set file type binary

Type this on both ends...

: I would like to transfer by XYZ modem protocol but does UNIX support
: them??

Yes, Unix systems do support this...depends on the particular host...if
it has the software installed...ask the Systems admin...

Danny

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

4258. Re: MEDium Net ACC

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 07:36:42 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940927Z073642.235dbrewood@nest.demon.co.uk>
Source record: 180135

In article <367ta8$nbl@alpha.vaxxine.com>
bseburn@alpha.vaxxine.com "Brian Seburn" writes:

> Nope.. I've got it running between a Mega ST2 and a 1040STe (with 4
> megs).. no problems at all. your not running a screen accelerator are
> you?? Its not compadable with a few of them, Warp 9 for one.

All I'm running is Chameloen, Neo Control Panel as ACC's, and the following
progs; autoclock, bombres, bootkill, dmirror, drvin, envoron, jar90, ledpanel,
letemfly, mfp, slectric, and tos14fx2. I take it none of these should cause
any problems?

--

==
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
==
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
==
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
==

4259. Re: Know a good comms prog ?

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 07:48:04 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.ekBL.eTc&S5o3ybw@albemuth.equinox.gen.nz>
Source record: 180117

In <09241994.155522@empyr.dircon.co.uk>, kevan@empyr.dircon.co.uk (Kevan Winch) writes:
>Hi All,
>
>Can anyone give me some advice please ? I'm having shedloads of trouble
>with my comms software.
>
>I have a 520STFM with 1Mb RAM, no HD, TOS 1.02 (yuk!) and a hi-res screen.

Okay, pretty similar to my setup as I have a 1040STFM with TOS 1.02
and a hi-res monitor. I now have a HD but only recently didn't, so my
recommendation is to use Uniterm. You need to use GSZRZ as the
external protocol though. XYZ just isn't worth the hassle. To get this
running well, you really need to grab the set of Macros for Uniterm
that Mickey Boyd has written. They make integrating GSZRZ into the
setup easy.

Hope this helps.

Cheers,
John
--
|John Collis: Email in order of preference
| john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|or: John Collis at 3:770/105.7 @ fidonet.org
|Phone: +64-3-379-8921

4260. Urgent: any flex library compiled for Pure C ?

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 10:19:31 UTC
From: grellier@curie.imag.fr
Message-ID: <368rjj$c4e@ujf-iab>
Source record: 180102

hello,

I'm thinking of using flex tool, but I don't have the associated
library. So where can I find it in order to compile it for Pure C,
or is ther anyone ready ?

Thank for your help,

Thierry

--
+=========================+===+
''''' "It's not a BUG,	Thierry.Grellier@imag.fr
(O^O) it's a FEATURE!"	DESS Genie Informatique - UJF Grenoble
\ > / __/	labo TIMC-IMAG, projet OSIRIS
-	tel : (+33) 76 54 95 29
+=========================+===+

4261. Re: Connect dead?

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 10:36:36 UTC
From: oelwein@dxhrb3.desy.de
Message-ID: <368sjk$894@dscomsa.desy.de>
Source record: 180113

MoinmoiN!

>Can you get a hardcopy english manual by register Connect? Or is it still
>"german-only"?

There's an English manual available for quite a long time. It's a complete
translation of the German original (and not only a English summary of the
functions)

Cheers,
Philipp

--
==
Philipp Oelwein GS/MU/TW d-(--) h- s:+ g+ p? !au0 a26 w>+ v+(++) C+
DESY/HERMES U+UO P? L 3- N+(++) K- W M- V- po+ Y t++(+) !5 !j r
Notkestr. 85 !G v+ b++ !D !b e+(++) u++(+++)(**) h(+) f+ r- n- y+
22603 Hamburg

oelwein@dxhrb1.desy.de Philipp_Oelwein@hh2.maus.de

This footer still under construction

4262. Re: Connect dead?

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 10:46:29 UTC
From: oelwein@dxhrb3.desy.de
Message-ID: <368t65$894@dscomsa.desy.de>
Source record: 180114

MoinmoiN!

>Regardless, there does exist an English manual (a very fine one,
>Philipp :-). As you point out, the manual allows one to use a lot of
>features that are not covered in the online help. The online help is
>enough to help you remember things from the manual though, so it is still
>quite useful.

I can confirm that. The manual exists and it is really fine ;-))

Cheers,
Philipp
--
Philipp Oelwein GS/MU/TW d-(--) h- s:+ g+ p? !au0 a26 w>+ v+(++) C+
DESY/HERMES U+UO P? L 3- N+(++) K- W M- V- po+ Y t++(+) !5 !j r
Notkestr. 85 !G v+ b++ !D !b e+(++) u++(+++)(**) h(+) f+ r- n- y+
22603 Hamburg

oelwein@dxhrb1.desy.de Philipp_Oelwein@hh2.maus.de
This footer still under construction

4263. FS: Atari ST HardWare!!

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 12:18:10 UTC
From: bensmith@teleport.com
Message-ID: <3692i2$d16@kelly.teleport.com>
Source record: 180103

I have the Following Atari ST HardWare
Item's for Sale.

1040STF Computer
Atari
1 Meg RAM, 720K Drive, Mouse.$100 U.S.

SC1224 Color Monitor
Atari
320x200x16 / 640x200x4.......$120 U.S.

JoySticks
Various
A variety of Joysticks, inquire for
makes, E-Mail or voice....$5 & up U.S.

All Orders shipped outside the United
States must be paid up front with a
money order bought at an American Bank
redeemable for $American Dollars.If
your interested in any of this call
Ben at (503)256-9974 24HRs or Mail me
on the Internet at this address:
bensmith@teleport.com
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

4264. Re: Connect dead?

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 12:38:09 UTC
From: wwc@dxhrb3.desy.de
Message-ID: <WWC.94Sep27133809@dxhrb3.desy.de>
Source record: 180116

BTW, since Wolfgang seems to be reading this thread, I suggest that he put a clickable entry in the help page for the dialing dialog which mentions some things about the modem settings buttons, particular the magic characters that make the dialing string work. I seem to remember that the default is not suitable for US use. The default I see in most US programs is ATDT (or in your notation, ATDT#|). The help page "Modem Reactions" would be the ideal place to put it, plus a way to get to that page from the dialing dialog help screen. Just a suggestion.

Well the HELP key is always a good choice to get information on the currently active window. Certainly there is a big set of options to set in this dialogs and as far as they are related to Connect I think they are described in the manual as well as in the (HELP-key obtainable) online help. Modem specific things like your atdt#| cannot be covered there...

Wolfgang

4265. Re: Ham/shortwave radio software

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 14:42:39 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <369b0v$jdh@beta.qmw.ac.uk>
Source record: 180108

selbyr@meena.cc.uregina.ca wrote:
: Would anyone know of any ham or shortwave radio related software applications
: for the ST? Thanks.

Wait a few days, and i will have an answer for you....

Dan.

4266. Re: Looking for MintNet kernel binary

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 14:45:20 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <369b60$l0s@ra.ibr.cs.tu-bs.de>
Source record: 180109

Mike Stramba (mike@io.org) wrote:
: In article <360tct$c2o@nyheter.chalmers.se>,
: Christer Gustavsson <d2cg@dtek.chalmers.se> wrote:
: >In article <35ve10$e1q@ionews.io.org>, Mike Stramba <mike@io.org> wrote:
: >>Is there an ftp site that has the Mint kernel binary compiled for mintnet ?
: >>
: >>If not, if you have mintnet running, could you email me a copy of your kernel?
: >>
: >
: >I'm not sure about this, but I think it would be illegal to distribute a
: >compiled mint. I think the docs that goes with the sources say so, and that's
: >why you can't find a ftp site with the binaries...
: >

: Is this true ??

: Eric ??

Not Eric, only me:-)

It *is* illegal to disribute any version of MiNT later than 0.95
(or was it 0.93) in binary form!

This is very sad because it keeps many people from using
MiNT. (You have to instal the old version to compile the latest
source)

That is the reason why Atari decided that MiNT 1.11 may be
distributed in binary form once it is ready.

There is a 1.11 BETA around for some weeks and a BETA-2 announced.

If Eric or anyone from Atari will find this version or anything
between 0.95 and 1.11 BETA floating around there is a chance that there
will be *no* 1.11 final.

So please wait 'till it is time.

-
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

4267. Re: MPEG movie player for 1040 STe?

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 14:57:34 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <369bsu$55j@nyheter.chalmers.se>
Source record: 180110

In article <H.eg.ZWQYEaIb6ng@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>Doesn't Griff's MPEG player use the DSP? Reasonable frame rates can be
>had with the DSP in the Falcon.
>
Yes, it's the DSP version I'm talking about. I'm sorry I wasn't very clear
about that...

>AFAIK, ST-Guide will display IMG files, and that's about it. I think an

Some Finish guy pointed out to me that it's 1ST-Guide, and not ST-Guide that
displays MPEG-files. However, the latest version DOES display MPEG-files.

Christer.
--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

4268. Re: Urgent: any flex library compiled for Pure C ?

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 15:43:22 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cwsozv.3rI@westminster.ac.uk>
Source record: 180111

grellier@curie.imag.fr wrote:
: I'm thinking of using flex tool, but I don't have the associated
: library. So where can I find it in order to compile it for Pure C,
: or is ther anyone ready ?

You may grab the GNU Flex, version 2.3.7 binaries and sources from
micros.hensa.ac.uk.

Path:

micros/atari/tos/o/o048/

files:

flexb237.zoo
flexs237.zoo

Hope this helps.

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

4269. Re: Falcon sound to Hi-Fi???

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 16:04:26 UTC
From: teh@unix.brighton.ac.uk
Message-ID: <1994Sep27.160426.15778@unix.brighton.ac.uk>
Source record: 180136

If you hi-fi has CD in then that is what you want, just take the falcon headphone to the CD in (or AUX) port of your hi-fi.

Otherwise you need to plug it into the mic of your hi-fi, but the levels will be wrong, so you'll have to be carefull not to blow anything!!

Tom.

4270. Re: Any voice mail software for the ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 16:27:20 UTC
From: putney@suburbia.apana.org.au
Message-ID: <putney.780683240@suburbia.apana.org.au>
Source record: 180058

Darren.Trutzenbach@f616.n2605.z1.fidonet.org (Darren Trutzenbach) writes:

>In a message of 17 Sep 94 17:24:11, Putney@suburbia.Apana.Org.Au wrote:

>P> I just bought a voice mail capable modem. I understand that I can use it
>P> like an advanced answering machine with the right software. Does any
>P> software like this exist on the st ?.

>Hi, i have looked for the same thing, the only ATARI computer that has voice
>mail software/Hardware available is the Falcon, due to the Direct to disk
>recording possibilities of it.

Hi,

Thanks to the help of a couple of people on this newsgroup I know now
for a fact that at least one software package supports voice-mail for the Atari
st. This package is called Coma,it's shareware and the latest version is 2.4.
It can be found on ftp.uni-kl.de in the pub/atari/incoming dir. You dont
actualy need a dsp chip as there is already one in your modem It does the
digitising, and spews the data down your modem port. The software then deals
with this data accordingly. As yet I have not actualy worked out how to use
Coma as it is a package with all german instructions, which I don't understand.
From what I have been able to work out though it most definitely does
voicemail. Wether it is compatible with the chipset in my modem, a Linelink
144e, I do not know.
If anybody knows wether there is an english translation type file
for Coma or the authors e-mail address, please let me know.

Many thanks,

putney@suburbia.apana.org.au

--
---
suburbia.apana.org.au
Suburbia Public Access Unix - 24 Hr Internet Connection - +61 3 596 8366
==========

4271. SC1224 for sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 16:30:55 UTC
From: rhett@bigwpi.WPI.EDU
Message-ID: <369hbv$i1i@bigboote.WPI.EDU>
Source record: 180112

I have a SC1224 color monitor for sale. It's one of the older ones,
runs a little warm, but I have never had any problems with it.
Would like to sell it for $90 which includes shipping.
reply via email if interested.
rhett@wpi.wpi.edu

4272. Re: 56 KBPS terminal software

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 17:05:41 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <369jd5$bpk@mailer.fsu.edu>
Source record: 180115

mclambl@ids.net wrote:
> I am looking for a terminal program that will let me run up to 56 kpb
> kbps on my 1040STf. So far I'm stuck at 19.2. Is this a hardware
> limitation, or just a matter of finding the the right software.

This is a hardware limitation. It can be improved upon via several hardware
modifications (57600 is pretty fast for an 8mHz processor, though), plus
a bit of special software that will allow you to use the higher speeds in
just about any program. Check out /Utilities/Tosfixes/RSVE_1.LZH and
/Telecomm/turbors.lzh via ftp from atari.archive.umich.edu.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4273. Re: Wanted: Spectrum 512 Paint Program

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 17:09:23 UTC
From: jws4p@Virginia.EDU
Message-ID: <Cwsszo.27B@Virginia.EDU>
Source record: 180121

I have located someone who is willing to sell SPECTRUM, so you
can disregard my notice.
-John Stanmeyer

4274. Re: Connect dead?

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 17:41:45 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <369lgp$bpk@mailer.fsu.edu>
Source record: 180118

Wolfgang Wander (wwc@dxhrb3.desy.de) wrote:
> Well the HELP key is always a good choice to get information on the
> currently active window. Certainly there is a big set of options to
> set in this dialogs and as far as they are related to Connect I think
> they are described in the manual as well as in the (HELP-key obtainable)
> online help. Modem specific things like your atdt#| cannot be covered
> there...

When one hits HELP in the dialing dialog, there is no easy way to get to the "modem reactions" help page (it does mention the modem setting buttons, but it is not a clickable entry). This page is available in the full index of help pages, and IMHO it would be a good idea to make it available directly from the dialing dialog help page. So, I'm just suggesting the addition of a clickable "link" in that page, to something you already have.

As for the modem specific thing, atdt#| will work for a very large percentage of US users, and I believe the default will not. I was thinking along the lines of adding a single line like "US users: try atdt#| if dialing doesn't work". I do understand your desire to make the help pages as modem-independant as possible, though. The thing that took me awhile to figure out was the "#" and "|" characters.

Heck, I'm not complaining, because I now have the manual. However, I would think that you would want new US users to be able to try CoNnect out, and to do that they need to be able to dial phone numbers correctly. I have seen it mentioned a couple of times that "I couldn't get CoNnect to dial properly, so I gave up". I'd hate to think that folks are missing out on this great program because they cannot see it in action.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4275. Falcon sound to Hi-Fi???

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 18:30:14 UTC
From: Program@sterbbs.nl
Message-ID: <07434ULPARWSMCFWNDC@sterbbs.nl>
Source record: 180119

pd>Is it possible to put the sound through my stereo?
pd>Do I just need two cables connecting the corresponding microphone
pd>and headphones sockets together. (I realise this is far too easy
pd>to work :))

It's as easy as that.

Frits.

Frits van den Akker = program@sterbbs.nl = program@STR
JFA Software = Internet = MAJORNET

* TailMail 2.1 #031 *

--
|[From]===|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

======================== !!! Automated Notice !!! ======================
E-mail replies to this user should have the following on the first line
of message text: TO: Program
==

4276. Re: Know a good comms prog ?

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 18:30:15 UTC
From: Program@sterbbs.nl
Message-ID: <07433KPXKGKFLFHJWKR@sterbbs.nl>
Source record: 180120

Since a little while I use STarCall. It's a very good German program.
It support TTY, VT52, VT100, VT200, VT220 and ANSI. You can select the
hardware your modem uses and lots of other things.
It's for all Atari ST,TT and Falcons, works with MultiTOS and is
very beautiful.

I don't know if you can ftp it somewhere; I can't, so I can't put it
somewhere...

Frits.
* TailMail 2.1 #031 *

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

========================= !!! Automated Notice !!! ======================
E-mail replies to this user should have the following on the first line
of message text: TO: Program
==

4277. ST software for sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 19:45:10 UTC
From: ksinner@earth.execpc.com
Message-ID: <369so6$h1r@homer.alpha.net>
Source record: 180122

ST stuff for sale:

All prices are amount indicated OR BEST OFFER.

Software:

$5.00 Shadowgate (with docs and box)
$7.50 Elite (with docs and box)
$5.00 Dragons of Flame (SSI) (with docs and box)
$3.00 Temple of Apshai Trilogy (Epyx) (with docs and box)
$5.00 The Bard's Tale 1 (with docs and folder, plus special ramdisk program)
$7.50 King's Quest II: Romancing the Throne (Sierra On-Line)
(with docs and half the box)
$5.00 Starglider (Rainbird) (with docs and box)
$5.00 Airball (Microdeal) (with docs and box)
$10.00 Ultima V: Warriors of Destiny (Origin)
(with docs, box, map, and little metal thingy)

$10.00 GFA BASIC 3.0 (Michtron) (with docs and box)
$4.00 Flash 1.5 (with docs and folder)

Hardware:

$5.00 Monitor Master color/monochrome monitor switch (Practical Solutions)

You pay shipping.
Reply via email to ksinner@execpc.com

4278. Atari books/magazines/disks for sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 19:50:32 UTC
From: stevema@trills.EBay.Sun.xOM
Message-ID: <369t28$l32@male.EBay.Sun.COM>
Source record: 180123

```
For Sale:

38 START magazines, each with a disk
- Summer 1986 thru April/May 1991
- list was $14.95 each
- make offer

Compute! ST Programmers Guide
- list 16.95

Volume 2 - Atari Internals
- $5 plus postage

Volume 5 - Atari ST Tricks and Tips
- $5 plus postage

Steve Marcotte
PO Box 303
Sunol, CA 94586

/\
\\ \ Steve Marcotte
\ \\ / Sun Microsystems, Inc.
/ \/ / / Software Engineer
/ / \//\ 2550 Garcia Avenue
\//\ / / Mountain View, CA 94043 M/S:MIL3-76
/ / /\ / Phone:(408) 276-4244 (external)
/ \\ \
\ \\ EMail: steve.marcotte@EBay.Sun.COM
\/
```

4279. Re: *** Can't delete two file on hard driv

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 20:08:35 UTC
From: dsims@Eng.Sun.COM
Message-ID: <369u43$bbf@engnews2.Eng.Sun.COM>
Source record: 180130

Hi:

Mys sister has a 1040ST with a dead mouse. Is there a good source of
inexpensive replacment mice for this machine, or can I get a standard
PC mouse and adapt it with a plug converter or cable?

Also I am curious if there a FAQ for this newsgroup available.

Thanks

Dwain Sims
SunSoft SE
Mail Stop: MPK03-207 SunSoft, Inc.
Phone: (415) 688-9509 140 Scott Drive
Fax: (415) 688-9527 Menlo Park, CA 94025
Internet: dwain.sims@eng.Sun.COM

4280. Hi!

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 20:53:00 UTC
From: christian.mittendorf@space.ct.se
Message-ID: <fnt_2.203.202$fidonet.org_2e8886c0_Christian.Mittendorf@ct.se>
Source record: 180063

Hi Carsten!
Ich wei�t jetzt nicht ob das ganze so funktioniert oder ob
diese Mail in den weiten der Netze untergeht. So Du diese Mail
wirklich liest so antworte doch und schreib mir was sch�nes :-)
(Ich will meine Maus hier in Schweden! Ob so etwas m�glich ist?)
Hejdaa!
Christian

4281. Atari Archives...

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 21:18:35 UTC
From: jws4p@Virginia.EDU
Message-ID: <Cwt4Iz.8KA@Virginia.EDU>
Source record: 180125

What Atari archives are out there besides Merit (umich) and
Hensa?
-John

4282. STE hardware/software for sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 21:40:44 UTC
From: jeffmay@magnus.acs.ohio-state.edu
Message-ID: <36a3gs$ap4@charm.magnus.acs.ohio-state.edu>
Source record: 180124

I'm posting this for a friend. Please direct responses
to the phone number given below.
--Jeff

Atari Mega Ste

I will accept the best offer on all of the following items,
the first offer of the price listed will automatically be
accepted as the high offer for the item.

atari mega ste with 4mb of ram
210mb hard drive
keyboard and mouse.....$900.00

NEC 15" multisync monitor (atari or ibm).....$275.00

Toadswitch resolution switch.....$ 25.00
black and red high res beetle mouse.....$ 10.00
A B printer switch w/cable.....$ 5.00

Software

Multitos.....$ 45.00
NVDI.....$ 55.00
SpeedoGDOS.....$ 20.00
Diamondback II.....$ 25.00
X Boot 3.....$ 25.00
Speedo font pack (50).....$ 20.00
Codekeys.....$ 10.00
TBX Cad.....$ 15.00
Superbase Personal.....$ 20.00
Atariworks.....$ 65.00
Calligrapher 3gold.....$100.00
Calligrapher fonts (free w/calligrapher).....$ 0.00
Defender of the Crown.....$ 1.00
10th frame (bowling).....$ 1.00
AD&D heroes of the lance.....$ 1.00
The Pawn.....$ 1.00
Chessmaster 2000.....$ 1.00
Phantasie I,II & III.....$ 3.00

.all manuals included,exact shipping charged
David S. Smith
4227 Rickenbacker #627
Whitehall Ohio 43213
(614)235-8809
serious inquiries call collect evenings EST

4283. Re: Falcon sound to Hi-Fi???

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 21:53:16 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <Cwt64t.Mz5@exeter.ac.uk>
Source record: 180126

In article <366gka$gqu@lyra.csx.cam.ac.uk> pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:

> Is it possible to put the sound through my stereo?
> Do I just need two cables connecting the corresponding microphone and
> headphones sockets together. (I realise this is far too easy to work :))

It is highly unlikely that you can connect the headphones socket on the Falcon to the Mic socket on the hifi. The falcon's output is too high. Look for an AUX or TAPE input on the hifi and use that instead.

> The stereo has headphone and microphone sockets (same as the falcon) and
> I think a CD-in socket (or maybe CD out?). I'll have to check this.

Don't use the CD-in socket - you'll damage it!

> While I am at it, I might take the machine apart and disconnect the
> internal speaker which does nothing except really annoy me. Especially
> when it decides to turn itself on at full blast when playing some games...

Good plan - it unplugs easily.
--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 |
+-------------+---+
| D2D version of SuperSam due to be released real soon now! |
+---+

4284. Re: Papyrus, SpeedGDOS

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 22:23:14 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Sep27.222314.23388@abo.fi>
Source record: 180127

In <3651vi$j4n@brachio.zrz.TU-Berlin.DE> chris@buran.fb10.tu-berlin.de writes:

> In article <9861@falcon.ukc.ac.uk> jpb3@ukc.ac.uk (J.P.Beranek) writes:
> >
> For a version appearing end of this year we plan to support 3D effects
> in dialogs on TOS versions that allow it and using system fonts of different
> sizes in MultiTOS. A possible side-product of this could be that it works
> right in 640*200, but I can't promise that. Sorry, but there aren't that
> many people that do word processing in this resolution, and designing dialogs
> for medium resolution too restricts all dialog objects to character positions,
> which is quite a severe restriction. But maybe I'll find a trick.

First, I finally got my copy of Papyrus Gold 3.55 (English version) - and I can hardly tell how impressed I am..! It's superb - it's so good that EVERYBODY should get one immediately ;-) ! Well, I use it partly for DTP, and it does even _that_ very well... My comparison is Calamus SL, so not bad! Still, even the best might be improved: a couple of questions and suggestions:

- Papyrus doesn't work under Geneva. The horiz. ruler freezes the program when on; without it Papyrus works even with Geneva. Is the problem in Geneva or Papyrus - and will there be a solution..?

- Is there any way to delete a single word with a keyboard shortcut? The (english) manual, though is good, doesn't help much in this. The method it describes, actually deletes a whole line... ;-((CTRL-del)

- Can one create tab points automatically, e.g. you set one point and Papyrus creates the following tabs by a fixed distance (e.g. 5 spaces) ? That would be important for some of us.

- CVG support would be GREAT, and so would EPS support..!

- I personally would _very much_ appreciate support for Microsoft Word for Windows and Word Perfect 5/6, if possible at all... There are no Atari programs capable of importing these text formats directly; still, very many people use them daily. RTF is good, but... Any hope?

I hope Papyrus will succeed great, because with programs like these, Atari will definately survive. Why buy a PC or Mac when we have stuff like this..?

4285. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 23:02:47 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cwt9Cn.3I6@cix.compulink.co.uk>
Source record: 180128

> > Atari decided that the TT030 is not fast enough to run X. They were
> > correct.
>
> They were completely wrong. The TT is quite capable of running X just
> fine. (There is at least one commercial port that achieves quite
> respectable benchmarks)

I think it also depends on whether the TT is to be used as an X server or
both a client and a server.

AFAIC its up to being both.

:-)

Roland.

@CiX

4286. Re: ACSI trouble

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 23:02:49 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cwt9Cp.3Ir@cix.compulink.co.uk>
Source record: 180129

> based programs will not tolerate a HD in the loop. I rearly do not
> know what you can do about this problem. The only thing I can suggest
> is that someone mentioned an Atari SCSI controller, I was not aware
> that Atari made a SCSI controller, but as i said someone mentioned
> it a couple of days ago. I presume that an Atari controller would
> work on the MSTe.

Another thing you could do is to replace the internal MSTE SCSI host adaptor with an ICD one.

My MSTE has an ICD MICROSCSI adaptor in it to drive the main HD. I can then add an external HD connected to an ICD ADDSCSI+ controller. This works fine. It even works if I have a CD-ROM as well as the second HD on the ADDSCSI+.

Roland.

@CiX

4287. Re: LP Timer program.

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 23:31:16 UTC
From: jwatkins@cix.compulink.co.uk
Message-ID: <CwtAo4.5HL@cix.compulink.co.uk>
Source record: 180132

>Has anyone out there written a little program to add up minutes and
>seconds?

Try the 'ProCalc' accessory calculator. This can do
Hours:Minutes:Seconds calculations (as well as Hex, Octal, Binary,
scientific functions, etc).

John.

4288. Mouse needed for 1040ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-27 23:33:07 UTC
From: dsims@Eng.Sun.COM
Message-ID: <36aa3j$daq@engnews2.Eng.Sun.COM>
Source record: 180131

{sorry for the previous mistitled posting}

Hi:

Mys sister has a 1040ST with a dead mouse. Is there a good source of
inexpensive replacment mice for this machine, or can I get a standard
PC mouse and adapt it with a plug converter or cable?

Also I am curious if there a FAQ for this newsgroup available.

Thanks

Dwain Sims
SunSoft SE
Mail Stop: MPK03-207 SunSoft, Inc.
Phone: (415) 688-9509 140 Scott Drive
Fax: (415) 688-9527 Menlo Park, CA 94025
Internet: dwain.sims@eng.Sun.COM

4289. Re: Mega ST info wanted

Newsgroup: comp.sys.atari.st
Date: 1994-09-28 00:36:44 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EI3BAHVG@ttgk.textlitho.nl>
Source record: 180086

In <368ajp$iko@usenet.INS.CWRU.Edu> Bartlomiej Jaszcz wrote :

>hopper_t@msupa.pa.msu.edu wrote:
>: Peripheral co-processor slot (for 68881 math co-processor, etc) (not used
>: by almost any software)
>
> are you sure? i have a mega and i've never seen such a thing (slot)

Atari did make a special 68881 Coprocessor board for the Mega's, it was placed in the bus expansion slot. So there was (is) no special socket for a coprocessor on the Mega. I think the author got confused with the Mega STE series which do have a coprocessor socket.

Gert

--

-- --
Atari TT-Point
-- --

4290. WANTED: SoftWare for Discovery Cart!!

Newsgroup: comp.sys.atari.st
Date: 1994-09-28 00:53:28 UTC
From: bensmith@teleport.com
Message-ID: <36aeq8$mhu@linda.teleport.com>
Source record: 180143

I'm looking for the SoftWare that scans the Disk I'm copying with my
Discovery Cart and the writes a Custom Control Backup File to help copy
any of my Copy-Protected Software. I heard it's version 3.0

Please reply in E-Mail. My Address is bensmith@teleport.com

--Thanks--
---Ben---

--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

4291. Re: Mega ST info wanted

Newsgroup: comp.sys.atari.st
Date: 1994-09-28 01:36:47 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <36ahbf$k4e@msuinfo.cl.msu.edu>
Source record: 180138

In article <368ajp$iko@usenet.INS.CWRU.Edu>, jaszcz@dewey.EEAP.CWRU.Edu
(Bartlomiej Jaszcz) writes:
>hopper_t@msupa.pa.msu.edu wrote:
>: Peripheral co-processor slot (for 68881 math co-processor, etc) (not used
>: by almost any software)
>
> are you sure? i have a mega and i've never seen such a thing (slot)

Well, no I'm not, but according to the Atari Compendium, it does. No clue
as to where it is under the hood.

>: ones shipped with TOS 1.62.
>
> 1.04 (or 1.4) was the last version for the old ST's ...

As several people have pointed out, 1.04 was for the STs, 1.06 for the
STEs. My mistake.

Tom
hopper_t@msupa.pa.msu.edu

4292. Re: COBOL for the ST - help needed!

Newsgroup: comp.sys.atari.st
Date: 1994-09-28 02:15:56 UTC
From: frank@theshack.demon.co.uk
Message-ID: <940928Z021556.036frank@theshack.demon.co.uk>
Source record: 180144

In article <CwqBoL.E6D@westminster.ac.uk>
richara@westminster.ac.uk "Alan Richardson" writes:

> As far as I know. If you were desperate then you could probably get
> a LEX and possibly a YACC source to parse it, but I don't think
> that there are any other compilers.

Hmmm... I don't think it's worth going to all the trouble, to be honest
:>

> I haven't used it for ages. I used it for a while and then swapped
> to a PC COBOL under PC Emulation. A much better bet.

Yep, I agree, that's exactly what I'm about to do.

> The Nevada cobol is really old and fairly limited. But it really
> depends how advanced your COBOL is going to be. There are PD and
> shareware COBOL implementations for the PC so if you have a PC\
> emulator I would recomend them before shelling out for Nevada.

I've actually got an old floppy-based PC here, so I'm going to have to
knuckle down and use that. Th eother alternative is my old copy of
PC-Ditto... Yikes! :-)

> But if you don't have a PC emulator then Nevada is your only option
> and it will allows you to get to grips with the language. But
> prepare yourself for a trip to the past.

Exactly, which is why I wasn't keen on tangling with CP/M all over again
after so many years...

> How much do HiSoft sell it for these days?

Believe it or not, still at 49.95ukp! Astounding, but then they know
it's the only semi-ST based COBOL system.

> I don't think they supply the emulator with it either!

They do now, or so they told me last week when I rang them. Nope, I'm
leaving Nevada alone and using a freeware compiler on the little PC.
Cheers for the feedback!

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

4293. Spectre GCR for sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-28 04:51:02 UTC
From: Gordie Meyer <biblinski@delphi.com>
Message-ID: <Rq-1wzO.biblinski@delphi.com>
Source record: 180145

I've got a Spectre GCR for sale. I've run the program to see if the cart works, but never managed to take the time to get a system disk. And, it doesn't look like I'll have time in the future. So, I'm willing to part with this system expander for $200. I'll pay the shipping, and as an added bonus, I'll throw in the ROMs, too. <g>

If you're interested, drop me email.

--Gordie

p.s. By the way, excuse my apparent chauvinism... That's $200 US.

4294. ST Software for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-28 05:13:46 UTC
From: mlake@dgs.dgsys.com
Message-ID: <36au2a$mpd@DGS.dgsys.com>
Source record: 180146

ST Software for sale (all items come with original disks and docs
except where noted):

Shanghai (no docs) 4
Vampire's Empire 3
C.O.L.R. Object Editor 3
Targhan 4
California Games 4
Black Lamp 4
Elvira I 10
Elvira II 13

Please add $1 per order to help cover shipping.

Marshall Lake
POB 7332
Washington, DC 20044-7332
Tel 703-533-2132
Fax 703-538-4598
Internet mlake@dgs.dgsys.com
CIS 73717,3174
GEnie MLAKE

--
Marshall Lake
mlake@dgs.dgsys.com

4295. Atari STe for sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-28 05:54:28 UTC
From: tony_walker@cyberstore.ca
Message-ID: <tony_walker-2709942154280001@ylw-ppp-5.cyberstore.ca>
Source record: 180142

```
Atari STe with 4 Megs of RAM
Megafile 30 (30 Meg HD)
Colour or Mono monitor
Lots of software

Anyone interested?
email to Tony Walker
tony_walker@cyberstore.ca
```

4296. Re: Printer redirector wanted

Newsgroup: comp.sys.atari.st
Date: 1994-09-28 10:11:59 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <36bfhf$pf@infa.central.susx.ac.uk>
Source record: 180150

David L Watson (dw4g+@andrew.cmu.edu) wrote:
: Excerpts from netnews.comp.sys.atari.st: 17-Sep-94 Re: Printer
: redirector wanted Joakim Nordlander@fizban (801)

: > There's is a CPX (german ofcourse) that is sort of "all your printer needs".
: > It includes spooler etc. and it can also redirect output to any file you want.
: > I have tried it from Calamus and it works fine.

: So does this mean there's a way to get Calamus to output a postcript
: file suitable for re-printing to a postscript printer?

: David

Not unless you get the bridge module for S or SL.

steven

4297. IBM 8514 monitor

Newsgroup: comp.sys.atari.st
Date: 1994-09-28 12:56:14 UTC
From: rahin@scs.leeds.ac.uk
Message-ID: <rahin.33.000DFA53@scs.leeds.ac.uk>
Source record: 180149

I've got hold of a IBM 8514 colour monitor suitable for PS/2 computers.
I am interested to convert this for use with a Falcon as a SVGA monitor.
Can anyone help me with the specs as well as the pinouts for the 8514
monitors please ?

- Rahin
(rahin@scs.leeds.ac.uk)

4298. Cubase Audio sys requirements

Newsgroup: comp.sys.atari.st
Date: 1994-09-28 13:07:29 UTC
From: urbansky@bailey.com
Message-ID: <CwuCGH.HHu@bailey.com>
Source record: 180147

I currently have a Mega ST4 which I run Dr.T's Omega II, X-oR, Hitman and a few other MIDI things on. I plan on getting either a PowerMac or a Falcon to do hard disk recording of digital audio. I would most likely keep my Mega as the master sequencer so that I can still use the SMPTE (I have a Phantom) and also to reduce load on the PowerMac/Falcon.

What I would like to know is -- what are the system requirements for Cubase Audio Falcon? Exactly how many digital audio tracks will it do? I've heard everything from 4 to 16 and i'm not really sure which is right. How much RAM/hard disk does it need, and what type of hard disk can it record to -- IDE, SCSI, both? Is there _any_ difference in sound quality between recording on the IDE vs. the SCSI drive? Is there a difference with respect to number of tracks when using the IDE vs. the SCSI?

I've read about Cubase Audio Falcon and a problem it has when recording digital audio to hard disk partitions larger than 256MB -- has this been remedied? Am I going to have a "glitch" in my music if I record more than 256MB of digital audio while a switch is made to the next hard disk partition (this would be bad)?

And some other questions -- how is the sound quality of the Falcon with respect to digital audio? Will it sound as good as a high-end sampler like an Akai (16-bit)? This is the ONLY THING I would use the Falcon for hence it is the most important feature to me. If it doesn't stack up as far as sound quality, there is no reason for me to buy it.

What if I want to externally mix/process digital audio tracks recorded on the Falcon? Say I record 8 tracks, and I want to send 2 of them through my SGX 2000. How would I get these two tracks out of the Falcon without the rest? Do I need extra hardware for this? If so, will this extra hardware work with Cubase Audio Falcon?

John

4299. Atari and Sega bury the hatchet

Newsgroup: comp.sys.atari.st
Date: 1994-09-28 13:58:09 UTC
From: ritz@ritz.mordor.com
Message-ID: <CwuEsy.G42@ritz.mordor.com>
Source record: 180077

[reprinted without permission from Dow Jones News Service]

TOKYO -DJ- Sega Enterprises Ltd. and Atari Corp. (ATC) settled their disputes and formed an affiliation that includes several agreements designed to serve as the basis of future working arrangements between the companies.
In a press release, the companies said Sega will buy about 4.7 million Atari common shares for $40 million and will receive worldwide, non-exclusive rights with certain exceptions to Atari's library of patents, a number of which extend beyond the turn of the century.
The companies said the agreement covers Sega, its units, licensees and customers for more than 70 U.S. patents and applications, for a fully prepaid royalty to Atari covering the remaining 7 years of certain patents, amortized at about $7 million per year. Atari will therefore receive a total of $50 million, less contingent attorney fees and costs, the companies said.
Sega and Atari said they will enter into software license agreements for a specified number of games that would be made available on each company's current and future platforms.
The companies also said Atari will dismiss its legal proceedings against Sega, and each company will release all claims against the other. As reported last year, Atari filed a patent infringement suit against Sega.
The companies said the agreements are subject to approval by the U.S. Department of Justice and the Federal Trade Commission under Hart-Scott-Rodino and to certain other conditions.

--
Christopher Mauritz | Ask me about public access unix
ritz@mordor.com | and interactive internet services.
Mordor International BBS | BBS: (201)433-7343,(212)843-3451
Jersey City, NJ | FAX: (201)433-4222

4300. Re: SCSI Ethernet on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-09-28 14:19:46 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <36bu22$e36@charm.magnus.acs.ohio-state.edu>
Source record: 180068

I'm here just back from break. Ok.

Question: Does Tuw-TCP handle SCSI or parallel ethernet adaptors?

Answer: Not directly out of the box. But I'm fairly certain that you could get one to work. They included the source code to the packet drivers so that the user could recompile to have it work with their specific card. This I believe is the saving grace, I could be wrong but I believe that if you were to edit the NIC* pointers to which ever port you want to use you would be well on your way. You of course would need to know C and have a card to play around with...

I don't know how much more help I can be, as I don't have a ethernet card, anyone want to send me one ;) I have looked through the code and it is pretty straight forward. If you have anymore questions about it fire away, I'm sure one of us around here can figure it out.

As far as the german goes... "Deutsch ist nicht so schwer, als Mann kann deutsch."

Dan Ackerman
baldrick@terminator.rs.itd.umich.edu

4301. J. Diebold wanted

Newsgroup: comp.sys.atari.st
Date: 1994-09-28 14:34:14 UTC
From: kemeny@rhrk.uni-kl.de
Message-ID: <1994Sep28.143414.23073@rhrk.uni-kl.de>
Source record: 180051

Hallo,
I m looking for Josef Diebold who has written Monoklin (like Schakal). He has changed his adress and I only have the old one (Allensbacherstr. 14/Allensbach/ Germany)
Answer please as an PM

Greetings Gunther

--

4302. Re: Cubase Audio AIFF format?

Newsgroup: comp.sys.atari.st
Date: 1994-09-28 14:35:13 UTC
From: l3464@dc.dk
Message-ID: <l3464.7.000E96B8@dc.dk>
Source record: 180148

In article <EIZNEFUUUp@dksoft.ping.dk> Kim@dksoft.ping.dk (Kim Andersen) writes:
>In <CwL15H.Cvr@exeter.ac.uk> D.L.Hastings wrote :

>>
>>Can anyone give me a full breakdown of the AIFF sound sample file format
>>as implemented in Cubase Audio? Several people have requested I add it
>>to my sample editor (SuperSam), but I am unable to find a description of
>>it.
>>
>>Is there an email address for the people who wrote/released Cubase?
>>Thanx,

>Hi Dan.

>Try nidihelp@cix.compulink.co.uk and i'm sure Vic can help you in some way
>as they (Club Cubase Uk) is in close contact with the cubase team

As far as I understand the AIFF format is some kind of standard MAC format, so
if you don't find out anything here try a MAC group.

Good luck, I look forward to seeing the results!

4303. Re: UK SALE STe System

Newsgroup: comp.sys.atari.st
Date: 1994-09-28 15:11:25 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <36c12t$553@infa.central.susx.ac.uk>
Source record: 180069

Steven Constantine (kaps3@central.susx.ac.uk) wrote:
: I have the following system for sale and will onl;y let go as a whole:

: 4Mb Ste (TOS 1.6)

**** and a spare 1Mb STfm ****

: 52Mb Quantum SCSI Hard Drive (9 mnths old)
: Trust Monochrome (Hi-Res) Monitor (6 mnths old)
: 400 DPI mouse (6 mnths old)
: Neodesk 3.04 Replacement Desktop

**** and Calamus DTP ****

: Much Shareware and PD software:
: including GCC 2.5.8 C compiler installed.

: Many Games.

: Everything is boxed with manuals.

: Cost over 800 pounds new, will settle for 350 O.B.O (sensible - i'm
: looking for an excuse NOT to sell!!).

: Contact kaps3@central.susx.ac.uk

: (University of Sussex, Brighton, E.Sussex)

: If people require, the system can be moved to nr Oxford.

4304. Re: dsp programmation

Newsgroup: comp.sys.atari.st
Date: 1994-09-28 15:52:41 UTC
From: to@ansserv.osir.hihm.no
Message-ID: <TO.94Sep28165242@ansserv.osir.hihm.no>
Source record: 180052

In article <402@lacerta.sxb.bsf.alcatel.fr> sallafra@col.bsf.alcatel.fr (laurent sallafranque) writes:

>Could anybody tell me why sometimes when I use DspLoadProg, my falcon crash (I mean >it returns me -1), and sometimes it works well. If I use DspExecProg, my programme always work well. THANKS

The problem is most likely that you haven't done the Mshrink at the start of your program that is needed because DspLoadProg needs to Malloc some ram to do it's tricks. You should also check the DSP lock to see if some other program is using it.

Hope this helps

Torbjoern

4305. Re: Papyrus, SpeedGDOS

Newsgroup: comp.sys.atari.st
Date: 1994-09-28 16:46:55 UTC
From: oberle@informatik.uni-koblenz.de
Message-ID: <36c6lv$qo6@newshost.uni-koblenz.de>
Source record: 180053

In article <1994Sep27.222314.23388@abo.fi>, THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK) writes:
|> In <3651vi$j4n@brachio.zrz.TU-Berlin.DE> chris@buran.fb10.tu-berlin.de writes:
|>
|> > In article <9861@falcon.ukc.ac.uk> jpb3@ukc.ac.uk (J.P.Beranek) writes:

(stuff deleted)

|> even
|> the best might be improved: a couple of questions and suggestions:
|>
|> - Papyrus doesn't work under Geneva. The horiz. ruler freezes the program when
|> on; without it Papyrus works even with Geneva. Is the problem in Geneva or
|> Papyrus - and will there be a solution..?

I think that this rather is a problem of Geneva. papyrus is known as
a very clean program, which runs both under MultiTOS and MagiC.

|> - Is there any way to delete a single word with a keyboard shortcut? The
|> (english) manual, though is good, doesn't help much in this. The method it
|> describes, actually deletes a whole line... ;-((CTRL-del)

Why don't you use the shortcuts to mark a character/word/sentence/paragraph
and press <CTRL-X> after that? In the german version, there are the following shortcuts:

ALT-C mark a character
ALT-W mark a word
ALT-S mark a sentence
ALT-A mark a paragraph
ALT-Y mark a page (<- I hope I'm not wrong here)

Except of ALT-Y, I frequently use them, and I'm quite satisfied with that.

|> - CVG support would be GREAT, and so would EPS support..!

There is at least an indirect way for CVGs: X-Act Draw.
If you should work frequently with vector graphics that
you need for DTP work with papyrus, this program is a
good buy.
It can import CVGs and save them as GEM-Metafiles which
can then be very easily imported into papyrus (GOLD only),
e.g. by marking every object, pressing <CTRL-C> to copy
the objects to the GEM clipboard, starting (or switching to)
papyrus and simply pressing <CTRL-V>. It couldn't be easier.

|> - I personally would _very much_ appreciate support for Microsoft Word for
|> Windows and Word Perfect 5/6, if possible at all... There are no Atari programs

|> capable of importing these text formats directly; still, very many people use
|> them daily. RTF is good, but... Any hope?

Well, isn't RTF already a good way to exchange files with Word?
What's wrong with it?

Regards,

Christoph

4306. FREE Atari ST Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-09-28 17:01:11 UTC
From: mdm@esl.com
Message-ID: <36c7gn$fq2@gatekeeper.esl.com>
Source record: 180054
Cross-posted to: ba.market.computers,comp.sys.atari.st

I have an old Atari 520ST 512K RAM that is broken. It boots and runs fine, you can even run mouse only software, but the keyboard does not work.

I don't really need it anymore and would be happy to give it away or part it out rather than toss it in the garbage. Due to my current work schedule I won't have time to ship anything for at least a month, so anybody willing to come get the stuff can have it for free. I live in Cupertino and work in Sunnyvale and will be happy to meet people in either spot.

Here's the list of stuff:

Hardware:
1 Atari 520ST 512K RAM (Broken keyboard)
1 Atari SM??? Monochrome Monitor
1 Atari Mouse
2 360K SS External Disk Drives
1 720K DS External Disk Drive (3rd party)
1 1200 baud VolksModem

Software:
LDW Power Spreadsheet
Metacomco Pascal Compiler (This is really old!)
Thunder Spellchecker

Games:
Breach
Sundog The Frozen Legacy
Temple of Apshai Trilogy
Simcity
Empire
Brattacus

There's a lot more games than I listed above, I just can't remember all the titles. Most of it is pretty old though. I think I have all the manuals still, but none of the original boxes.

If you're interested in any of this feel free to contact me at:
e-mail: mdm@esl.com
Work: (408)752-2890

Michael Matthews
TRW Business Intelligence Systems
mdm@esl.com

4307. ***** 1040 and 520ST system For Sale *******

Newsgroup: comp.sys.atari.st
Date: 1994-09-28 17:25:30 UTC
From: gathings@cs.utk.edu
Message-ID: <36c8uaINNm3c@duncan.cs.utk.edu>
Source record: 180059
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

F O R S A L E

Item Desc Asking Price

Atari 520stfm 512k ram
system mouse, internal 3.5"
drive (ssdd)
68000 main processor
with communcation
software and books $150
(GEM programming etc.)

Atari 1050stf 512k ram (other 512k $250
in above system
mouse internal 3.5"
drive (dsdd)
68000 main processor
with communcation
software and books
(same as above)
SC1224 color monitor
sf354 and sf314
external floppy drives.

Atari 1200XL 64k ram /books $30

Note: All prices Negotiable.
I would like to sell system as a system and not break up.
If not sold with the week, I will junk.

Golando

4308. useful auto prgs/ACCs?

Newsgroup: comp.sys.atari.st
Date: 1994-09-28 18:00:11 UTC
From: hallvart@ifi.uio.no
Message-ID: <36cavb$9rj@baugi.ifi.uio.no>
Source record: 180073

I have an STE with TOS 2.06 and 2MB RAM. As I don't have a hard disk
I use about 1MByte for a RAM disk, and always start up with a startup
disk I've made.
On this disk I have various useful utilities, like in the auto folder:

-automouse (mousekamania)- let's you use custom mouse pointers, even
moving ones!
-Selectric alternative file selector, with copy/move/delete functions
etc. so you can do that within a program!

-HD_fdc changes the step rate for HD drives, but I need it for my 720K
drive since TOS 2.06 made it very noisy! This helps
-noclick removes the annoying keyclick!
-fuji shows a rotating "Fuji" (the Atari symbol) in the top left hand
corner, so you can see if the computer's "locked"/"frozen" or
not, and looks pretty cool too!
-silkmouse mouse accelerator and screen saver with lots of features

for ACC I have the following:
-Chameleon (2 of them!) for loading/unloading (most) accessories without having
to reboot the computer and installing new accessories all the time.
-Mdisk reset-survivable RAM disk
-N_capslock (I think that's the name) shows if the capslock is on or off by showing
a black or white box in the upper right corner (does anyone know if this
is available as a prg that can be put in the auto folder?
-mauswindow window-topper; you don't need to click on the new window to access it, just
moving the mouse to the window you want to use will highlight it!
(it would be nice to also have this one as an "auto" program)

on the disk I also have a nice text editor called
-7up, which is a program, and also
-Edith 1.0 which can be used as an accessory.
-DCxtract for decompressing files
-renameit for renaming files with "nonstandard" characters
-undelete, for undeleting accidentally deleted files
-UNIX2ST/ST2UNIX for converting end-of-line characters between the two
-Hcopy 1.6 for formatting (MSDOS) and copying disks

well, that's it- and I also use "Stzip" and "Lharc" for decompressing, although a
single 720K disk can't room them in addition to all of this.

So, are there any other useful programs out there that I could/should add? Forget
about the size limitation of the disk, I just want to know for future use, when I
get a hard disk.
Thanks.

Hallvard, Oslo, Norway

4309. Magazines, MAGAZINES, mAgAzInEs (books, too!)

Newsgroup: comp.sys.atari.st
Date: 1994-09-28 20:02:08 UTC
From: bryson_rhett/furman@furman.edu
Message-ID: <36ci40$cdc@ns9000.furman.edu>
Source record: 180055
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

AN ATARI pioneer is now cleaning out his closets and is offering this attractive package of vintage (but eminently useful) ATARI related books and magazines. According to where the eventual purchaser lives, shipping will be adjusted accordingly (This will take a BIG box and books and magazines are HEAVY!)

BOOKS:
The ATARI Assembler
Compute's Second Book of ATARI
ATARI BASIC
The Visicalc Book
BASIC XL Manual
Mapping The ATARI - single most useful ATARI book ever published!
ATARI LOGO

MAGAZINES:

ATARI Connection - 40 issues
ATARI Explorer - 3 issues
ANTIC - 72 issues!
ANALOG - 54 issues

(169 different magazines full of programs, hints, ideas, reviews - ATARI history!)

Whole package (I am NOT INTERESTED in trying to sell these one issue at a time and answering 100 questions like "Do you have Vol. 2, #6 of ANTIC?") being offered as a group. Buyer agrees to reimburse postage - I will send BOOK rate.... $75.00.

Rhett Bryson
Department of Drama
Furman University
bryson_rhett/furman@furman.edu

4310. ATARI ST good stuff for sale!

Newsgroup: comp.sys.atari.st
Date: 1994-09-28 20:03:21 UTC
From: bryson_rhett/furman@furman.edu
Message-ID: <36ci69$cdc@ns9000.furman.edu>
Source record: 180056

AN ATARI pioneer is now cleaning out his closets and is offering this attractive package of vintage (but eminently useful) ATARI ST related hardware and software. All of this equipment is offered as a package. According to where the eventual purchaser lives, shipping will be adjusted accordingly (This will take a BIG box!

ATARI 520 ST (complete with manuals & power supply)
SF 314 Disk Drive + cables
IB drive with PC DITTO (reading and writing PC & ATARI disks)
Mouse
David Smalls MAGIC SAC (Macintosh emulation!) (+30 disks of MAC stuff!)
LogikChron Clock Card
SM 124 mono monitor
Citizen 120-D printer
Wire printer stand

Software
ANTIC Disk Doctor
23 START ST disks
5 COMPUTE'S ATARI ST disks
Falcon
F-16 Combat Pilot
Chaos Strikes Back
Winter Games
STAC - ST Adventure Game Creator
Blue Angels
JET (SubLogic)
Cad-3D
GFA Basic + Compiler
D BASIC

Complete Outfit - as described - $350.00 + postage

Rhett Bryson
Department of Drama
Furman University
bryson_rhett/furman@furman.edu

4311. 2 STs + For Sale - Read This!

Newsgroup: comp.sys.atari.st
Date: 1994-09-28 20:44:24 UTC
From: herbivor@teleport.com
Message-ID: <36ckj8$h14@kelly.teleport.com>
Source record: 180057

```
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
FOR SALE
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

Atari Mega STe
--------------
4 Meg RAM
16 mHz / cache
separate keyboard
2 Serial ports
LAN port
VME expansion slot
52 meg internal Hard Drive
TOS 2.06

Price - $550 or best offer (includes software below)

Software
--------
PageStream
WordUp
Codehead Utilities
Warp 9
Multidesk Deluxe
Compute your Roots

Lots of other stuff, including MIDI sequencers, shareware,
programming, etc.

Matrix CoCo Graphics card (VME)
-------------------------------
256 colours
1 Mb VRAM
up to 1024 x 768 resolution
fully programmable/configurable
supports virtual resolutions up to 1260 x 900

works in Mega STe or TT

Price - $300

Canon Multisync monitor
-----------------------
14 inch
.28 dot pitch
800x600 max resolution
works great with graphics card above
```

comes with multisync switchbox to give you all 3 ST resolutions
in one monitor

Price - $300

Migraph greyscale hand scanner
----
400 dpi
4 1/4" wide

comes with TouchUp scanning and retouching software

Price - $125

Supra 2400 baud modem

Price - $40

Panasonic KX-P1123 printer
----
24 pin dot matrix
360 x 360 dpi

with printer stand

Price - $150 obo

Atari 1040 STe
----
4 Meg RAM
TOS 1.62
Comes with lots of software, including Family Curriculum Package

Price - $250

ICD 85 Meg HD
----
in under monitor case, room for one more drive

Price - $250

Atari SM124 mono monitor

Price - $125

================================
Summary
================================

Mega STe - $550 Atari 1040 STe - $250
Matrix CoCo card - $300 85 meg HD - $250
Canon Multisync monitor - $300 SM124 monitor - $125
Migraph Hand scanner - $125 \ /
Panasonic 24 pin - $125 \ /
Supra 2400 modem - $ 40 \ /

```
\ / \ /
\ / -----|------
----------|----------- |
| |
```
Package I - All for $1200 Package II - All for $550

If interested, email to herbivor@teleport.com or phone
(503)698-2651 Pacific time

Reasonable offers will be accepted
--
" " " herbivor@teleport.com
\00/ (public access user, not affiliated with Teleport)
\/
\/ "Love animals, don't eat them"

4312. Re: useful auto prgs/ACCs?

Newsgroup: comp.sys.atari.st
Date: 1994-09-28 21:18:43 UTC
From: graham@insignia.co.uk
Message-ID: <Cwuz78.3LG@isltd.insignia.com>
Source record: 180060

In article 9rj@baugi.ifi.uio.no, hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:
>
>I have an STE with TOS 2.06 and 2MB RAM. As I don't have a hard disk
>I use about 1MByte for a RAM disk, and always start up with a startup
>disk I've made.
>On this disk I have various useful utilities, like in the auto folder:
...

>So, are there any other useful programs out there that I could/should add? Forget
>about the size limitation of the disk, I just want to know for future use, when I
>get a hard disk.

While you are booting from floppy

UVK

As long as you keep it backed up stretch it to 935k with 11x84 sectors and use say
PACK_ICE to squash the progs down.

(yeah 10x82 is faster and safer, but try squeezing Calligrapher + Thes or That'sWrite
with a useful set of fonts or Protext + Dictionary into less.)
Pack ICE runs a tad slowly if you don't give it lots of memory.

Try MAXIDISK to give your ramdisk 50% more space but make it only just big enough
to hold your live system.then add one of the removable types such as RAMBABY.ACC for
temporary use while copying stuff around.

When you have a hard Disk
UVK

SUPERBOOT

XCONTROL.ACC

Ghostscript

Also

CHAMELEON.ACC * n

SEBRA.ACC if you donb't have mono.

GDOS 5.0 when you have a hard disk or at least 4Mb.

(make sure GDOS 5.0 precedes MonSTEr or STRETCH otherwise it stamps on them.)

4313. Tape Streamers

Newsgroup: comp.sys.atari.st
Date: 1994-09-28 21:37:36 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Sep28.213736.13895@bradford.ac.uk>
Source record: 180061

Hi.

I have just bought a second hand tape streamer and I have been trying to
use it with gemar. I do not have the manual for the streamer so I
am struggling and I hope you can be of some help.
I am using the streamerwith my Falcon and the SCSI ID that the drive
registers is

ARCIVE VIPER 150 21247

Also I am not familiar with the jumper settings needed. I have set the binary
ID jumpers to ID 2 and I have removed the parity jumper however there are four
other jumpers that I do not understand. They are labeled as follows:

CF0
CF1
CF2
DIA

Loading of a tape is succesfull and so is rewinding. However when I attempt
to backup some files an alert box appears saying "error writing/reading the
tape. Error writing/reading index, check condition (tape error)"

Winding the tape to the end produces the error "Streamer error winding tape:
check condition (blank check)

Erasing the tape is also not succesfull as the sequence times out after
about 1 minute.

Also the streamer refuses to let me make an index of the tape. The streamer
starts to rewing 1 section of the tape continuously back and forward. Then
Gemar bomb out with 4 bombs.

If you can be of any assistance to me at all could you PLEASE e-mail me. Use
the address sptaylor@brad.ac.uk and use TO DAVE as the subject of the e-mail.
Or alternatively reply on this newsgroup.

Lastly, does anyone know if there is a demo of Diamond Back 3 out. I saw what
looked like it could be such a file at the atari ftp at umich. However
when I tried to download the file I it seemed to be non-existant. ??

Thankyou

Dave.

/===\
| David Haider \\ If you've got an ST get a FALCON|
| ------------ \\ |

```
| E-MAIL: via sptaylor@brad.ac.uk \\ If you've got a PC get a LIFE |
| \\ |
| SNAIL MAIL: 29 Horne St. Bury, \\ If you've got a CONSOLE get |
| Manchester BL9 9BW. // a BRAIN. |
| ENGLAND. // |
| // If you've got a FALCON advance|
| // to GO and collect 200 pounds. |
\=====================================================================/
```

4314. Have caution in buying German software..

Newsgroup: comp.sys.atari.st
Date: 1994-09-28 22:54:46 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <36cs7m$e3g@golem.wcc.govt.nz>
Source record: 180062
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Yes after have brought some German software, I find now there is no longer
any English support for these programs....

1. Script V1.0, only has a USA Dictionary, now up to version 3.5,
but only if you are German...

2. Auto Overscan, no later English version than 3.0zi, I have been told that I
need version 3.0zm for multitasking, but there is no English version..

3. Tempus 2.07, the very first program to be ported to English, now version
2.21, but only if you are German...

4. Signum 2, now upto version 3, but again only if you are German...

5. Papyrus, no English Dictionary or Thesaurus as of yet....

6. Tempus Word/Light, no English version..

7. Pheonix, no English version..

Why the BIG no support for English users of most of these programs..??

The only piece of German software that I have had good support is GSZRZ,
and you can update it via a BBS....

I am still waiting to get support for Auto Overscan, all I have been given is
the run around from the UK and zero Internet help from the Germany....

So what is going on in Germany, ??? are they going bankrupt..??

Please Please support your users, you have the Arari community at your feet...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4315. Re: IBM 8514 monitor

Newsgroup: comp.sys.atari.st
Date: 1994-09-28 22:56:12 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cwv3po.KCA@cix.compulink.co.uk>
Source record: 179951

> I've got hold of a IBM 8514 colour monitor suitable for PS/2 computers.
> I am interested to convert this for use with a Falcon as a SVGA

I'm not sure the 8514 is an SVGA monitor. I read something today which
implied that the 8514 was a standard imcompatible with VGA of any type.

:-(

Roland.

@CiX

4316. Re: Blowup + Multisync's

Newsgroup: comp.sys.atari.st
Date: 1994-09-28 22:56:14 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cwv3pr.KCz@cix.compulink.co.uk>
Source record: 180100

> I've been impressed, too, but after about one year I got bored of the
> FALCON and got a TT with TTM194. ;) I got my FALCON in December 1992,
> its serial number was 173 ;)

I find this very interesting.

I've just bought a 2nd hand TT with TT-Hi monitor. Although very pleased
with it, there is always the worry that I might have been better off with
a Falcon, or even a PC with a GEMulator ;-)

Would you care to elaborate on exactly what made you change from the Falcon
to the TT?

:-)

Roland.

@CiX

4317. Re: Tape Streamers

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 00:14:25 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <36d0t1$sel@mailer.fsu.edu>
Source record: 180064

Steve Taylor (S.P.Taylor@bradford.ac.uk) wrote:
> I have just bought a second hand tape streamer and I have been trying to
> use it with gemar. I do not have the manual for the streamer so I
> am struggling and I hope you can be of some help.
> I am using the streamerwith my Falcon and the SCSI ID that the drive
> registers is
>
> If you can be of any assistance to me at all could you PLEASE e-mail me. Use
> the address sptaylor@brad.ac.uk and use TO DAVE as the subject of the e-mail.
> Or alternatively reply on this newsgroup.

The easiest way would be to ask the company to send you a manual. I have had great success with this in the past (they send me reams of stuff for free). I'm not sure exactly what the company name is, but often drive resellers can help you with this. They might even have an ftp site or gopher with this information.

> Lastly, does anyone know if there is a demo of Diamond Back 3 out. I saw what
> looked like it could be such a file at the atari ftp at umich. However
> when I tried to download the file I it seemed to be non-existant. ??

I fixed the problem. Try it now.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4318. Re: *** Can't delete two file on hard drive ***

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 00:47:51 UTC
From: hemurphy@prairienet.org
Message-ID: <36d2rn$fr3@vixen.cso.uiuc.edu>
Source record: 180065

In a previous article, peterw@io.org (ZIGFREID) says:

>I recently found two files in a directory that I can't seem to delete
>(trash). Actually they are empty directories but you cant place anything
>in them and when you try to do anything with them I get messages like
>"application not found..." and "path not found Tos error #-34. I can
>also no longer do a "show information" on the disk partition that these
>two directories are on. Any suggestions?

The only thing I could ever find to fix this was to reformat the hard
drive. I had a drive, which was an ST225 with an Adaptec controller (just
like the old Atari shoeboxes) that did this all the time. Eventually I
found that adjusting the ten turn trim pot on tha Adaptec--I think this
was the PLL adjust for the data seperator, but that is just a
guess--vastly improved the performance of this drive.
Hope you don't have to reformat!!

4319. Re: Calamus Fonts, OR NOT!

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 01:11:32 UTC
From: hemurphy@prairienet.org
Message-ID: <36d484$ivk@vixen.cso.uiuc.edu>
Source record: 180066

In a previous article, tasmeran@ars.ath.forthnet.gr () says:

>IK>I used to use Calamus v1.09, and had LOADS of fonts - who doesn't?!
>IK>I've since moved upto S, but a number of fonts won't load, and return
>IK>the messages;
>IK>incomplete font (or something similar)

As a one-time commercial font developer, I can tell you that our company
used to do some "tricks" to our Calamus fonts so that the Calamus font
editor would not load the font, thus preventing modification of the font.
Unfortunately, SL won't load those fonts either...
New versions of our fonts have had these tricks removed and work fine in SL.
Henry from MS Design

4320. Re: useful auto prgs/ACCs?

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 01:26:36 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <36d54c$12ul@msuinfo.cl.msu.edu>
Source record: 180078

In article <36cavb$9rj@baugi.ifi.uio.no>, hallvart@ifi.uio.no (Hallvard
Tanger&#65533;s) writes:
>
>I have an STE with TOS 2.06 and 2MB RAM. As I don't have a hard disk
>I use about 1MByte for a RAM disk, and always start up with a startup
>disk I've made.

I would add:
FOLDRxxx.PRG - AUTO folder program that expands the 40 folder limit (just
replace "xxx" with the number of folders you want).
HSMODA04 - AUTO folder programs that fix the CTS/RTS bug and generally
improve the computer's serial communications
GUCK1.8 and 1STVIEW - file viewers that will view darn near any file you
come across. GUCK runs from the desktop (no memory
consumption) and views lots of picture formats, as
well as some document types. 1STVIEW is an
accessory that views almost as many files, and adds
RSC files to the list.
RECV_CAN.LZH - Allows you to put a recoverable trash can on the desktop;
dragging files to this program's icon meerly hides files.
Double-click on the program icon to see what files have been
"deleted," and either permanently delete them or indelete
(unhide) them.
ALIBI17 - Creates an alias of a program; put aliases of your most used
programs in one folder so you can just double click the alias to
run them, rather than clicking through a bunch of directories.
LOADINF - Install it as an application for *.INF files, then set up a
different NEWDESK.INF file for each task (DTP, Telecomm, etc.)
and when you double click on the INF file, your desktop will be
automatically configured.
DESKTIPS - this text file (available at HENSA and other archives, or direct
from me) tells you all about the NEWDESK.INF file (and how to
use LOADINF). A real must if you want to get the most out of
your computer.
TWOINONE - Multiple archive shell. Very nice, and available in both
English and German.
PROTECT6 - From Lars Erik Oesterud, this is a boot-sector and link virus
monitor. Good way to protect your system, and cheap shareware!
ACC13 - AUTO folder program that allows you to load accessories from a
folder.
SUPERBOOT 8.1 - Select auto programs, Desktop INF, Accessories, and any
other type of file you want at boot-up.
SILKBOOT - eliminates the 90 second boot-delay by polling ASCI device 0 for
a "ready" signal.

ST TOOLS 1.93 - good shareware disk editor/repairer/optimizer. Defragments
any drive.
FOLDER SORT - Lets you sort the order of files in any folder (esp. the AUTO
folder!). Rock-solid opperation.
DC or Diamond Format - two great disk formatters. (use 80 tracks, 10
sectors/track, twisted format for reliable and fast
809kb disks.
Diamond Find - find any file on any drive.
LED Panel 2.7 - AUTO program that can show Capslock, drive read/write,
time, and date or any combination of those. Completely
configurable.
Schoner - simple, but very nice accessory screen saver. Freeware, I think.
Midnight - better, and more expensive, screen saver accessory.
SCROLL FIXER - by Ian Lepore. If you experience double scrolls when you
only clicked for one, this accessory solve your problem.
Something to change the system font. Sorry, I can't remember the name of
any of these programs.

I strongly suggest one of the following commercial programs:
Warp9 ST - Speed up your system (screen drawing, actually) by several
hundred percent, have a built-in screen saver, change the system
font and the desktop pattern (replace it with a picture, if you
want!), mouse accelerator, use function keys to select dialog
box choices (F1-F3) (this can also be done with DC Funk Alert),
and more.
NVDI - Does the same job as Warp9, only speeds things up even more and is
(by most accounts) more compatible with programs. Includes GDOS and
lets you change the system font, but lacks the other ammenities of
Warp9.

Once you've given one of these a try, you'll never want to work without
them! There is an old version of Warp9 called Quick ST in the public
domain. You might check it out; it has about a 150%-200% overall increase,
though it isn't so fast as either Warp9 or NVDI, nor is it nearly so
compatible with application programs.
Other than that, sounds like you've got all the right programs.

>On this disk I have various useful utilities, like in the auto folder:
>
>-automouse (mousekamania)- let's you use custom mouse pointers, even
> moving ones!

Another great shareware program from Charles F. Johnson!

>-Selectric alternative file selector, with copy/move/delete functions
> etc. so you can do that within a program!

The best file selector!

>for ACC I have the following:
>-Chameleon (2 of them!) for loading/unloading (most) accessories without having
> to reboot the computer and installing new accessories all the time.

>-Mdisk reset-survivable RAM disk

These two are staples on my desktop, too. (TOS 2.06, BTW)

>-N_capslock (I think that's the name) shows if the capslock is on or off
>by showing
> a black or white box in the upper right corner (does anyone
>know if this
> is available as a prg that can be put in the auto folder?

See LED Panel above.

>-mauswindow window-topper; you don't need to click on the new window to
>access it, just
> moving the mouse to the window you want to use will highlight it!
> (it would be nice to also have this one as an "auto" program)

I think that a program called TOPDOWN does this, though I'm not sure (it is
an AUTO program, though :-).

>on the disk I also have a nice text editor called
>-7up, which is a program, and also
>-Edith 1.0 which can be used as an accessory.

You might also check out Everest. In my opinion, Everest is a more stable
and generally better program (though doesn't look so pretty ;-).

Best Regards,
Tom
hopper_t@msupa.pa.msu.edu

4321. Re: Atari Falcon vs IBM Compatible w/SoundBlaster

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 03:47:23 UTC
From: ritz@ritz.mordor.com
Message-ID: <CwvH70.Mv3@ritz.mordor.com>
Source record: 180082

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
: In <CwowD9.7FD@ritz.mordor.com>, Chris Mauritz writes:
: > A friend of mine is writing a driver for me for the Buslogic PCI
: > SCSI-2 card (for BSDI/386). The other day, with a primitive driver
: > (not even close to being optimized) he was getting 4-5mb/sec transfers.
: > This was on a Pentium-90 machine using a Seagate Barracuda ST12550N drive.
: >
: > I would think that anything above 2-3mb/sec would be good for
: > direct to disk, no?

: You'd think!

: So when are you sending me one of those P90 machines? C'mon, pretty
: please? If it's got a reasonable amount of RAM in it (hell, even
: without, I'll use a large swap slice) I can start unleashing my BRA1N3
: on POV-Ray...

Actually, it really wasn't that expensive. I rolled my own with one
of the newer Intel motherboards (one of the working Neptune chipsets).
The motherboard and CPU (about $1100) is the cheapest component other
than the cards inside. The Barracuda (in an external case) runs
about $1400. Then there's the 32meg SIMMs....etc....It's a screamer
though. With BSDI/386 as an OS, I can easily run 50+ simultaneous
users on it (and maybe as many as 100 with more RAM).

Cheers,

Chris

--
Christopher Mauritz | Ask me about public access unix
ritz@mordor.com | and interactive internet services.
Mordor International BBS | BBS: (201)433-7343,(212)843-3451
Jersey City, NJ | FAX: (201)433-4222

4322. Re: Have caution in buying German software..

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 04:53:36 UTC
From: thommy@cs.tu-berlin.de
Message-ID: <36dh8g$mht@news.cs.tu-berlin.de>
Source record: 180084
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi Roger!
In comp.sys.atari.st you write:

>Yes after have brought some German software, I find now there is no longer
>any English support for these programs....
[...]

>I am still waiting to get support for Auto Overscan, all I have been given is
>the run around from the UK and zero Internet help from the Germany....
-
Most German developers are not connected to the internet. The
German "Maus" (<-german word for 'mouse' it's a nationwide net of
local BBS] is very popular instead.
(about as 10-20x more postings than on the usenet.)

I've just forwarded your article to the Mausnet, so hopefully you
will get some mails (or even support) from Germany.

>So what is going on in Germany, ??? are they going bankrupt..??
-
I don't hope so!
Some developers recently said the market is regaining from
conciousness ;)

I hope you'll get some answers!

bye -thommy

BTW: What does BBS mean :-?
P.S. sorry for any mistakes, but here's no spellchecker and no
dictionary...
--
"Im Uebrigen bin ich der Meinung, dass Windows zerstoert werden sollte."

4323. Re: *** Can't delete two file on hard drive ***

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 05:25:44 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <36dj4o$ium@golem.wcc.govt.nz>
Source record: 180070

```
] >I recently found two files in a directory that I can't seem to delete
] >(trash). Actually they are empty directories but you cant place anything
] >in them and when you try to do anything with them I get messages like
] >"application not found..." and "path not found Tos error #-34. I can
] >also no longer do a "show information" on the disk partition that these
] >two directories are on. Any suggestions?

A quick fix is to get a sector-editor (DLII, Disk-Doctor, EdHack,
Knife-ST etc.) and change the first byte of the filename(s) to E5
this tells the OS that they're deleted. Then, if possible, do a cleanup
of the directory etc. which will destroy their FAT entries & erase them
from the directory list.

Do a string search for one of the other directories in the same location
to find them. I've done this in the past, and while it's not supposed
to be a very friendly way to do things, it's never caused any problems.
(At worst you lose 1k of space which can be fixed after a defrag/cleanup
etc.)
```

4324. Falcon And 350 Mb SCSI HD For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 06:00:13 UTC
From: zieg0008@gold.tc.umn.edu
Message-ID: <zieg0008.780818413@gold.tc.umn.edu>
Source record: 180071

For Sale:

Atari Falcon 030 with 4 Megabytes Ram and 80 Megabyte Internal Hard Drive
The HD is a little flakey, it does not lose data, but it is a
little slow sometimes reading and writing.
$800/BO

350 Megabyte External SCSI Hard Drive in Case with Powersupply
with the SCSI-II cable for hooking up to Falcon
$280/BO

Send E-Mail to zieg0008@gold.tc.umn.edu

--
No .sig available

4325. Re: Papyrus, SpeedGDOS

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 07:17:40 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Sep29.071740.20588@news.unige.ch>
Source record: 180072

In article 23388@abo.fi, THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK) writes:
>>
>>First, I finally got my copy of Papyrus Gold 3.55 (English version) - and I can
>>hardly tell how impressed I am..! It's superb - it's so good that EVERYBODY
>>should get one immediately ;-) !

I agree! Buy this program!

>>Still, even
>>the best might be improved: a couple of questions and suggestions:
>>
>>- Papyrus doesn't work under Geneva. The horiz. ruler freezes the program when
>>on; without it Papyrus works even with Geneva.

I agree !

>>- Is there any way to delete a single word with a keyboard shortcut? The
>>(english) manual, though is good, doesn't help much in this.

ditto

>>I hope Papyrus will succeed great, because with programs like these, Atari will
>>definately survive. Why buy a PC or Mac when we have stuff like this..?

ditto!

Plus:
after a couple of months of intensive use, my greatest gripe: defining
keys with particular font styles, for changing on the fly from Swiss 11 to
Times Italic, then back again.
How about being able to change font size without changing style/face?
And drawing all the standard GEM shapes (circles, ellipses...).

(I _love_ the multiple block feature, which I just discovered by accident :)

****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

4326. Re: IBM 8514 monitor

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 09:54:49 UTC
From: rahin@scs.leeds.ac.uk
Message-ID: <rahin.37.000AF46D@scs.leeds.ac.uk>
Source record: 180076

In article <rahin.33.000DFA53@scs.leeds.ac.uk> rahin@scs.leeds.ac.uk (Mohammad A. Rahin) writes:
>From: rahin@scs.leeds.ac.uk (Mohammad A. Rahin)
>Subject: IBM 8514 monitor
>Date: Wed, 28 Sep 1994 13:56:14 +0100 (BST)

>I've got hold of a IBM 8514 colour monitor suitable for PS/2 computers.
>I am interested to convert this for use with a Falcon as a SVGA monitor.
>Can anyone help me with the specs as well as the pinouts for the 8514
>monitors please ?

>- Rahin
> (rahin@scs.leeds.ac.uk)

Funny to answer my own post.

I connected the 8514 to a PC with VGA output and the monitor and the VGA output connectors are compatible and what's more the monitor displayed everything ok. The PC I tried can only output VGA, so 8514 can reliably be used as a VGA monitor. I'll try again with a PC with SVGA output and see what happens.

- Rahin

4327. Re: Papyrus, SpeedGDOS

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 10:40:11 UTC
From: jonal@hiof.no
Message-ID: <jonal.2690.2E8A998B@hiof.no>
Source record: 180075

In article <1994Sep29.071740.20588@news.unige.ch> mike@divsun.unige.ch (Mike Morris) writes:

(Lots of nice stuff about Papyrus deleted... Yeah, it is *VERY GOOD* - I have a license as well...)

>Plus:
> after a couple of months of intensive use, my greatest gripe: defining
>keys with particular font styles, for changing on the fly from Swiss 11 to
>Times Italic, then back again.
> How about being able to change font size without changing style/face?
> And drawing all the standard GEM shapes (circles, ellipses...).

The last thing *is* possible - you just have to deselect those small "buttons" (a black circle) to the left of the boxes for font/size/style for those attributes you don't want chnged. I.e. if you want to change font globally, but not the sizes and styles you've applied, deselect the size and style buttons and you can change the font as much as you like...

Jon

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman

4328. POV (Falcon-MTOS-Crash)

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 10:45:59 UTC
From: Sascha Djuric <sascha@nora>
Message-ID: <Pine.SUN.3.90.940929114003.17260B-100000@nora>
Source record: 180074

On Mon, 26 Sep 1994, David Stevenson wrote:

Well how about POV and MTOS?

I am running Pov2.2 (TT-Version) on a Falcon030882 with MiNT1.09 and it always crashes near the end of a run. With Single-Tos it seems to be more stable. Anybody else having similar problems? Suggestions?

Bye Sascha

4329. Re: Cubase Audio AIFF format?

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 11:21:46 UTC
From: djs@jet.uk
Message-ID: <1994Sep29.112146.13450@jet.uk>
Source record: 180079

In <EIZNEFUUUp@dksoft.ping.dk> Kim@dksoft.ping.dk (Kim Andersen) writes:

>Try nidihelp@cix.compulink.co.uk and i'm sure Vic can help you in some way
Type? It's "midihelp@cix...", actually.
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4330. Re: Tape Streamers

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 11:31:17 UTC
From: djs@jet.uk
Message-ID: <1994Sep29.113117.13578@jet.uk>
Source record: 180080

In <1994Sep28.213736.13895@bradford.ac.uk> S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:

>ARCIVE VIPER 150 21247
I have one of these working, and will Email the jumper settings etc when
I get home.

>Lastly, does anyone know if there is a demo of Diamond Back 3 out. I saw what
>looked like it could be such a file at the atari ftp at umich. However
>when I tried to download the file I it seemed to be non-existant. ??
I'm not aware of a demo. There are DB3 files on several ftp sites, but
I think these are patches to upgrade DB3 to the latest version.

You could ask the UK distributors HiSoft (hisoft@cix.compulink.co.uk)
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4331. Tape Streamers

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 11:54:09 UTC
From: larserik@oslonett.no
Message-ID: <36e9t1$ntn@hasle.oslonett.no>
Source record: 180081

> ARCIVE VIPER 150 21247

I have exacly the same streamer and it works great with GEMAR software
I don't use any SCSI-II commands, but I should be much faster with
SCSI-II (fast commands for serach and locate on tape).

> CF0 Something with buffers on the SCSI-bus (I didn't change them)
> CF1
> CF2
> DIA Diagnostics mode

On the controller board there's a strap to enable termination power
(users of ICD link or Hard%Soft TOP link or similar must enable this)

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

4332. Re: Tape Streamers

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 12:36:48 UTC
From: jonal@hiof.no
Message-ID: <jonal.2692.2E8AB4E0@hiof.no>
Source record: 180083

In article <1994Sep29.113117.13578@jet.uk> djs@jet.uk (David Stevenson) writes:

>>Lastly, does anyone know if there is a demo of Diamond Back 3 out. I saw what
>>looked like it could be such a file at the atari ftp at umich. However
>>when I tried to download the file I it seemed to be non-existant. ??
>I'm not aware of a demo. There are DB3 files on several ftp sites, but
>I think these are patches to upgrade DB3 to the latest version.

I uploaded one to ftp.uni-kl.de under the name db3demo.tos - it is the one
which came with one of the UK mags a month or so ago. It should be available
from that site and others if it has been spread around. I tried Umich as
well, but it's so hard to get in there (even through the msdos "backdoor")
so I was unable to upload it.

Jon

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman

4333. Re: Tape Streamers

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 13:35:36 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cww8FC.B9E@westminster.ac.uk>
Source record: 180098

Jon A. Lovstad (jonal@hiof.no) wrote:
: In article <1994Sep29.113117.13578@jet.uk> djs@jet.uk (David Stevenson) writes:

: >>Lastly, does anyone know if there is a demo of Diamond Back 3 out. I saw what

: I uploaded one to ftp.uni-kl.de under the name db3demo.tos - it is the one
: which came with one of the UK mags a month or so ago. It should be available
: from that site and others if it has been spread around. I tried Umich as
: well, but it's so hard to get in there (even through the msdos "backdoor")
: so I was unable to upload it.

The one on the coverdisk, is not of much use, AFAICR. All it allows you
to do, is go through the motions of backing up, using the demo, and not
actually back up anything...

Dan.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

4334. Help! Connecting 2 hard drives?

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 14:08:08 UTC
From: dunham@mpd.tandem.com
Message-ID: <1994Sep29.140808.12448@integrity.uucp>
Source record: 179957

I've got a problem, and I need a quick answer. I sure hope you can help.

I have a Supra drive which has been upgraded to a 105 Quantum and am running Supra v3.11. It works great. This week I resurrected an old SH204 by replacing the ST-225 with an ST-251 and formatted it with SUPFMT, coming up with 65 MB. It also appears to work great, though I was surprised to find that the Supra utilities worked with it while my ICD Pro utilities would not.

My problem is this. My intention for the old SH204 is that it be the hard drive for my son's machine, which is currently a floppy-only machine. I need to transfer a chunk of stuff to his disk from mine (yes, he has his own paid copies of most of it, and I'll be paying the share-ware fees on the remainder), and I've only a short time to do it this evening. I need to take this drive with me when we go to see him this weekend (he's 222 miles away at school).

My plan was to change the SCSI address of his adaptor, plug it into mine, and transfer directly, since doing it off of floppies will take longer than I've got. This does not appear to work. ICD Pro's IDCHECK re-cognizes the Adaptec controller in the SH204, but nothing else seems to. I've tried with the SCSI address set to 1 and then 3, but only IDCHECK notices. Most of the ICD utilities won't work because neither has an ICD host adaptor, and both are set up as Supra drives. Nothing on my Supra disk seems to even notice the second adaptor.

Can you shed any light on this before I give up and send the drive off to school mostly empty, leaving him to load it himself from the original floppies? (Yes, I know there are worse things I could do to him, but he just recently upgraded from his old 800XL and is still sorting out the new environment.) Thanks for any assistance you can offer.

--
Jerry Dunham DoF #1.5 dunham@mpd.tandem.com
Tandem Computers, Inc., ISD dunham_jerry@tandem.com
Austin, TX (512)244-8598
Any sufficiently advanced technology is indistinguishable from a rigged demo.

4335. Papyrus and rivers of white space.

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 14:40:54 UTC
From: sys1@exnet.com
Message-ID: <CwwBG9.7K@exnet.com>
Source record: 180087

I am now running Papyrus at the office as the default easy-to-use text editor and word processor. For most of the office use (fax cover sheets, single page letters) it is fine. However, when producing some longer documentation I have been disappointed by the fully justified text. The package seems to be very poor at fitting words in to columns, seems to have only manual hyphenation. This makes the finished document over large and quite ugly. As a TeX user I am used to a much better final product.

Does anyone have any ideas about beautifying the output.

Xave

4336. Expanding Ram in Mega-4?

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 14:45:17 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <36ejtt$kbt@charm.magnus.acs.ohio-state.edu>
Source record: 180085

I'm considering the possibility of expanding the RAM capacity of my Mega-4 through some means.

Since my primary concern is price, I'm interested if anyone makes a board that expands the ram (preferrably with nice cheap 1meg simms) with out demanding expensive processor replacement?

Thanks for any info...

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"It's supposed to be automatic but actually you have to press this button."

- John Brunner

4337. My WWW Editorial Page

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 15:35:34 UTC
From: vctec@westminster.ac.uk
Message-ID: <CwwDzA.GLo@westminster.ac.uk>
Source record: 179965

Hello again, Atarietters

My Atari Editorial page is now available via WWW. Basically, it covers my experiences and thoughts on the London Atari show I attended at the End of July. I plan to have a new editorial every month....I haven't even thought about what to write, yet.

Anyway, this one has a few scans of hardware, and a couple of tech specs of the hardware...try it and see, and I look forward to your comments...

Oh, you can find it on:

http://micros.hensa.ac.uk/
and follow the Atari trail....it is under the 'Other interesting pages' section.

Bye Bye..

Dan.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

4338. Re: Looking for a copy of First Word Plus

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 15:36:21 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <17040790CS86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 179958

Title says it all. My copy just died and unfortunately I never got
around to making a back-up. If you have one let me know.
Scott Evans
(evans@cts.com)
Hey Scott - If you bought your copy of First Word Plus legitimately, why don't
you contact the company, and give them your receipt and serial number, and ask
them to send you a backup disk? It probably would't cost more than a few
bucks. Of course, that's if your copy of First Word Plus is legit. If not, I
would advise not using this Usenet category to look for pirate software.
---Mark van Wyk

"The opinions expressed here are not necessarily mine but I can't get
anyone else to claim them"

4339. -SC1224 monitor making high pitch noise...is it broke?

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 15:43:37 UTC
From: quest@panix.com
Message-ID: <quest.1131241057A@198.7.0.1>
Source record: 179953

Just bought a used SC1224 Atari monitor.....I am waiting for a special video adapter cable to enable me to use the monitor....but nonetheless, I wanted to make sure it was not DOA. I plugged it in.....but have not connected the video connector yet (waiting for adapter cabling). When I turned on the monitor of course nothing comes on screen (and I was not expecting anything visible), but I have noticed a very high pitch noise that's being transmitted from the monitor. Is this natural? Is this due to the fact that I don't have the Video connector/adapter connected? Is the monitor on it's last leg? Any Help would be appreciated (as I am a total nitwit :-I when it comes to Atari products).

Thank you very much,

Lance

4340. Big News - Atari/Sega

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 15:50:44 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <170407C6CS86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 179961

The following article appeared on the front page of the Business Section of the September 29 issue of the San Jose Mercury News:

Atari drops suit against Sega

-The deal: Sunnyvale firm will get $90 million for video game giant.

Scrappy Atari Corp. of Sunnyvale said Wednesday it will drop a patent infringement suit against Sega Enterprises Ltd. in exchange for $90 million it badly needs to promote its technically advanced - but still struggling - Jaguar video game machine.

Industry watchers said the deal makes perfect sense and gives each company something it desperately needs. Atari gets money. Sega gets technology and stock in Atari. They both get some of each other's game titles. etc. etc.

The article goes onto say that Sega will buy 4.7 million shares (7.4 percent) of Atari stock, and also pay $50 million cash, and that Atari will get rights to games like "Sonic the Hedgehog." This all has to do with a patent infringement Atari had against Sega. If you would like to read the entire article, go to your library, or look it up on America On Line. Unfortunately, if you have an Atari computer, you can't get America On Line unless you have a Macintosh or PC emulator. (GEnie sucks) --Mark van Wyk

4341. Re: useful auto prgs/ACCs

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 15:58:47 UTC
From: larserik@oslonett.no
Message-ID: <36eo7n$5pm@hasle.oslonett.no>
Source record: 180088

> FOLDRxxx.PRG - AUTO folder program that expands the 40 folder limit (just
> replace "xxx" with the number of folders you want).

Not needed with SCSITOLLS (HUSHI) harddisk driver (has it build-in)

> HSMODA04 - AUTO folder programs that fix the CTS/RTS bug and generally
> improve the computer's serial communications

TOS 2.05 has RTS/CTS problems, TOS 2.06 does not have these problems
(at least I run my BBS at 19200 BPS with RTS/CTS without any trouble)

> PROTECT6 - From Lars Erik Oesterud, this is a boot-sector and link virus
> monitor. Good way to protect your system, and cheap shareware!

Yes, I agree :-) BUT be sure you have the latest version
(the oldest one had som small "features")

> I strongly suggest one of the following commercial programs:
> Warp9 ST - Speed up your system (screen drawing, actually) by several
> hundred percent, have a built-in screen saver, change the

QuickST3 is faster :-) Any in spite of rumours I have no problems with it

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Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

4342. Multivolume Archivers

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 16:10:13 UTC
From: t150315@proffa.cc.tut.fi
Message-ID: <36eot5$1o3@proffa.cc.tut.fi>
Source record: 179966

Multivolume Archivers (on ST)

(maybe this should be added to the FAQ?)

As you probably know, DOS has an ARJ archive program that can split the compressed file on the several disks. Sadly, ST has only ARJ de-archivers. But despare not, there's a solution!

To be exact, two solutions:

1. Compress files beforehand, 'Split' it into disk sized pieces and save them on the disk. When you want to assemble the archive, you have to 'Join' the pieces before decompressing them.

2.IMO much better method is to use GNU Tar. Without MiNT you also have to compress the files beforehand and use something like: 'gtar -cvMf comressed_file destination', where the options mean 'Create Verbosely a Multivolume File'. You will be prompted for another volume when the current one runs out of space.

With MiNT the situation is significantly better. If you have GNU Zip (gzip, not to be confused with the archiver Zip/STZip) compressor in your path, by giving gtar the '-z' option you can pipe the file(s) to be tar'd through the gzip. To 'Create Verbosely a gZipped Multivolume File' you use 'gtar -cvzMf destination files...'.

If you want to squeeze out a couple of kilos (10-20) more archiving space from your floppies reliably, you can create a 'raw floppy' which doesn't have a filesystem. These floppies have to be preformatted, mostly to a certain size. To use raw floppies, you need to add a raw floppy device into MiNT (eg. ps0 from atari.archive.umich.edu directory /atari/Mint/Device...) and then use this device as the destination file for gtar. BTW. This is a very compatible method for exchanging files between Atari and different Unix (or alike) systems like Linux...

Anybody have any comments or additions?

- Eero -

4343. RE: FREE Atari ST Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 16:43:49 UTC
From: mdm@esl.com
Message-ID: <36eqs5$f9p@gatekeeper.esl.com>
Source record: 180089
Cross-posted to: ba.market.computers,comp.sys.atari.st

I have already received about 30 responses to this post so I've saved them in the order received and will respond to each until I find someone to come get the stuff.

I opened the machine last night and found that the motherboard is cracked! If this changes things for those of you who responded with an "I'd like a shot at fixing it" message, please let me know. I would assume that a cracked motherboard is not repairable short of completely replacing it.

Michael Matthews
TRW Business Intelligence Systems
mdm@esl.com
(408)752-2890

4344. Re: Papyrus, SpeedGDOS

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 17:38:52 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Sep29.173852.24140@abo.fi>
Source record: 180090

In <36c6lv$qo6@newshost.uni-koblenz.de> oberle@informatik.uni-koblenz.de writes:

> |> - Papyrus doesn't work under Geneva. The horiz. ruler freezes the program when
> |> on; without it Papyrus works even with Geneva. Is the problem in Geneva or
> |> Papyrus - and will there be a solution..?
>
> I think that this rather is a problem of Geneva. papyrus is known as
> a very clean program, which runs both under MultiTOS and MagiC.

Any people from Gribnif there reading this..? It'd be nice to get these two
working together..

> |> - Is there any way to delete a single word with a keyboard shortcut? The
> |> (english) manual, though is good, doesn't help much in this. The method it
> |> describes, actually deletes a whole line... ;-((CTRL-del)
>
> Why don't you use the shortcuts to mark a character/word/sentence/paragraph
> and press <CTRL-X> after that? In the german version, there are the following shortcuts:
>
> ALT-C mark a character
> ALT-W mark a word
> ALT-S mark a sentence
> ALT-A mark a paragraph
> ALT-Y mark a page (<- I hope I'm not wrong here)
>
> Except of ALT-Y, I frequently use them, and I'm quite satisfied with that.

Well, I admit that it can be done that way.. But as in many programs you simply
press CTRL-DEL, for example, and as one very often needs that function, there
might be a better solution than two key-combinations? Different people like
different things, and so on ;-) ...

> |> - CVG support would be GREAT, and so would EPS support..!
>
> There is at least an indirect way for CVGs: X-Act Draw.
> If you should work frequently with vector graphics that
> you need for DTP work with papyrus, this program is a
> good buy.

I already use Kandinsky and MyDraw in parallel with Papyrus - but neither of
them knows CVG format =-(And I can't afford X-Act Draw in near future -
especially, since nobody sells it in Finland..

> |> - I personally would _very much_ appreciate support for Microsoft Word for
> |> Windows and Word Perfect 5/6, if possible at all... There are no Atari programs
> |> capable of importing these text formats directly; still, very many people use

> |> them daily. RTF is good, but... Any hope?
>
> Well, isn't RTF already a good way to exchange files with Word?
> What's wrong with it?

Well, the point is: although one can always use separate programs to do different things (e.g convert CVG/EPS graphics to GEM, or Word files to RTF, etc), it really disturbs your work when you have lots of those "alien" files to work with..! Without multitasking, especially, it's very nasty to have to visit another program just to be able to import a CVG picture - when your hard disk is filled with them ;-) ! I think, CVG is _so_ common a file format in Atari world that it should be supported better - especially, because it has much less compatibility problems than the notorious GEM has...

There's nothing exactly wrong with RTF - but as some people make documents in PC, containing graphics, etc - those graphics at least disappear when you want to continue your work in Papyrus. As Word is the actual standard of PC world, it'd be very handy to have a "Word-compatible" Papyrus, don't you think?

To the end; I'm using OUTSIDE 3.2 on Falcon with Papyrus - and there has appeared some nasty crashes when trying to search through a pretty large (about 80 pages of text and pics) document. I'm using 2 Mb as ST-RAM and 2 Mb as "TT-RAM" in Outside, 32 kb block size, and no ROM to RAM option. This seems to be some kind of a problem in memory management somewhere. Perhaps in Outside 3.2 - I don't know.. The current version in 3.3 I think. Do you know if I should upgrade to 3.3, or any other help?

Greetings, Tommi

4345. Apex Media Development - assistance required.

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 18:15:54 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940929Z181554.404dbrewood@nest.demon.co.uk>
Source record: 180093

Hi guys, I've been asked by the Black Scorpians (Apex Media) if I can assist in obtaining some information to further the programs development.

The data being searched for is as follows:

* Example .FLH/.FLT files (less than 30k each), and information on coding the routines used in producing the files.

* And information on coding MPEG, or how MPEG works in detail. Maybe source code, but nothing taken from a Unix workstation as that takes 1.5 hours to convert an FLX to an MPEG file!

If anyone can assist please contact me via:

NeST: 90:90/0.0@nest.ftn
AtariNet: 51:500.0@atarinet.ftn
Internet: dbrewood@cix.compulink.co.uk
dbrewood@nest.demon.co.uk

Daron Brewood - Apex Media beta tester.

--

```
================================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
================================================================================
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
================================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
================================================================================
```

4346. Re: Help! Connecting 2 hard drives?

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 19:07:34 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <36f39m$10f@mailer.fsu.edu>
Source record: 180091

Jerry Dunham (dunham@mpd.tandem.com) wrote:
> My plan was to change the SCSI address of his adaptor, plug it into mine,
> and transfer directly, since doing it off of floppies will take longer
> than I've got. This does not appear to work. ICD Pro's IDCHECK re-
> cognizes the Adaptec controller in the SH204, but nothing else seems to.
> I've tried with the SCSI address set to 1 and then 3, but only IDCHECK
> notices. Most of the ICD utilities won't work because neither has an ICD
> host adaptor, and both are set up as Supra drives. Nothing on my Supra
> disk seems to even notice the second adaptor.

I dimly remember something about the Atari host adaptors not being able
to handle anything but SCSI 0. Supra drives can use multiple IDs though,
so you should be able set the SH204 to 0, the Supra to something else,
and boot from the new drive. Hope that helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4347. Re: Expanding Ram in Mega-4?

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 19:12:59 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <36f3jr$10f@mailer.fsu.edu>
Source record: 180092

Panjandrum (dhbutler@magnus.acs.ohio-state.edu) wrote:
> I'm considering the possibility of expanding the RAM capacity of my Mega-4
> through some means.

> Since my primary concern is price, I'm interested if anyone makes a board that
> expands the ram (preferrably with nice cheap 1meg simms) with out demanding
> expensive processor replacement?

You might want to call some folks (Toad @ 1-800-448-TOAD and D&P
@ 1-800-535-4290) and ask about the Xtra-RAM upgrade. I believe they have a
board that can add 4mb to a 4mb ST (8mb total). I think they are also
going to come out with a MegaSTE version that plugs into the VME slot
and does the same thing.

Strangely enough, it appears that ST computers have been able to support
more than 4mb for some time. My MegaSTE field service manual talks about
being able to access another 4mb of "external memory". I believe the Mega
machines had this as well (as of TOS 1.4 perhaps). I think this would
have the same restrictions as TT memory, in that you could not step over
the boundary (for example, a program could not use 5mb in one hunk). I could
be wrong about this. Hope that helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4348. Help! Sound in Pascal!

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 19:19:04 UTC
From: garnerg@esu.edu
Message-ID: <36f3v8$qhe@jake.esu.edu>
Source record: 179959

I have HighSpeed Pascal for my STe. I try desperately to make any sounds in
my programs, but I cannot figure out how! Even beeps and buzzes are beyond me!
Any help will be greatly appreciated (and if you can tell me how to load and play
*.AVR files, I'll kiss you!!).

==> garnerg@esu.edu

--
****
"That's just the way it is. Some things will never change. That's just the
way it is. * Oh, but don't you believe them *" - B. Hornsby, 1986

If anything in the above message sounds interesting, please respond at:

===> garnerg@esu.edu ** George W. Garner **

Thank you, drive through.
****

4349. WANTED: Cheap 100M HD

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 19:20:54 UTC
From: garnerg@esu.edu
Message-ID: <36f42m$qhe@jake.esu.edu>
Source record: 179960

I'm looking for a cheap (<= $100) HD for my Atari 1040 STe. Anybody have one for that price! Around 100 Megs would be nice.

P.S.- I have 4 250K SIMMS from when I upgraded the memory. All of them are for sale, best offer accepted.

--
****
"That's just the way it is. Some things will never change. That's just the way it is. * Oh, but don't you believe them *" - B. Hornsby, 1986

If anything in the above message sounds interesting, please respond at:

===> garnerg@esu.edu ** George W. Garner **

Thank you, drive through.
****

4350. Re: useful auto prgs/ACCs

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 19:44:05 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <36f5e5$10f@mailer.fsu.edu>
Source record: 179963

hopper_t@msupa.pa.msu.edu wrote:
> >> I strongly suggest one of the following commercial programs:
> >> Warp9 ST - Speed up your system (screen drawing, actually) by several
> >> hundred percent, have a built-in screen saver, change the
> >
> >QuickST3 is faster :-) Any in spite of rumours I have no problems with it
>
> Are you sure? From what I understand, Warp9 *is* QuickST3 (from Branch
> Always Software), with a couple of extras. Frankly, I'm astounded that
> QuickST3 could be faster.

As for reliablility, since I switched to NVDI, my system has been robust enough for me to turn on write caching in the ICD software (something I never felt comfortable doing, as I would get a crash or lockup about 1 time out of 10). I hardly ever see any bombs anymore, and it is usually something for which I can figure out the cause (no more "mystery bombs"). Also, several programs that I had labeled "buggy" and put away years ago are now rock-solid with NVDI. I have gone through the whole progression (TurboST, QuickST, Warp9, NVDI), and IMHO NVDI is miles ahead of the others. Note that NVDI is also a full GDOS implementation, so it is roughly equivalent to Warp9 and G+Plus together.

That is not to say that Warp9/QuickST are not good products. The difference between a bare machine and one with any of these installed is amazing. I can't imagine working on my ST systems without a screen accelerator anymore. I just feel that NVDI is the cream of the crop, by a considerable margin, and worth the extra money (really not that much extra, when the GDOS stuff is factored in).

I do wish the Codeheads would split out the screensaver portion of Warp9 and sell it separately. It is probably very closely tied to the acceleration routines, though, so I doubt it could easily be done :-(.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4351. WANTED TO BUY: 4 player joystick adapter

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 20:16:12 UTC
From: ICSGD1@MAX.CC.Uregina.CA
Message-ID: <17040C8AC.ICSGD1@MAX.CC.Uregina.CA>
Source record: 180094

If anyone has a 4 player joystick adapter they want to sell, or instructions on how to make one, please email me. Thanks.

Brook

4352. Re: useful auto prgs/ACCs

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 20:53:56 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <36f9h4$l98@msuinfo.cl.msu.edu>
Source record: 180095

In article <36f5e5$10f@mailer.fsu.edu>, boyd@hardy.math.fsu.edu (Mickey Boyd) writes:
>As for reliablility, since I switched to NVDI, my system has been robust
>enough for me to turn on write caching in the ICD software (something I
>never felt comfortable doing, as I would get a crash or lockup about 1
>time out of 10).
>Also, several programs that I had labeled "buggy" and put away years ago
>are now rock-solid with NVDI.
>Note that NVDI is also a full GDOS implementation, so it is roughly
>equivalent to Warp9 and G+Plus together.

I've heard this before, from several people; everyone seems to agree that NVDI is the better buy. Unfortunately, I've had Warp9 and G+Plus since before NVDI came out, and I don't particularly want to pay $80 for a new screen accelerator. However, I have seen used versions (or at least older versions) of NVDI for substantially less than $80. Does anyone know, or have any opinions, what version of NVDI is really the minimum (in terms of compatibility and speed) for a MegaSTE running TOS 2.06 (American TOS)? If some version less than 2.51 would suffice (what were the differences, anyway?) I would buy an older version and just upgrade when I could afford it.

Thanks,
Tom
hopper_t@msupa.pa.msu.edu

4353. 40 folder limit? explanation needed

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 21:14:18 UTC
From: hallvart@ifi.uio.no
Message-ID: <36fana$d8h@altjof.ifi.uio.no>
Source record: 180096

<FOLDRxxx.PRG - AUTO folder program that expands the 40 folder limit (just
< replace "xxx" with the number of folders you want).

why is there a 40 folder limit on the ST? What happenes when you've opened
41 folders- does the machine crash? Is this a bug in the system or is it
like this for some reason, and if the above mentioned program lets you change
the limit to a higher value, why not make a fix program that lets you open
an unlimited amount of folders?

Hallvard

4354. Re: 40 folder limit? explanation needed

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 22:38:22 UTC
From: pjensen@csi.compuserve.com
Message-ID: <36ffku$4cf@mhaai.inhouse.compuserve.com>
Source record: 180097

In article <36fana$d8h@altjof.ifi.uio.no>,
hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:

>why is there a 40 folder limit on the ST? What happenes when you've opened
>41 folders- does the machine crash? Is this a bug in the system or is it
>like this for some reason, and if [FOLDRxxx.PRG] lets you change
>the limit to a higher value, why not make a fix program that lets you open
>an unlimited amount of folders?

There is an fixed-size area in which the operating system allocates certain
data structures for its own use. Each folder encountered uses, if I remember
correctly, two 64-byte structures. These are kept around for a laudable
purpose, namely to speed up later filename lookups, but the downside is that
the area may run out. FOLDRxxx.PRG allocates more memory and links it only
the list that Tos keeps of 64-byte-chunks available for use; but again, it
is a given amount of memory. Without virtual memory, it's hard to do better.
Of course, it would have been better to maintain a purgeable cache of folders,
but they didn't code it that way.

Worse yet, there is a bug in 1.0 (don't know when it was fixed) where if you
have a folder, say \USR\INCLUDE, that contains both some files and a subfolder
(say SYS), and you repeatedly search for files at that level without ever going
into SYS, the folder memory is chewed up very rapidly (it keeps creating new
structs for SYS, but sort of forgetting that it did so).

I've said it before: if people are going to write operating systems with bugs
in them, they ought to have a reasonable way to patch them (or distribute the
source!! Long Live Linux!!).

Phil Jensen :: pjensen@csi.compuserve.com

4355. Re: Expanding Ram in Mega-4?

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 23:14:02 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <36fhnq$qn@golem.wcc.govt.nz>
Source record: 180099

In article <36ejtt$kbt@charm.magnus.acs.ohio-state.edu>,
dhbutler@magnus.acs.ohio-state.edu (Panjandrum) writes:
>I'm considering the possibility of expanding the RAM capacity of my Mega-4
>through some means.
>
>Since my primary concern is price, I'm interested if anyone makes a board that
>expands the ram (preferrably with nice cheap 1meg simms) with out demanding
>expensive processor replacement?
>
>Thanks for any info...
>____
>|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu
>>
> - John Brunner

The is this UK Marpet Ram upgrade, but its no cheep, and there could be
programs that will not work with it, as it gives you TT type ram..

Also you will need to replace your TOS roms to 2.06....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4356. FAX on ST without ZYXEL-Modem??

Newsgroup: comp.sys.atari.st
Date: 1994-09-29 23:59:19 UTC
From: moth@wega.fibronics.de
Message-ID: <1994Sep29.235919.10225@eurom.rhein-main.de>
Source record: 179952

HI!

I got a modem which is able to send/receive FAX, but not the way
ZYXEL-modems do: The (new?) EIA 2388-standard should be CHIP-INDEPENDENT
(so the users manual..). The modem has the build in standards V27ter, V29,
V17.
I looked on many FTP-Sites for FAX-software for the ST, but all I found
depended on a ZYXEL-modem.

Does anyone know about a ST-FAX-software which supports the newer standards?
I do not intend to send many faxes, so the software shouldn't be very
expensive.

Thanks in advance

Thilo (moth@janus.c2c.de)

4357. Gribnif, are you listening? (was Re: Papyrus, SpeedGDOS)

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 02:45:54 UTC
From: dud@u.washington.edu
Message-ID: <36fu52$214@nntp1.u.washington.edu>
Source record: 179985

In comp.sys.atari.st you write:

|> - Papyrus doesn't work under Geneva. The horiz. ruler freezes the
|>program when on; without it Papyrus works even with Geneva. Is the problem
|>in Geneva or Papyrus - and will there be a solution..?

>> I think that this rather is a problem of Geneva. papyrus is known as
>> a very clean program, which runs both under MultiTOS and MagiC.

>Any people from Gribnif there reading this..? It'd be nice to get these two
>working together..

(that subject might get their attention a little more... :)

I'm thinking about getting Papyrus; I haven't seen it yet, but from what
I've been hearing, it's very good. I couldn't live without Geneva, so if
it's true that it doesn't work with Geneva, something might oughta be
done about it...

Dan Aylward
dud@u.washington.edu

4358. Replay 16 on Mega ST 4

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 02:55:26 UTC
From: bign@iac.net
Message-ID: <36fumu$4ml@great-miami.iac.net>
Source record: 179954

Could anyone give me a review of Replay 16; a sampler?

--

4359. This is an Atari FTP Listing

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 03:46:53 UTC
From: bjr2@Ra.MsState.Edu
Message-ID: <36g1nd$ni0@Tut.MsState.Edu>
Source record: 179956

```
Again, thanks to all who have contributed in giving me corrections and updates
to my FTP list- keep those updates coming in!!! Thanks.

()==========================()
// ____/__ __/ ____/ //\\
// / / / _/ // ()
// __/ / ____/ // //
// / / / // //
// _/ _/ _/ Archives // //
// // //
()==========================() //
\\ \\//
()==========================()

(log in with "anonymous" as name, and full name/e-mail address as password)

A T A R I S T F T P S I T E S :
-----------------------------------
USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
f.ms.uky.edu..............(128.163.128.6)...../pub/atari/
archive.wustl.edu.........(128.252.135.4)...../systems/atari/comp.binaries.atari.st/
cs.bu.edu.................(128.197.2.1)......./PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../pub/atari/

CANADA:
-------
aupair.cs.athabascau.ca...(131.232.10.8)....../atari/

NETHERLANDS:
------------
ftp.cs.ruu.nl.......(131.211.80.17)........./pub/ATARI-ST/
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)......../pub/atari/
FINLAND:
--------
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

GERMANY:
--------
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
```

athene.uni-paderborn.de...(131.234.2.32) ...../atari/
ftp.cs.tu-berlin.de.......(130.149.17.7)....../pub/atari/
pascal.math.fu-berlin.de..(130.133.4.50)....../pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)..... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/ (GEM view 2.48)
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
ftp.informatik.tu-muenchen.de......(131.159.0.198)......../pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.112.172)....../pub/atari/ (latest "Before
dawn")
wowbagger.pc-labor.uni-bremen.de...(134.102.228.9)......../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)........./pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/platforms/atari/

UK:
---
micros.hensa.ac.uk (148.88.8.84) .... /micros/atari/

FTP "mirror"-sites:
----
mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or (128.193.4.2) or
...(128.255.21.233) or (128.255.40.200)
nic.switch.ch (130.59.1.40)............/mirror/atari/ (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/ (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/umich/ (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/uni-paderborn (uni-paderborn,
GERMANY)

DOWNLOADING FILES, Instructions:
----
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR] OR use the number address,
NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once. i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having to reply "y" for each
file
when asked "get {filename}?".
12) close [CR] to end (go back to ftp and
13) quit [CR] to go back to UNIX or.......
14 bye [CR] to end and go back to UNIX

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.

- Most files are compressed. Use an appropriate program on your computer on which the programs
were intended, or in UNIX ....
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after uncompressing .Z and/or .uu.
Use the appropriate uncompress program for this.
- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys, xlinksys etc...)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh, xlba.lzh etc...)
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to another computer (use an
other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:
- mdir [CR] to show disk-directory/space left.
- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)
- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for "low density")
- mcopy a:{filename on disk} {copy filename} [CR] to get a file from disk to computer.
i.e. "mcopy a:dlist.txt dlist.txt"
- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

Enjoy!
Brian

4360. Re: WANTED: Spectre GCR 3.0

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 04:32:27 UTC
From: Mark Santora <santora@delphi.com>
Message-ID: <hy3WoFT.santora@delphi.com>
Source record: 179955

If you want to pay the shipping from the US, mine's for sale. Comes with absolutely EVERYTHING. Box, manual, 3.0 manual, button, cable, Finder 6.0.2, and a bunch of software.

$200 for it all.

email me if interested.

Mark Santora
----------Santora@delphi.com-->

4361. Re: useful auto prgs/ACCs

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 05:52:20 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <36g92l$psh@mailer.fsu.edu>
Source record: 180003

hopper_t@msupa.pa.msu.edu wrote:
> I've heard this before, from several people; everyone seems to agree that
> NVDI is the better buy. Unfortunately, I've had Warp9 and G+Plus since
> before NVDI came out, and I don't particularly want to pay $80 for a new
> screen accelerator.

That is what stopped me as well. I now wish I had not waited as long, as
I undoubtedly got rid of some programs for which the only problem was
incompatiblities with my screen accelerator.

> However, I have seen used versions (or at least older
> versions) of NVDI for substantially less than $80. Does anyone know, or
> have any opinions, what version of NVDI is really the minimum (in terms of
> compatibility and speed) for a MegaSTE running TOS 2.06 (American TOS)? If
> some version less than 2.51 would suffice (what were the differences,
> anyway?) I would buy an older version and just upgrade when I could afford
> it.

I took advantage of Toad's sale of version 2.11 NVDI for $40, and that is
what I am still using. Thus, my comments were in fact geared toward an
old version of NVDI. I'm running TOS 2.06 on a MegaSTE too. Oh, I hear
that version 3.0 of NVDI is out or about to be out, so perhaps there will
soon be great deals on 2.51 (doubtful, as I think the deals for 2.11 were
also due to a company change, but one can hope :-).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4362. Re: Know a good comms pro

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 05:59:10 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <36g9fe$psh@mailer.fsu.edu>
Source record: 180004

Kevan Winch (kevan@empyr.dircon.co.uk) wrote:
> Thanks for the info. Tom Hopper suggested that I try HSMODA04,
> apparently the latest port fix, which also incorporates buffers etc. I
> can't seem to get to to work. Do you know this program ? I haven't
> tried HSMODEM (presumably a different prog to HSMODA04 ?), but if I
> can't get this new one to work, I'll give it a try.

First of all, please break your line around column 78 or so. Most newsreaders don't like huge paragraph-length lines.

As for HSMODA04, it is simplicity itself. Drop drivin.prg into your auto folder. Drop mfp.prg into your auto folder. If you are using an ST or STE, you are done. If you are using a MegaSTE or TT, drop, scc.prg into your auto folder. Check to make sure they are in that order (drivin must run first). Reboot. The default settings within the programs should be sufficient for you. If not, you can use the setter.ttp program to set options within them (run setter with the program you want to change as the argument).

Note that English docs are at the end of the German ones.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4363. Are there any DSP Modems?

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 07:48:34 UTC
From: ac_green@postoffice.utas.edu.au
Message-ID: <ac_green-300994174834@mg4_67.its.utas.edu.au>
Source record: 179964

A friend of mine is wondering whatever happened to the DSP based modem that was talked about around the time of the Falcon's release. He would like to know because he is getting a new modem but doesn't want to hand over lots of cash only to find out that there is a supposedly cheaper and faster alternative in a DSP based modem.

I would also be interested in this information but I think I'll just upgrade to a standard faster beast that works with my ST's also, unless they are significantly cheaper.

So does anyone know of any? I'd like to know prices and retailers/distributors please.

Thanks a lot,

Anthony Green

4364. Re: Unix on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 08:27:22 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994Sep30.082722.4863@euclid.earth.ox.ac.uk>
Source record: 180009

In article <367ncq$gu7@mailer.fsu.edu>, Mickey Boyd <boyd@math.fsu.edu> wrote:
>Michael Smith (miff@apanix.apana.org.au) wrote:
>> warwick@cs.uq.oz.au (Warwick Allison) writes:
>> Comparing a TT to a 3/50 is a bit of a joke : the 3/50 is a 10 or 12 MHz
>> '020, hardly a valid comparison. You'd be closer with a 3/80, which
>> was often compared favourably with an SS1, or one of the VME '030 systems
>> like a 3/3xx or 3/4xx.
>
>A TT is a bit faster than a 3/80, I believe. Sun 3/80's are pretty awful
>by today's standards as well, for a UNIX box. They make really nice
>Xterminals, though. Again, totally different set of demands.

The Sun 3/80 is about 2/3rds the speed of a TT (I've got both so I can
compare them, like for like). The 3/80 is slow relative to todays Unix
boxes. It uses a 20MHz 68030, this is equivalent to a 33MHz 386PC. The TT
running the alpha test version of Linux gives 7.95 Bogomips, equivalent to a
40MHz 386 running Intel Linux.

>> Which is a pity, as Linux isn't much of a Unix, but it seems to attract
>> the d00dz in the hacking community, and at that age they have the time
>> to spare. Hopefully there'll be enough followon from that and the
>> various NetBSD/030 ports so that a port to the TT will be relatively
>> straightforward, but I'm not holding my breath _just_ yet.
>
>If LINUX for the Atari catches up with the PC LINUX (or even gets close),
>it will be an impressive product, at least in terms of the software available.
>Performance will probably be pretty bad though.

Linux is quite a good little Unix-like OS. You'll not find many people who
are working on Linux using the term "d00dz" as they are mostly graduates
with a great deal of computing experience, some are even specialists in
operating system design. The people developing NetBSD are just the same sort
of people as those developing Linux.

The current incantation of Linux/68k isn't much use, but it is still in the
relatively early development stages and nowhere near ready for general
release.

Steve

--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

4365. Re: Atari Archives...

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 08:53:58 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cwxq1y.K2s@westminster.ac.uk>
Source record: 179967

John William Stanmeyer (jws4p@Virginia.EDU) wrote:
: What Atari archives are out there besides Merit (umich) and
: Hensa?

Yes, there are...

You may get a list from hensa (micros.hensa.ac.uk), in the directory:
micros/atari/tos/n/n168/

file: ftplist.txt

You may also browse a page with this info, and links to other sites,
via hensa's WWW server. URL: http://micros.hensa.ac.uk/

and follow the Atari trail, and look in the 'Other interesting pages'
section.

Hope this helps.

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

4366. Re: Multivolume Archivers

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 09:39:09 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Sep30103910@issan.informatik.uni-dortmund.de>
Source record: 179968

In article <36eot5$1o3@proffa.cc.tut.fi>, t150315@proffa.cc.tut.fi (Tamminen Eero) writes:

|> Multivolume Archivers (on ST)
|> ----------------------------

|> (maybe this should be added to the FAQ?)

[...]

|> With MiNT the situation is significantly better. If you have GNU Zip
|> (gzip, not to be confused with the archiver Zip/STZip) compressor in
|> your path, by giving gtar the '-z' option you can pipe the file(s) to be
|> tar'd through the gzip. To 'Create Verbosely a gZipped Multivolume File'
|> you use 'gtar -cvzMf destination files...'.

No, this won't work, GNU tar does not allow this. And it would result
in a deadlock anyway because of the blocking Pfork(): tar would have
to both write to and read from the pipe connected to gzip, since it
must reblock the output. That's why it also doesn't work under MiNT
if tar reads a compressed archive from stdin or anything other than a
plain file.

So you must do the same as without MiNT: first prepare a compressed
archive as a plain file and then write it with tar as a multivolume
archive onto the floppies.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

4367. Internet address list...

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 10:05:39 UTC
From: boyeau@orque.unice.fr
Message-ID: <36gntj$im3@taloa.unice.fr>
Source record: 179969

Ok. I'm Stephane Boyeau stfb@castor.unice.fr also known as Stfb.
I have a shop near Cannes (in France) to sell Atari software and hardware.
I'm the first in France to sell HighSpeed Boards for Falcon.
I'm gonna do my own speedup board for Falcon (the one I sell for now is
imported card). I have a lot of informations about the hardware of the
Falcon and I have the schematics of the motherboard (that helps !).
I've done FalconSX (shareware) and FalconSX40Mhz (I sell it with the
boards).
I code in C and ASM. I'm gonna learn the DSP code soon.
If you want to know more about my activities, just Email me !
I have some nice projects about Falcon soft/hardware that I will talk
about as soon as I will finish it .

Regards,

Stfb.

4368. Help wanted!!!

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 10:17:45 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <36gok9$q11@mserv1.dl.ac.uk>
Source record: 179975

Hi,

First of all has anyone got an e-mail address for Systems Solutions. I did have one once but lost it (saying that I wrote to them but didn't get a reply).

Next I'm looking for an Undelete utility and Defragmentation utility for my Falcon. I want them both to be able to work with the hard disk as I have utilities that do this on a floppy. If you know of any utilties that will undelete and defrag a Falcon's hard disk let me know where to find them (PD or shareware if possible as I haven't got much moeny).

Thanks,

Mark msh@dl.ac.uk

4369. Re: Atari Archives...

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 10:26:46 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <36gp56$21h@percy.cs.bham.ac.uk>
Source record: 179974

vctec@westminster.ac.uk (Denesh Bhabuta) writes:
>John William Stanmeyer (jws4p@Virginia.EDU) wrote:
>: What Atari archives are out there besides Merit (umich) and
>: Hensa?
>
>Yes, there are...

But at least hensa was recognized as one of the main Atari archives,
eh Danny? ;-)

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4370. Hardware for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 10:30:20 UTC
From: boyeau@orque.unice.fr
Message-ID: <36gpbs$im3@taloa.unice.fr>
Source record: 179977

Hardware dev. Idea wanted !!
If you have any idea about some hardware things that need to be done
for Falcon, just Email me !
I will then think about making and selling it ok ?

I'd like to make hardware stuffs for falcon but I just don't know what
people mostly want to have ...

Thanks to answer !

Stfb.

4371. Re: ACSI trouble

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 10:42:00 UTC
From: Nesral@closer.brisnet.org.au
Message-ID: <bdd_9410010346@softtech.brisnet.org.au>
Source record: 180006

Gooday Roland, I don't know if I can get that ICD micro SCSI controller here in OZ but I will definately try very hard to obtain one thanks for the help as I really want to add a Sequest removeable drive to this thing.

Thanks again for the help.

Seeyoulatermate.
..

_-_|\
/ *<-- Geoff of OZ.
_.-._/
v

4372. Driver for a HP LaserJet 4M Plus

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 10:47:25 UTC
From: mattispa@aston.ac.uk
Message-ID: <CwxvB1.A1B@aston.ac.uk>
Source record: 179981

I am looking for a driver for HP printer as I have access to one and would like to print out my reports on it.

Secondly does anyone know of software which will convert Calamus CDK files to PostScript format.

Patrick A Mattis email :mattispa@sun.aston.ac.uk
Dept of Mech & Electrical Eng voice : 021 359 3611 x 4314
Aston University fax : 021 333 5809
Birmingham
B4 7ET
ENGLAND

4373. Re: 40 folder limit? explanation needed

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 10:55:48 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <36gqrk$n64@msuinfo.cl.msu.edu>
Source record: 179976

In article <36fana$d8h@altjof.ifi.uio.no>, hallvart@ifi.uio.no (Hallvard
Tanger&#65533;s) writes:
>
><FOLDRxxx.PRG - AUTO folder program that expands the 40 folder limit (just
>< replace "xxx" with the number of folders you want).
>
>why is there a 40 folder limit on the ST? What happenes when you've opened
>41 folders- does the machine crash? Is this a bug in the system or is it
>like this for some reason, and if the above mentioned program lets you change
>the limit to a higher value, why not make a fix program that lets you open
>an unlimited amount of folders?

The Atari computers allocate a certain amount of memory to store directory information when they boot up. As you open folders, the directory information is stored in the buffer. Under certain circumstances (I don't recall what), that buffer can be flushed, but generally as you open directories, this buffer gets filled up. On TOS 1.04 and greater, trying to open more folders just results in a warning (something like: "Unable to Open Directory"). On TOS 1.00 and 1.02, there was a bug in the OS that could cause directories to be scrambled when the 40 folder limit was exceeded. This 40 folder limit is a feature; just an arbitrary limit that can be expanded through the use of programs like FOLDRxxx and many hard-disk drivers. Some people never reach this limit (especially if you don't use a hard disk), but others need to allocate several hundred folders. What you need to do depends entirely on how you use your machine.

Regards,
Tom
hopper_t@msupa.pa.msu.edu

>Hallvard

4374. The FAQs

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 10:58:05 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cwxvst.2zC@westminster.ac.uk>
Source record: 179980
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello

Just writing to inform you that I (hopefully) will be taking over the posting of the FAQs, from Steve Ourada, as he does not have much time to do so. He has agreed to me doing this, and the news.answers moderators have also agreed, upon me completing the conditions they have send me.

So, if you want anything added to the FAQs, then please e-mail them to me.

Thanx
Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

4375. Re: -SC1224 monitor making high pitch noise...is it broke?

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 10:59:53 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <36gr39$n64@msuinfo.cl.msu.edu>
Source record: 179979

In article <quest.1131241057A@198.7.0.1>, quest@panix.com (Quest) writes:
>
>Just bought a used SC1224 Atari monitor.....I am waiting for a special video
>adapter cable to enable me to use the monitor....but nonetheless, I wanted
>to make sure it was not DOA. I plugged it in.....but have not connected the
>video connector yet (waiting for adapter cabling). When I turned on the
>monitor of course nothing comes on screen (and I was not expecting anything
>visible), but I have noticed a very high pitch noise that's being
>transmitted from the monitor. Is this natural? Is this due to the fact
>that I don't have the Video connector/adapter connected?

I don't think you have much to worry about. My dad's had an SC1224 for six
or seven years that makes a high pitched noise. The monitor works fine,
except for that sound. And since it was his third monitor - two others
broke under warranty - he never bothered to try to get it fixed. It has
made that sound since the day he bought it.

Regards,
Tom
hopper_t@msupa.pa.msu.edu

>
>Thank you very much,
>
>Lance

4376. Re: Expanding Ram in Mega-4?

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 11:59:30 UTC
From: bensmith@teleport.com
Message-ID: <36guj2$ons@linda.teleport.com>
Source record: 180010

In <36ejtt$kbt@charm.magnus.acs.ohio-state.edu> dhbutler@magnus.acs.ohio-state.edu (Panjandrum) writes:

>I'm considering the possibility of expanding the RAM capacity of my Mega-4
>through some means.

>Since my primary concern is price, I'm interested if anyone makes a board that
>expands the ram (preferrably with nice cheap 1meg simms) with out demanding
>expensive processor replacement?

>Thanks for any info...
>____
>|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

>"It's supposed to be automatic but actually you have to press this button."

> - John Brunner
John,

Toad Computers sells an UpGrade Board that will upgrade a Mega to 8 MB. I
Don't know if it works on other ST's besides Megas. It uses SIMMs, I don't
know how Big or how Many. And for $39, they'll install it.

---FYI---
--Thanks--
---Ben---

P.S. The Board (Without RAM) Costs $129.

Toad Computers (800)448-8623 - Orders, (410)544-6943 - Info

570 Governor Ritchie Highway
Severna Park, MD. 21146-2925

InterNet: toad@genie.geis.com

Your Welcome

--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

4377. Re: 40 folder limit? explanation needed

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 12:26:26 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <36h05i$9sm@lyra.csx.cam.ac.uk>
Source record: 180011

hopper_t@msupa.pa.msu.edu writes:
>In article <36fana$d8h@altjof.ifi.uio.no>, hallvart@ifi.uio.no (Hallvard
>Tanger&#65533;s) writes:
>>
>><FOLDRxxx.PRG - AUTO folder program that expands the 40 folder limit (just
>>< replace "xxx" with the number of folders you want).
>>why is there a 40 folder limit on the ST? What happenes when you've opened
>>41 folders- does the machine crash?
>>why not make a fix program that lets you open an unlimited amount of folders?

>The Atari computers allocate a certain amount of memory to store directory
>information when they boot up. As you open folders, the directory
>information is stored in the buffer. Under certain circumstances (I don't
>recall what), that buffer can be flushed, but generally as you open
>directories, this buffer gets filled up.

Isn't it possible to make the buffer resize itself depending on how many
folders you open? Say set it to 40 to start with, and then when (if) this
is reached, allow it to grab more memory. Also to release this memory
when it is not needed any more.

Just an idea...
Phil
[E-mail pd@mole.bio.cam.ac.uk]

--
It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of
cigarettes, it's dark, and we're wearing sunglasses.

Hit it.

4378. Re: Atari and Sega bury the hatchet

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 12:42:48 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <Cwy0nC.EEv@muster.hrz.uni-giessen.de>
Source record: 179962

Hi,

Chris Mauritz (ritz@ritz.mordor.com) wrote:
: [reprinted without permission from Dow Jones News Service]

: TOKYO -DJ- Sega Enterprises Ltd. and Atari Corp. (ATC) settled their
: disputes and formed an affiliation that includes several agreements
: designed to serve as the basis of future working arrangements between
: the companies.

very interesting. But keep in mind: But you have to distinguish between
Atari (which builds the big game consoles and belongs 100% Time-Warner)
and
Atari (which builds these amazing ST/TT computers and belonged to Jack Tramiel).

Which one is it ?

Martin
--
martin.schmidt@physik.uni-giessen.d400.de

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
dead are, somehow, quite ill."
Douglas Adams

4379. Re: useful auto prgs/ACCs

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 12:44:52 UTC
From: larserik@oslonett.no
Message-ID: <36h184$npv@hasle.oslonett.no>
Source record: 180012

> >> PROTECT6 - From Lars Erik Oesterud, this is a boot-sector and link
>
> What's the newest version, and how do I check my version? I don't watch
> the boot up, so I suppose it displays it then?

Look at an immunized bootsector. The newest version has an 8-digit
phone-number (8 digits after +47 that is). The old one has 7
(Norway changed the phone-number system a while ago :-)

> Are you sure? From what I understand, Warp9 *is* QuickST3 (from Branch
> Always Software), with a couple of extras. Frankly, I'm astounded that
> QuickST3 could be faster.

I have tested both Warp9 (much slower) and NVDI (faster at graphics, but
much slower than QST3 on pure text-output).

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

4380. Re: Driver for a HP LaserJet 4M Plus

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 13:16:01 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <36h32h$5sd@percy.cs.bham.ac.uk>
Source record: 180018

mattispa@aston.ac.uk writes:
>I am looking for a driver for HP printer as I have access to one and
>would like to print out my reports on it.

You unfortunately need a different printer driver for every aplication
on the Atari, so it would help if we knew which app you were using!

If it is a Speedo app, then Speedo 5 and NVDI 3 (I think) have
Laserjet IV drivers.

>
>Secondly does anyone know of software which will convert Calamus CDK
>files to PostScript format.

Isn't there something called a 'Bridge' sold by the Calamus people
which does exactly that? It might cost a few (!) pounds though.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4381. Re: 40 folder limit? explanation needed

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 13:22:09 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <36h3e1$616@percy.cs.bham.ac.uk>
Source record: 180019

pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:
>hopper_t@msupa.pa.msu.edu writes:
>>In article <36fana$d8h@altjof.ifi.uio.no>, hallvart@ifi.uio.no (Hallvard
>>Tanger&#65533;s) writes:
>>>
>>><FOLDRxxx.PRG - AUTO folder program that expands the 40 folder limit (just
>>>< replace "xxx" with the number of folders you want).
>>>why is there a 40 folder limit on the ST? What happenes when you've opened
>>>41 folders- does the machine crash?
>>>why not make a fix program that lets you open an unlimited amount of folders?
>
>>The Atari computers allocate a certain amount of memory to store directory
>>information when they boot up. As you open folders, the directory
>>information is stored in the buffer. Under certain circumstances (I don't
>>recall what), that buffer can be flushed, but generally as you open
>>directories, this buffer gets filled up.
>

I think MS-DOS has a similar er, feature which is got around using
BUFFERS= in config.sys.

I haven't noticed the folder problem running under MultiTOS with
MinixFS partitions however; perhaps the feature has been well and
truly slain.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4382. scannerquestion

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 13:23:46 UTC
From: leverenz@desy.de
Message-ID: <36h3h2$e09@dscomsa.desy.de>
Source record: 180023
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi together.
A friend of mine has bought a so called "Professional Scanner II"
for an atari st. This device is to be plugged into the romport
of the st. Unfortunately, there was no cable in the package and
since he bought it at a liqudation (right word?) of a firm,
he has no way of getting the original cable. We tried
to phone the manufactorer of that device, but it failed up to know.

Finally the question: Does anybody know of cable between this
scanner and the st? Which Pins of the romport have to be
soldered to which pins on the subd-25 pin on the scanner?
Is it only a cable or an interface? If interface, how to build it?

The scanner: "Professional Scanner II"
from "Print-Technik in munich and vienna"

Questions over questions, any help would be great.
Answers preferred by e-mail.

ciao, Christian

Sorry, english is not my native language and i never hacked on an atari...
--
o--o
This message was sent to you from:
Ch. Leverenz, DESY-FH1K	leverenz@dice2.desy.de
Lab 1c rm 280	vxdesy::leverenz (decnet)
Notkestr.85	f21lev@dsyibm.desy.de
22603 Hamburg	leverenz@desy.de
Phone: (040) 8998 - 3681	
o--o

4383. Re: 40 folder limit? explanation needed

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 13:40:03 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <36h4fj$mgv@msuinfo.cl.msu.edu>
Source record: 180013

In article <36h05i$9sm@lyra.csx.cam.ac.uk>, pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:
[info on 40 folder limit and FOLDRxxx.PRG deleted]
>Isn't it possible to make the buffer resize itself depending on how many
>folders you open? Say set it to 40 to start with, and then when (if) this
>is reached, allow it to grab more memory. Also to release this memory
>when it is not needed any more.

I imagine you could, Phil, though I doubt it could be done without moving GEM to RAM and then "patching" the necessary routines (and probably adding a few as well). Maybe someone else knows?

If no one responds within a week or so, and you want an answer, send me email to remind me of your question. Then I'll contact Keith Gerdes and maybe Charles Johnson on GEnie and see if they have any idea.

Tom
hopper_t@msupa.pa.msu.edu

>Just an idea...
>Phil
>[E-mail pd@mole.bio.cam.ac.uk]
>
>--
>It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of
>cigarettes, it's dark, and we're wearing sunglasses.
>
>Hit it.

4384. Looking for WWW/SLIP Software...

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 13:48:20 UTC
From: chronos@xmission.com
Message-ID: <36h4v4$nun@xmission.xmission.com>
Source record: 180015

<subject>

For the Atari ST... I currently use a Mega ST4 with a Infotel
14.4k bps modem to call a local I-net feed.. <xmission.com> and they said
that it would be more useful if I could use a WWW or SLIP software package.

Is the one Known for the ST? I really haven't looked... but if
there is one... please point me in the right direction.

Thanks again.

Chronos@xmission.com

4385. Atari 20 MB HD and Video Digitizers For Sale!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 14:11:17 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <36h6a5$eto@usenet.INS.CWRU.Edu>
Source record: 179983

Hi. I have a triple mint Atari SH204 with cable for sale.
I also have a Hippovision and a Navarone Video Digitizers which allow you
to capture VCR or Camcorder images and save them to Degas or Neo Format.
These are black and white.

Best offers!

Thanx!

4386. Atari Meets Sega

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 14:16:19 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <36h6jj$f8f@usenet.INS.CWRU.Edu>
Source record: 180020

I read in USA Today (today, as a matter of fact) that Sega has bought $40 Million of Atari stock (giving them a 7.9% share) AND has agreed to pay Atari $50 Million in CASH (liquid assets) for video game patent infringements in a lawsuit that Atari filed against them last year. This was noted as a LONG TERM deal, and will allow both companies to transfer/use the same games on future systems. . .

Good for Atari. Hopefully good for us someday . . .

4387. Re: Looking for a copy of First Word Plus

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 14:40:02 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9409301349.AA07238@ilmen.lanl.gov>
Source record: 179970

In article L676791@LMSC5.IS.LMSC.LOCKHEED.COM, L676791@LMSC5.IS.LMSC.LOCKHEED.COM () writes:
>
>Hey Scott - If you bought your copy of First Word Plus legitimately, why don't
>you contact the company, and give them your receipt and serial number, and ask
>them to send you a backup disk? It probably would't cost more than a few
>bucks. Of course, that's if your copy of First Word Plus is legit. If not, I
>would advise not using this Usenet category to look for pirate software.
>---Mark van Wyk

Good point, Mark. But is Timeworks still supporting the Atari? Heck, is Timeworks even still around?

-Hutch- @ Fair Dinkum Tech

4388. Re: Big News - Atari/Sega

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 14:51:28 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9409301401.AA07243@ilmen.lanl.gov>
Source record: 179971

In article L676791@LMSC5.IS.LMSC.LOCKHEED.COM, L676791@LMSC5.IS.LMSC.LOCKHEED.COM () writes:
>The following article appeared on the front page of the Business Section of
>the September 29 issue of the San Jose Mercury News:
>Atari drops suit against Sega

[blah, blah, blah ...]

>If you would like to read the entire article, go to your library, or look it
>up on America On Line. Unfortunately, if you have an Atari computer, you
>can't get America On Line unless you have a Macintosh or PC emulator.

I -do- have a Macintosh computer and I -still- hate AOL's clumsy and horrendously slow graphic interface. It's tolerable at 9600 baud but at 2400... ugh!

>(GEnie sucks) --Mark van Wyk
^^^^^^^^^^^

A seemingly very intelligent comment there, Mark. ;-) Care to elaborate (using adult terminology, please) on why you feel this way about the only commercial comms network that still cares a twit about Atari users??? It may not have the fancy graphics and push buttons that one is forced to slog their way through on AOL, but with ST Aladdin software, who cares? (all IMHO, of course)

-Hutch- @ Fair Dinkum Tech

4389. Cubase 3.0 compatible wit

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 15:07:13 UTC
From: larserik@oslonett.no
Message-ID: <36h9j1$2cd@hasle.oslonett.no>
Source record: 179988

In message #11, gt1448b@prism.gatech.edu writes:

> My wife uses Cubase often on our Mega STE. She would like a higher
> resolution screen. Is Cubase compatible with any/all VME video cards
> available for the MSTE? Thanks!

You could try DOUBLE2.PRG it can interlace the STE screen giving you
640 x 800 in monochrome. If interlace is not ok it can scroll too..
And it's completly free - Give me a hint and I'll uucode and send..

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

4390. 40 folder limit? explanat

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 15:07:16 UTC
From: larserik@oslonett.no
Message-ID: <36h9j4$2cg@hasle.oslonett.no>
Source record: 179989

> why is there a 40 folder limit on the ST? What happenes when you've opened
> 41 folders- does the machine crash? Is this a bug in the system or is it

*** SYSTEM HALTED ***
Out of internal memory
Use FOLDRxxx.PRG

(or something like that)

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

4391. Re: Looking for a copy of First Word Plus

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 15:11:19 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <36h9qnINN1uj3@sat.ipp-garching.mpg.de>
Source record: 179991

L676791@LMSC5.IS.LMSC.LOCKHEED.COM wrote:
: Scott Evans (evans@cts.com) wrote:
:
:> Title says it all. My copy just died and unfortunately I never got
:> around to making a back-up. If you have one let me know.
:> Scott Evans
:
: Hey Scott - If you bought your copy of First Word Plus legitimately, why don't
: you contact the company, and give them your receipt and serial number, and ask
: them to send you a backup disk? It probably would't cost more than a few
: bucks.

Forget it. A copy of 1st Word plus came with my machine when I bought my
first Atari, a 1040 STF, some years ago, complete with handbook and
registration card, which I sent to Atari Germany. When the new 3.? version
came out I wrote to them and requested an offer to update. I never heard from
them anymore.

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

4392. Re: ***** 1040 and 520ST system For Sale *******

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 15:11:49 UTC
From: "David A. Olanyk" <david@archimedes.chinalake.navy.mil>
Message-ID: <Cwy7Jp.82M@avalon.chinalake.navy.mil>
Source record: 179972
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <36c8uaINNm3c@duncan.cs.utk.edu> Golando Gathings,
gathings@cs.utk.edu writes:
>
>Note: All prices Negotiable.
>I would like to sell system as a system and not break up.
>If not sold with the week, I will junk.
>
>
You might try contaction one of your local schools and donate the
equipment if it doesn't sell and get a tax deduction, at least, on your
federal tax return.

4393. PLEASE! Restrict posts to 80 columns!

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 15:27:01 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9409301416.AA07248@ilmen.lanl.gov>
Source record: 179973
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

Just a request here on behalf of many who slog their way through the
Atari newsgroups every day on the Usenet and other online services:

PLEASE... when you post a message to ANY newsgroup on the Usenet, keep
your messages to a width of 80 columns or less and use a hard carriage
return at the end of each line. That means no lines longer than this:

0--------1---------2---------3---------4---------5---------6---------7--------8

A lot of folks have been merrily typing away, entering a huge post and
never pressing the RETURN key. This has an adverse effect in two ways:

1) It makes your post extremely hard to read from most newsreaders and
impossible to read from some of them (and doesn't reflect very well
on you as the sender, either);

and

2) It makes your post a likely candidate for being deleted from the
queue of those posts that get echoed (relayed) to other online
telecomm services. No one wants to manually clean up such posts so
the simple solution is to just delete them. Zap!

Remember, not all newsreaders are created equal. So be thoughtful and
take just a moment to properly format your posts. And would it be too
much to ask folks to stop using those darn HUGE sigs? Yeh, thought so. :)

Cheers,

-Hutch- @ Fair Dinkum Tech

4394. New files at HENSA (30 September, 1994)

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 15:28:39 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cwy8Br.Fs9@westminster.ac.uk>
Source record: 180025

Hi again,

Due to popular request, I am including access info:

telnet/pad/ftp/gopher: micros.hensa.ac.uk
logon: hensa, passwd: hensa
for ftp, you may also use: logon: anonymous/ftp passwd: your e-mail
address

WWW: http://micros.hensa.ac.uk/ and follow the Atari trail.

Download and enjoy.....
Danny

ATARI NEWS OF THE DAY Updated 30/09/94 @ 1614

Digests
----
tos/o/o107 Info-Atari8 digest e-mail newsletters
Updated weekly

tos/n/n153 Central Atari Information Network Monthly Newsletter
Latest updates on.... 27/09/94

tos/o/o116 Silicon Times Report (STR) International Online Magazine
Latest updates on.... 26/09/94

tos/o/o117 ST News Disk Magazine
Latest updates on.... 27/09/94

falcon/a/a043 FALCON UPDATE DIGITAL Falcon Owners Group Diskmag
Latest updates on.... 29/09/94

New software for the Atari TOS section

New packages are as follows; type "cd ~/micros/atari/tos/<x>/<code>" to get to
where they are held. <code> is as below and <x> is the first letter of <code>.
EG. For package "m100" you'd "cd ~/micros/atari/tos/m/m100".

Pfx Date Key Details
--- ---- --- -------
o127 30/09/94 ---- VIRTUAL SCREEN (X)IMG VIEWER dated 19.9.94
o128 30/09/94 S--- MIDI MUSIC MAKER 2.26 Play music files through the synth
o129 30/09/94 ---- ASCII-DRAW 1.6 Drawing program for *characters*
o130 30/09/94 ---- FIGLET 2.1.1 Create large outlined text easily
o131 30/09/94 ---- ANT - WALK Ant walking chaos/A-Life program

```
o122 29/09/94 ---- AMADEUS THE GREAT (COMMAND LINE) COMPOSER 1.0
o123 29/09/94 S--- GOOFFY 1.2 Print your ASCII files in the background
o124 29/09/94 S--- HPDESKJET 500 FONTEDITOR 1.1 Edit HP fonts..for Word Plus
o125 29/09/94 ---- MAGIC SPOOLER 1.09 A RAM and Disk Printer Spooler
o126 29/09/94 ---- CLAC 1.0 A simple calculator....Command line, and GEM

o121 28/09/94 ---- JC-Calendar 0.5 Create your monthly or yearly calendars

o117 27/09/94 ---- ST NEWS The one and only...disk magazine
o118 27/09/94 S--- GNUSHELL 2.2 A nice front-end to the GCC compiler
o119 27/09/94 ---- UFSL / UNIVERSAL FONT SELECTOR 0.97 30 April, 1994
o120 27/09/94 ---- ENHANCEDGEM LIBRARY 2.00 Give your programs a nice interface
n153 27/09/94 ---- CAIN MONTHLY NEWSLETTER issue 09-94

o116 26/09/94 ---- SILICON TIMES REPORT (STR) Online Magazine
n096 26/09/94 S--- HP LASERJET 4 SERIES CONFIG 1.00 Printer configuration CPXs

New software for the Atari Falcon section
-----------------------------------------
New packages are as follows; type "cd ~/micros/atari/falcon/<x>/<code>" to get
to where they are held. <code> is as below and <x> is the first letter of <code>
EG. For package "a001" you'd "cd ~/micros/atari/falcon/a/a001".

Pfx Date Key Details
--- ---- --- -------
a043 28/09/94 S--- FALCON UPDATE DIGITAL Falcon Owners Group Diskmag

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)
```

4395. Sound Sampling Programs

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 16:07:58 UTC
From: blade01@pplnet.com
Message-ID: <10702DBPBOXCALTFAQA@pplnet.com>
Source record: 180028

IT>Hello, Does anyone know of any good sound sampling software available on the
IT>net if possible.

Have you tried SoundLab by Damien M. Jones? Shareware, excellent.

--
_____ 30 lines of pleasure and friendship _____
Paradise Play Line BBS ********** PPL Networks - Ambassador Dealer for
(713)597-4000 BBS Voice - (713)597-4049 Galacticomm Products
Sysop: Happydude@pplnet.com -------- FEEL The EXCITEMENT of PARADISE

4396. Re: 40 folder limit? explanation needed

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 16:16:56 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <36hdlo$bor@mailer.fsu.edu>
Source record: 179993

Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:
> Isn't it possible to make the buffer resize itself depending on how many
> folders you open? Say set it to 40 to start with, and then when (if) this
> is reached, allow it to grab more memory. Also to release this memory
> when it is not needed any more.

Sure, they should have made it a dynamic structure when they wrote it the
first time. The problem is that the OS is in TOS, so little hacks like
this are hard to implement without some major work (for an individual).
As for why Atari didn't fix it right, perhaps they didn't have the room
on the ROMs, or perhaps they just felt that since there were so many software
fixes that it wasn't a priority.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4397. PC CD-ROM reader for Atari

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 16:17:15 UTC
From: blade01@pplnet.com
Message-ID: <11259STKIFQSVKQVSOJ@pplnet.com>
Source record: 180026

IS>A while ago, i saw someone writing about some kind of software for the Atari
IS>to use PC CD-ROM encyclopedies (is the word right spelled?).
IS>Anyone who has more information about this and how to get it. I don't have
IS>access to FTP-sites.

ATM, neither do I. I do have several IBM-type encyclopedia, but can't
read the text on them. MicroSoft Encarta is especially bad - appears to
be encryoted in some way.

--
_____ 30 lines of pleasure and friendship _____
Paradise Play Line BBS ********** PPL Networks - Ambassador Dealer for
(713)597-4000 BBS Voice - (713)597-4049 Galacticomm Products
Sysop: Happydude@pplnet.com -------- FEEL The EXCITEMENT of PARADISE

4398. ACSI trouble

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 16:17:15 UTC
From: blade01@pplnet.com
Message-ID: <11266STKIFQSVKQVSOJ@pplnet.com>
Source record: 180027

IL>I've hooked up an ICD Link host adapter with a SCSI streamer to my
IL>MEGA STE, but can't get connected to it....

IL>If I disconnect the internal MEGA STE harddisk the streamer appears at
IL>ACSI ID 0. If I disconnect the ICD Link (with the streamer) the
IL>internal harddisk appears as ACSI ID 0. BUT if both are connected
IL>none of them work and ID-TEST only returns garbage as SCSI id-string.

IL>To me it looks like both devices works on ACSI ID 0.

That's right.

IL>How do I get passed this problem (the ICD Link adapter is a closed
IL>box with no DIPs or setting, and no special software). Is there
IL>a strap inside the MEGA STE to set the first adress of the external
IL>ACSI, or do I have to change the internal harddisk to ACSI ID 1
IL>(the internal host adapter has adress select) - and if I do - will
IL>the internal harddisk still be bootable (with the ICD disconnect too)

Set the internal to ID 1 and use the ICD software to set up to boot from
it. Should work fine.

--
_____ 30 lines of pleasure and friendship _____
Paradise Play Line BBS ********** PPL Networks - Ambassador Dealer for
(713)597-4000 BBS Voice - (713)597-4049 Galacticomm Products
Sysop: Happydude@pplnet.com -------- FEEL The EXCITEMENT of PARADISE

4399. ACSI trouble

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 16:27:34 UTC
From: blade01@pplnet.com
Message-ID: <11878WYBHYIULNPIHVV@pplnet.com>
Source record: 180029

IN>To those of you who wish to tell me that all i have said is rubbish rember
IN>that all i have said is concluded from physical experimentation not from
IN>the theory so if you wish to critise me do so from physical experiments on
IN>a MEGA STe otherwise don not expect an answer.

I have a Mega STe (in fact, I'm using it right now) with an old ICD host adapter running a Maxtor and a Syquest, and the ICD Link running a NEC CD-ROM. The internal HA on the MSTe is currently set for ID 3 (although the drive has long since been removed). All items did work together previously. As I said, the internal HD is now gone and so there's nothing left to prove that it did work except my personal experience - but what you said is rubbish insofar as the ICD not working with the MSTe internal HA.

--
_____ 30 lines of pleasure and friendship _____
Paradise Play Line BBS ********** PPL Networks - Ambassador Dealer for
(713)597-4000 BBS Voice - (713)597-4049 Galacticomm Products
Sysop: Happydude@pplnet.com -------- FEEL The EXCITEMENT of PARADISE

4400. LP Timer program.

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 16:32:00 UTC
From: blade01@pplnet.com
Message-ID: <12144EUPGUENHNFGXLE@pplnet.com>
Source record: 180031

IA>Has anyone out there written a little program to add up minutes and
IA>seconds?

IA>I enter running times like this: 2.35
IA> Minutes _____^ ^_____ Seconds

IA>The seconds add up in base 60, though. So a normal calculator becomes
IA>unhappy with it. What I could do with is a little custom program to
IA>add the minutes and seconds up with. Just a simple TOS job would be
IA>fine, no frills necessary.

I take it that keyboard input is acceptable? If so, reply to me at

Rich.Tietjens@f6969.n106.z1.fidonet.org

and I'll whip something up.

--
_____ 30 lines of pleasure and friendship _____
Paradise Play Line BBS ********** PPL Networks - Ambassador Dealer for
(713)597-4000 BBS Voice - (713)597-4049 Galacticomm Products
Sysop: Happydude@pplnet.com -------- FEEL The EXCITEMENT of PARADISE

4401. Re: Multi-player games before 1983?

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 16:32:02 UTC
From: samshirley@aol.com
Message-ID: <36hei2$1tp@newsbf01.news.aol.com>
Source record: 180030

In article <36h636$cn7@news1.digex.net>, kowalski@access.digex.net writes:

As far as I can remember, modems, as far as the home user was concerned, didn't really exist. So, I don't think that modem playing was viable. I'm not sure of the state of networking at that time, but I'm willing to bet that the only places were networked was to be found was in the hands of very rich people and the government. So, really, I don't think that multi-player games existed before 1983. I could be wrong. Anybody else know?

4402. Re: useful auto prgs/ACCs?

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 16:35:38 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940930Z163538.224dbrewood@nest.demon.co.uk>
Source record: 179978

In article <36d54c$12ul@msuinfo.cl.msu.edu> hopper_t@msupa.pa.msu.edu writes:

> RECV_CAN.LZH - Allows you to put a recoverable trash can on the desktop;
> ALIBI17 - Creates an alias of a program; put aliases of your most used
> SILKBOOT - eliminates the 90 second boot-delay by polling ASCI device 0 for

Not seen any of these around Tom, on BBS's or on any sites, can you please
post where to get them from?

> You might also check out Everest. In my opinion, Everest is a more stable
> and generally better program (though doesn't look so pretty ;-).

Tom have you tried the latest Edith, 1.2xx, a lot more features and no bugs
left.

--


```
================================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
================================================================================
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
================================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
================================================================================
```

4403. Mouse needed for 1040ST

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 16:37:29 UTC
From: blade01@pplnet.com
Message-ID: <12473QWIAGAWCBTKPVW@pplnet.com>
Source record: 180032

```
ID>Mys sister has a 1040ST with a dead mouse. Is there a good source of
ID>inexpensive replacment mice for this machine, or can I get a standard
ID>PC mouse and adapt it with a plug converter or cable?

Write to glen.kelly@f42.n3807.z1.fidonet.org and ask him about converted
trackballs. I left him with a stack of about 20 of them.

--
________ 30 lines of pleasure and friendship ________
Paradise Play Line BBS ********** PPL Networks - Ambassador Dealer for
(713)597-4000 BBS Voice - (713)597-4049 Galacticomm Products
Sysop: Happydude@pplnet.com -------- FEEL The EXCITEMENT of PARADISE
```

4404. Cool cheap printer

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 16:39:17 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <36hevl$eto@mailer.fsu.edu>
Source record: 179994

Hey, I just bought a Canon BJ-200e inkjet printer for my girlfriend, and
also played with it on my ST. Very cool! I have not really been keeping
up with the home printer market (I either used my little Star 9-pin dot
matrix, or brought it in to serious laser printers at work via PostScript).
This guy is dirt cheap ($270) and prints laser-quality quite quickly.
I'm using the BJ-10e driver in Pagestream, and the printouts look great.
It can also emulate an Epson LQ series dot-matrix, so one can take advantage
of all those 24-bit printer ST goodies out there (like the programs that
will dump the screen with alt-help at 24-pin resolution instead of 9-pin).

In general, I'm impressed. Inkjets used to suck (back when the ink was
water-soluble), but this unit really impresses me. Printout speeds using
Magic Spooler and Fast-Print combined were about as good as using the MS
Windows driver on a PC. Basically, about a minute or two per page, depending
on the density of the graphics. Text-only pages printed in about 30-45
seconds. Also, it is very small (it sort of "stands up") and easy for me
to swap between our PC and ST systems. It only takes up about 10"x6" on
the desk when not in use (you pull out the output guide when you use it,
push it back in when you don't).

Jeez, did I really pay $600 for an Epson MX-80 all those years ago? :-)

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4405. Multi-player games before 1983?

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 17:06:13 UTC
From: kowalski@access.digex.net
Message-ID: <36h636$cn7@news1.digex.net>
Source record: 179984

I am doing research on the history of video games and am curious to find if anyone knows of multi-player games that existed before 1983.

The game should allow two players to play each other in a way where the two players are not looking at the same screen, but they may see the other player on their screen. They may be connected through modem, over network, or whatever...

Any clues?

Rob Kowalski
kowalski@access.digex.net

4406. Re: Big News - Atari/Sega

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 17:22:57 UTC
From: aspect@cats.ucsc.edu
Message-ID: <36hhhh$p45@darkstar.UCSC.EDU>
Source record: 180033

In <9409301401.AA07243@ilmen.lanl.gov> hutch@ilmen.lanl.gov (Hutch) writes:
>[blah, blah, blah ...]

>>If you would like to read the entire article, go to your library, or look it
>>up on America On Line. Unfortunately, if you have an Atari computer, you
>>can't get America On Line unless you have a Macintosh or PC emulator.

>I -do- have a Macintosh computer and I -still- hate AOL's clumsy and
>horrendously slow graphic interface. It's tolerable at 9600 baud but at
>2400... ugh!

Actually, the fact that one is not constantly bombarded by free AOL subscription disks is a good reason to own an Atari computer. Since getting 2 PCs to add to my computer setup, I think I've got about 8 of those floating around... ugh.

>>(GEnie sucks) --Mark van Wyk
> ^^^^^^^^^^

I may have to give up GEnie now that I've moved all telecomm over to the PC since there's nothing on the PC that comes close to ST Aladdin for accessing it (including PC aladdin) and I've been too spoiled by ST aladdin to go back to accessing it via a normal comms program.

~Chris

4407. Re: Atari ST emulator for Mac??

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 17:52:05 UTC
From: surandy@aol.com
Message-ID: <36hj85$317@newsbf01.news.aol.com>
Source record: 180035

In article <306oo9$gcs@agate.berkeley.edu>, dtarico@OCF.Berkeley.EDU (Douglas Frank Tarico) writes:

There is an emulator in the development utilities forum on America on Line. I have never tried it though. internet address surandy@aol.com

4408. Re: useful auto prgs/ACCs?

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 18:01:56 UTC
From: bdean@hpb.hwc.ca
Message-ID: <36hjqk$i91@m.ehd.hwc.ca>
Source record: 179998

Hallvard Tanger&#65533;s (hallvart@ifi.uio.no) wrote:

```
: I have an STE with TOS 2.06 and 2MB RAM. As I don't have a hard disk
: I use about 1MByte for a RAM disk, and always start up with a startup
: disk I've made.
.
.
.

: Hallvard, Oslo, Norway
```

In addition to the rest of the suggestions you have gotten, I would add Teradesk, now at version 1.39. Very nice desktop replacement, though you may not need it having TOS 2.06.

Check your DMA chip BEFORE you get a hard drive. If the number stencilled on it is 'C398739-001', adding a hard drive will be a piece of cake. If the number is 'C025913-38', your STe will have trouble 'talking' to the hard drive. (The DMA chip is a long (~5cm) chip under the floppy, next to the TOS chips.) The right chip for the STe is getting very hard to find, (I finally got one off a dead STe motherboard.) If you need one start looking now.

```
--
------------------------------------------------------------------------
Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada
```

4409. Re: 40 folder limit? explanation needed

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 18:16:06 UTC
From: John_Townsend@taligent.com
Message-ID: <John_Townsend-3009941116060001@townblue.taligent.com>
Source record: 179982

In article <36fana$d8h@altjof.ifi.uio.no>, hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) wrote:

```
|<FOLDRxxx.PRG - AUTO folder program that expands the 40 folder limit (just
|< replace "xxx" with the number of folders you want).
|
|why is there a 40 folder limit on the ST? What happenes when you've opened
|41 folders- does the machine crash? Is this a bug in the system or is it
|like this for some reason, and if the above mentioned program lets you change
|the limit to a higher value, why not make a fix program that lets you open
|an unlimited amount of folders?
|
```

The simple explaination is that the way GEMDOS is designed, it requires a set of buffers for allocating directory entries. There is a defined limit in GEMDOS for the number of directories (folders) that can be open at a given time. This limit in the ROMs is set at 40.

One note: versions of TOS previous to 1.04 (or 1.4 if you are in the US) used to
use folders in the OS Pool and NEVER free them. This truly meant that if you went
into 40 folders, you would then crash. The good news is that in TOS 1.4, this problem was fixed. When you go out of a directory, the entry in the OS Pool is removed. What this means is to run into the 40 folder limit on newer versions of TOS, you would have to be in 40 folder at the same time! This would mean like 8 directory levels deep on several drives (not too many people do this).

The other piece of good news is that if you run into the problem, you can always increase the size of the OS Pool with FOLDRnnn.PRG to avoid the problem.

BTW.. This problem is pretty similar to the BUFFERS=xxx you see in DOS batch files for startup. DOS and GEMDOS are more similar than you might imagine! ;-)

-- John Townsend, formerly with Atari

--
-- John Townsend "I want something, I just don't
Taligent, Inc. know what it is!"

Disclaimer: I don't speak for Taligent, I speak for myself.

4410. Re: This is an Atari FTP Listing

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 18:37:21 UTC
From: hallvart@ifi.uio.no
Message-ID: <36hlt1$8pk@holmenkollen.ifi.uio.no>
Source record: 179992

>Again, thanks to all who have contributed in giving me corrections and updates
>to my FTP list- keep those updates coming in!!! Thanks.

I find this insulting to all my hard work compiling this list!!!!!!!
You could at least have the decency to ask me about posting the list
before you go ahead and give it out as your own.
I've spent so much hard work and time on making it that I don't think it's
too much to ask for some credit in form of having my name on it and such, but
you certainly didn't care did you! Thanks a lot!!!!!!!!

Hallvard, Oslo, Norway

4411. ST to PC connection

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 19:44:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199409302144.a11242@a2w.maus.de>
Source record: 179986

I have tried for some weeks to connect my ST with a cable to a PC parallel port. Someone *please* tell me the secret of the cable pins and the port configurations, the number of combinations is at least 25*24!

BTW I am posting from MausNet, a European network, which has recently connected to the comp.sys.atari.* newsgroups, so I am not sure if the gate *into* Internet is working. Can someone confirm this is ok. I tried to post a similar question on comp.sys.atari.st.tech without reply :(

Ian_Taylor@a2w.maus.de Hmmm, maybe time I had a new signature?

4412. Re: Driver for a HP LaserJet 4M Plus

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 19:57:11 UTC
From: gruber@austin.ibm.com
Message-ID: <CwyKrB.5Lyn@austin.ibm.com>
Source record: 179987

In article <CwxvB1.A1B@aston.ac.uk>, mattispa@aston.ac.uk (PA MATTIS) writes:
> I am looking for a driver for HP printer as I have access to one and would like to print out my reports on it.
>
> Secondly does anyone know of software which will convert Calamus CDK files to PostScript format.
>
> ---
> ____
> Patrick A Mattis email :mattispa@sun.aston.ac.uk

2) Calamus offers a module called : BRIDGE, it's around $150.00 US that'll take care of all your needs.

Scott Gruber
AIX/RS6000 System support

Disclaimer : The views of the poster are not necessarily that of IBM. The posts of this poster
have absolute no connection to IBM

4413. GEnie ST Aladdin (was: Big News - Atari/Sega)

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 20:21:34 UTC
From: azog@world.std.com
Message-ID: <CwyLvz.54@world.std.com>
Source record: 180024

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

>I may have to give up GEnie now that I've moved all telecomm over to the PC
>since there's nothing on the PC that comes close to ST Aladdin for accessing it
>(including PC aladdin) and I've been too spoiled by ST aladdin to go back to
>accessing it via a normal comms program.

> ~Chris

Hmm, I must be off the mark here. I only played with ST Aladdin for
a short while, and never found anything useful about it, and just
went back to using my normal telecomm program to access GEnie...

--
Billy D'Augustine azog@world.std.com

4414. Re: MPEG movie player for 1040 STe?

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 20:27:00 UTC
From: Martin_Reitzlein@gi.maus.de
Message-ID: <199409302227.a3386@gi.maus.de>
Source record: 179990

```
>> btw: I think that ST-guide plays mpeg files, although slow. I think
>> it will run in any resolution...

1stguide (new version 27.07.94) does it - but even on a 48mhz-tt it's not too
fast (<5 frames/s; 160x120, tt-high, nvdi + magix).... but it works while i'm
writing this.

martin .
```

4415. Re: Know a good comms prog ?

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 20:56:35 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <36hu23$fa1@golem.wcc.govt.nz>
Source record: 179995

] Can anyone suggest something ? I have tried Storm v1, but it freaks at
] port speeds over 2400, Freeze Dried Terminal is a bit big and insists on
] doing batch transfers, when I only want one file, apart from that, it's a
] bit unfriendly and too complex for what I want. I just want something
] SMALL, QUICK, BASIC (within limits !), and RELIABLE.

Try changing #L in the send-parameters to #1 which will bring up a
file-selector rather than the batch-list.

Quick & Simple terminal & Z-Modem transfers.... If you don't mind the font,
ANSIterm isn't too bad (Only uses XYZ.TTP, but you could just rename
RZ.PRG or SZ.PRG to XYZ.TTP to suit your needs). Other than that most
everything else is quite large & frilly.... (Apart from the good ole'
commercial favourites like Flash)

4416. Re: GEnie ST Aladdin (was: Big News - Atari/Sega)

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 21:59:21 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <36i1np$17dh@msuinfo.cl.msu.edu>
Source record: 179996

In article <CwyLvz.54@world.std.com>, azog@world.std.com (azog) writes:
>
>Hmm, I must be off the mark here. I only played with ST Aladdin for
>a short while, and never found anything useful about it, and just
>went back to using my normal telecomm program to access GEnie...

For downloading, and reading and replying to messages, Aladdin is a great time saver; you can select topics to read off-line, download messages in those topics (new/all/etc) and read them off-line, then write a response off-line, and Aladdin will automatically post the reply. This is also true for GEnie mail. In addition, Aladdin will check the libraries of your choice for new files, allowing you to browse the list off-line and select which files to download (if any), and Aladdin will then automatically download them and logoff when the download is complete.

In addition, Aladdin has a built-in scripting language, so that you can automate tasks Aladdin doesn't normally automate.

The only disadvantage is that you really need a hard drive (or at least two floppies) to make good use of Aladdin; I didn't use it until I recently acquired a new MegaSTE with hard drive.

Regards,
Tom
hopper_t@msupa.pa.msu.edu

>--
>Billy D'Augustine azog@world.std.com
>

4417. Re: Gribnif, are you listening? (was Re: Papyrus, SpeedGDOS)

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 22:30:40 UTC
From: rflashma@mtholyoke.edu
Message-ID: <36i3ig$7n4@mudraker.mtholyoke.edu>
Source record: 179997

Dan Aylward (dud@u.washington.edu) wrote:
> In comp.sys.atari.st you write:
> |> - Papyrus doesn't work under Geneva. The horiz. ruler freezes the
> |>program when on; without it Papyrus works even with Geneva. Is the problem
> |>in Geneva or Papyrus - and will there be a solution..?
> >> I think that this rather is a problem of Geneva. papyrus is known as
> >> a very clean program, which runs both under MultiTOS and MagiC.
> >Any people from Gribnif there reading this..? It'd be nice to get these two
> >working together..
> (that subject might get their attention a little more... :)
> I'm thinking about getting Papyrus; I haven't seen it yet, but from what
> I've been hearing, it's very good. I couldn't live without Geneva, so if
> it's true that it doesn't work with Geneva, something might oughta be
> done about it...
> Dan Aylward
> dud@u.washington.edu

Heh. Yep, it took a "Gribnif" in the subject line for me to see it. Dan has been in close contact with the programmer of Papyrus. The short answer is:

1. The next revision of Papyrus will work correctly with the current release of Geneva.

2. The next revision of Geneva will work correctly with the current release of Papyrus.

This was one of those cases where one program was doing something the other one did not expect. The next version of the program will simply not do that which surprised Geneva. And the next version of Geneva will know how to deal with that unexpected item.

Rick Flashman, President Gribnif Software
Tel 413.247.5620 P.O. Box 779
Fax 413.247.5622 Northampton, MA 01061-0779
For support/information please email "gribnif@genie.geis.com"

4418. Re: ST Flowcharting Utility?!?

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 22:57:06 UTC
From: Spencer.Davies@mettav.exnet.com
Message-ID: <780978698.0@mettav.exnet>
Source record: 180037

MF> From: mforget@elfhaven.ersys.edmonton.ab.ca (Michel Forget)
MF> Organization: Electric Storm Software
MF> Message-ID: <2e808c00101ba@elfhaven.ersys.edmonton.ab.ca>
MF>
MF> Does anyone know of a flowcharting utility for the ST? I'm finding
MF> that I'm rapidly becomming aggravated with the pencil-and-paper
MF> method. It just does not look very good. The only requirements that
MF> it must meet is that it must support annotations and horizontal
MF> case/switch statements. Any other features, like GDOS support, are a
MF> plus.
Well Titan Designs in the U.K. do an Ideas Processor (really a glorified flowcharting program) called Thought! It isn't based around the normal flowcharting conventions but rather based around something called Jackson Structured Programming.

You can contact David Encil (the proprietor) on +44 21-414-1630 and ask him if there is an American distributor for this fine piece of software.

Spencer

spencer@boondock.mettav.exnet.com

* Origin: The Net is Yours,USE IT!Don't Abuse IT! (Turbonet 100:1011/0.2)

4419. Free Atari ST Stuff is GONE

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 23:19:53 UTC
From: mdm@esl.com
Message-ID: <36i6ep$odu@gatekeeper.esl.com>
Source record: 180001
Cross-posted to: ba.market.computers,comp.sys.atari.st

The free Atari 520 ST system is gone. Due to the volume of e-mail
I received I won't be able to reply to everyone, but thanks for all
the generous offers.

Michael Matthews
TRW Business Intelligence Systems
mdm@esl.com
(408)752-2890

4420. Re: 40 folder limit? explanation needed

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 23:37:12 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EI5XAFVC@ttgk.textlitho.nl>
Source record: 180000

In <36h3e1$616@percy.cs.bham.ac.uk> Chris Ridd wrote :

>I haven't noticed the folder problem running under MultiTOS with
>MinixFS partitions however; perhaps the feature has been well and
>truly slain.

I never noticed the folder problem under MultiTOS at all.. I can imagine
when running tape backup software (like GEMAR) the folder space should fill
rapidly as it opens all folders on all drives to read the contents..
But, then again, I never ran GEMAR without MultiTOS as far as I can
recall... So I'm not sure, maybe GEMAR tricks the OS into a
'folder-memory-purge'.
How about 'Show information ?' from the desktop, it should check all
folders for sub (and sub/sub) folders so it must open them one at a time..
Well, I could try that right now... Just a moment:

DRIVE C: 9 folders 186 files in 4 Mb
DRIVE D: 26 folders 1133 files in 13 Mb
DRIVE E: 19 folders 933 files in 11 Mb
DRIVE F: 111 folders 1731 files in 44 Mb
DRIVE G: 26 folders 769 files in 14 Mb
DRIVE H: 260 folders 1313 files in 36 Mb
DRIVE I: 77 folders 454 files in 10 Mb

and finally:
DRIVE P: 65 folders 4798 files in 690 Mb (just kidding, this is the
CD-ROM, Monster Media disk no. 1 '94)

Well, I didn't have to reboot and I haven't got any FOLDRXX.PRG in my AUTO
folder so I guess MultiTOS has got its act together...

Gert

--

-- --
Atari TT-Point
-- --

4421. Arcive Viper 150 Tapes

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 23:44:21 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Sep30.234421.2250@bradford.ac.uk>
Source record: 180002

Hi. Thanks for all those who repied about the problems I had with my streamer. (For those who know what I am talking about it turned out to be a faulty streamer.)

Anyway I'm looking to buy a brand new 150 meg Tape for the Arcive Viper 150 (preferably formatted [is the erase option in Gemar the same as format?]) and I would be very gratefull if one of you could tell me a good place to get new tapes in England (Near Manchester if possible). Also I would like to know the name and spec. of the tapes that I require.

Thanks in advance for the help.
P.S. E-Mail replies are more convenient for me. Thanks

Please put To Dave as subject of reply via E-Mail

Bye.............

```
/=========================================================================\
| David Haider \\ If you've got an ST get a FALCON|
| ------------ \\ |
| E-MAIL: via sptaylor@brad.ac.uk \\ If you've got a PC get a LIFE |
| \\ |
| SNAIL MAIL: 29 Horne St. Bury, \\ If you've got a CONSOLE get |
| Manchester BL9 9BW. // a BRAIN. |
| ENGLAND. // |
| // If you've got a FALCON advance|
| // to GO and collect 200 pounds. |
\=========================================================================/
```

4422. RE: FREE Atari ST Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-09-30 23:49:18 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EI5XAFVF@ttgk.textlitho.nl>
Source record: 179999
Cross-posted to: ba.market.computers,comp.sys.atari.st

In <36eqs5$f9p@gatekeeper.esl.com> Mike Matthews wrote :

>I have already received about 30 responses to this post so I've saved
>them in the order received and will respond to each until I find someone
>to come get the stuff.
>
>I opened the machine last night and found that the motherboard is
>cracked! If this changes things for those of you who responded with
>an "I'd like a shot at fixing it" message, please let me know. I would
>assume that a cracked motherboard is not repairable short of completely
>replacing it.

Well, speaking of cracked... I have seen a working Atari ST inside a PC
mini tower case. As the board of the Atari was too large, the owner simply
hacksawed the PCB in two, placed the two halves at an angle of 90 degrees
together and soldered all the broken joints together with
short wires........ At first I thought the owner was cracked but nope, it
was just the board, but it worked !!!

Gert

--

-- --
Atari TT-Point
-- --